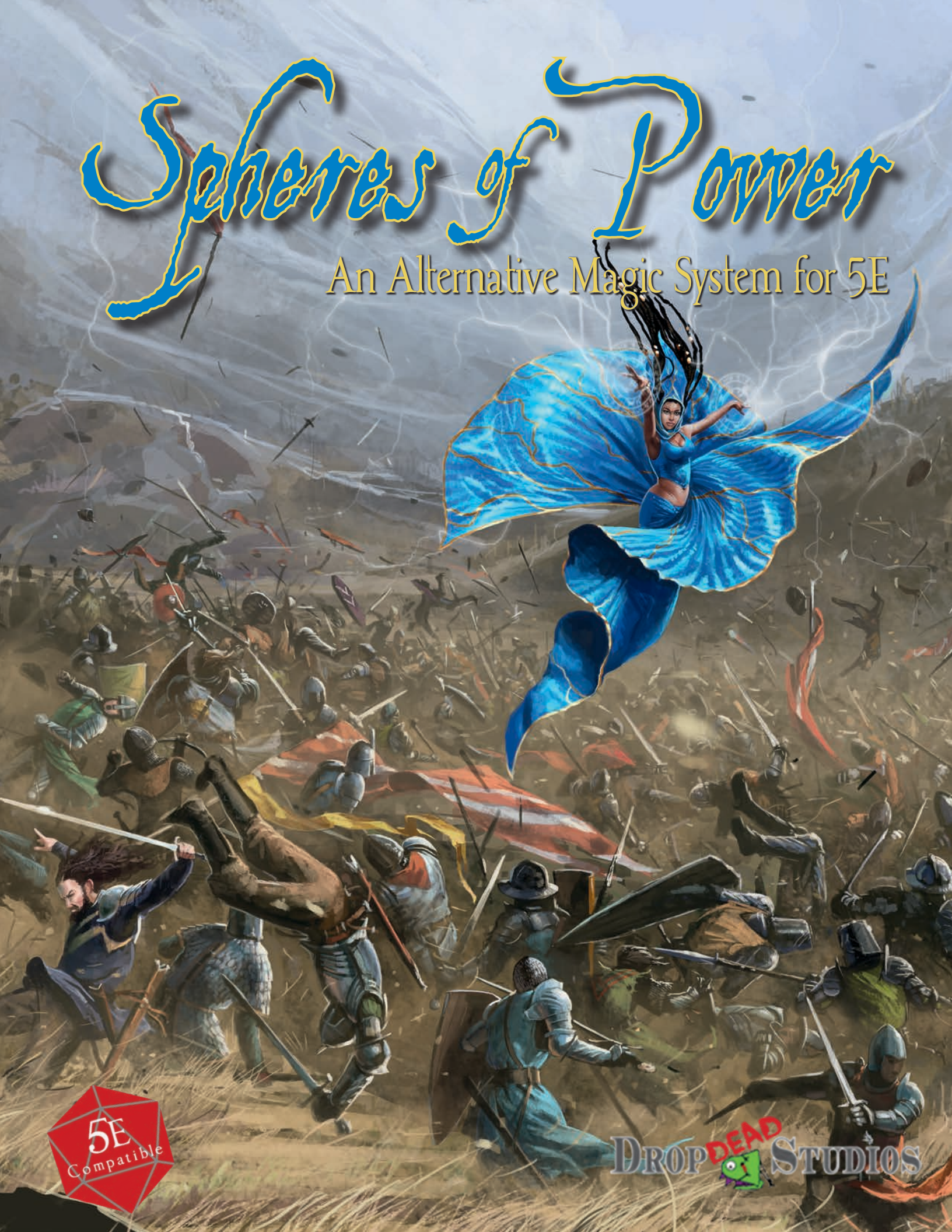


Spheres of Power

An Alternative Magic System for 5E



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Spheres of Power

An Alternative Magic System for 5E



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Chapter 1

Introduction

Welcome to *Spheres of Power*, an alternative magic system for 5th edition games. Within these pages you'll find not only an original way to create and run magic-users in your 5e fantasy games, but through it, tools for telling stories and building settings far beyond the scope of the core game.

Most of the rules for making a spherecasting magic-user are extremely similar to the rules you might already be familiar with for making a spellcaster: sphere DC and spell DC are calculated the same, choosing magic talents is very similar to choosing spells known, and using spell points is, in many ways, even simpler than using spell slots. *Spheres of Power* is balanced against the core magic system, so introducing spheres can be done easily; a character using spheres can sit alongside the rest of the party without issue, whether or not the rest of the party is also using spheres.

The differences between the two systems, however, open up a great many options for what and how magic is played, allowing for a virtually unfettered exploration of character concepts through the interaction of two systems: Casting Traditions, and the Spheres.

Casting Traditions are the “hows” and “whys” of magic. They determine how a magic-user creates magic, what the source of their power is, and what the scope of their capabilities are.

In most fantasy tabletop games, casting tradition is tied to class: the possible casting traditions are artificer, cleric, wizard, sorcerer, etc. With *Spheres of Power*, however, these rules are opened so Game Masters (and with permission, even players) can adapt magic to fit their needs, rather than adapting their needs. If the Game Master wants to create a custom world where elemental-wielding martial artists do battle with magical pet summoners, and where super-powered heroes conflict with magical-breathing swordfighters, all of this can be done without any complex multiclassing or homebrewed subclasses.

The Spheres are how a magic-user determines what they can do. Instead of spells known, a spherecaster gains magic talents, which they can spend to either unlock a new sphere, or to gain a talent from a sphere they already possess. Spheres offer thematic abilities, while talents alter and augment those abilities in new and interesting ways. Thus, if a player wants to

play a master of flame magic, instead of being limited to the progression of flame magic as detailed in spells (*fire bolt* as a cantrip, *burning hands* as a 1st level spell, *flaming sphere* as a 2nd level spell, *fireball* as a 3rd level spell, etc.), they can instead choose their progression and capabilities as they so choose (With the Nature and Destruction spheres they can immediately gain the ability to command and attack with fire, then as they gain levels they can spend talents as they choose to throw that fire as a fireball, wrap that fire around them as a shield, summon that fire as a wall, and so on, and so on).

The rest of this introduction details some of the different rules and terms required to understand in order to use Sphere of Power, as well as a walkthrough for how to build a spherecasting character. Most of these rules should be familiar to anyone who has played a core magic-user before, but are still presented below in order to be as explicit as possible.

Using a Magic Sphere

Each magic sphere has one or more basic abilities granted when you gain the sphere. Sphere abilities have the following parameters:

Casting Time: The required action needed to cast the magic sphere effect. Like the Cast a Spell action, each sphere effect has a casting time, which specifies whether the spherecaster must use an action, a bonus action, a reaction, minutes, or even hours to cast the spell. If a sphere effect takes more than one round to cast, you must spend your action each turn casting the effect and you must maintain your concentration while you do so. If your concentration is broken, the effect fails, but you don't lose any spell points. If you want to try casting the effect again, you must start over.

Range: The target of a sphere effect must be within the effect's range. Once an effect is cast, its effects aren't limited by its range, unless the effect's description says otherwise.

Duration: How long the effect lasts.

Target: This defines what can be targeted by the effect. Typical targets are you (the spherecaster), one or more creatures, one or more objects, or both creatures and objects. Further limitations may apply (allies, hostile creatures, etc.).

Cost: The number of spell points required to cast the effect, before any augments. You lose these spell points, and you cannot attempt to cast a sphere effect that requires more spell points than you possess.

Saving Throw: Some sphere abilities define the saving throw allowed by the effect. Creatures may always choose to fail their saving throw if they wish.

Augments applied to the effect may alter any of these parameters.

Spherecasting Terms

Augment

In many spheres, many granted abilities might be improved or altered through the caster spending additional spell points. These modifications are referred to as augments. The cost of adding an augment is always added to any spell points required to use the ability itself. The choice to apply an augment must be made at the time the effect is cast, unless otherwise noted. The number of spell points you can spend on a single sphere effect (including augments) cannot exceed your proficiency bonus, even if the augment is applied after the initial casting.

Concentration

Some sphere effects have a duration of “concentration”, and just as with spells, that concentration can be disrupted. Any factors that apply to spells with a duration of concentration also apply to sphere effects with a duration of concentration.

Many sphere effects with a duration of concentration also have an augment that allows the effect to persist without concentration. Sphere effects that are changed from a duration of concentration to a different duration cannot be changed back.

Counter

Some sphere effects explicitly can counter each other (for example, the Dark and Light spheres). If a sphere effect says that it counters another sphere effect, applying it to a target under the countered effect acts as a dispel attempt (see the dispel ability of the Universal sphere).

Damage Die

Some classes, features, or sphere talents and abilities can change how much damage a weapon or sphere effect deals, decreasing or increasing its damage die size by one or more steps. This table should be used as a reference guide for such occasions when no such information is provided.

Table: Damage Dice Progression

1d2
1d4
1d6
1d8
1d10
2d6 (or 1d12)
2d8
3d6
3d8



Key Ability

A character's magic tradition determines what ability score (usually Intelligence, Wisdom, or Charisma) is used to determine the strength of their magic. This ability score is referred to as their key ability. The terms "key ability" and "spherecasting ability" are used interchangeably.

Your key ability modifier (KAM) is used to determine many things, such as the Difficulty Class of your sphere abilities, as well as your total number of spell points. If a character has both a magic tradition and a martial tradition (See *Spheres of Might*), they may use their spherecasting ability as their key ability for both their magic and martial abilities, if it is higher.

The Multiple Traditions optional rule can allow for a character to have more than one key ability modifier. See Section 5 for further information.

Spellcasting Ability Checks

Sometimes, a spellcaster or spherecaster directly pits the raw power of their magic against that of another caster. At these times, the caster rolls a d20 + their spellcasting ability modifier against a set DC (usually the DC of the spell or sphere effect in question).

If the effect originates from a magic item rather than a caster, use **Table: Item Magic Skill** below to determine spellcasting ability modifier or DC based on the item's rarity. Artifact level items cannot normally be countered or suppressed without the aid of other artifact-level items or rare, powerful magic.

Table: Item Magic Skill

Rarity	Spellcasting Ability Modifier	DC
Common	+2	12
Uncommon	+3	14
Rare	+4	16
Very Rare	+5	18
Legendary	+6	20

Spherecasting Class

Any class that grants the ability to cast sphere effects is a spherecasting class. Sometimes, such as when a magic tradition grants you bonus spell points, it is a character's total levels in spellcasting classes that are important. This means that all of your levels from any spherecasting classes you possess are added together for this purpose.

Magic Talent

As a spherecaster gains levels, they gain magic talents. Magic talents may be spent to allow a caster to gain new powers and abilities. Whenever a spherecaster gains a magic talent, they may spend it in one of three ways: to gain a new base magic sphere, to gain a talent associated with a magic sphere they already possess, or to remove a variant they possess from a sphere (but retaining the bonus talents granted). The number of magic talents a spherecaster gains differs between classes, but all characters gain bonus magic talents as part of their

casting tradition. Once a talent is spent, it cannot be changed unless retraining is allowed.

Some class features or other options grant you a bonus sphere or a particular bonus talent. If you ever gain a sphere or talent which you already possess, you can gain a different talent of your choice from the same sphere instead.

Advanced Talents: Basic talents may be taken by any spherecaster that possesses the sphere the talent belongs to, while advanced talents have prerequisites that the spherecaster must meet before taking them. Additionally, your Game Master's permission is required to take advanced talents (see chapter 6: Worldbuilding).

Magic Tradition

A magic-user's casting tradition is another term for the rules that bind the use of their power, as well as its source. Does their magic come from an allied deity? Inborn talent? Communion with spirits? Does their magic require chanting or gesturing, or perhaps rare materials and the drawing of diagrams? These questions and more determine the caster's tradition. Note that in core 5th edition games a character's class determines these answers (wizards study magical formulae, clerics commune with deities, etc.), but with Sphere of Power, class no longer determines the rules that bind a magic-user.

A casting tradition is made up of 4 parts: a key ability modifier, drawbacks, boons, and magic talents. Drawbacks determine the rules that bind a magic-user and determine where and how they can use magic. Boons are benefits, determining the special strengths of a casting tradition's users. Finally, every casting tradition grants its users two magic talents to serve as the beginnings of their growth in magical power.

Spell Attacks and Saving Throws

Unless otherwise stated, whenever a magic sphere ability calls for a saving throw, the Difficulty Class (DC) for that saving throw is equal to 8 + your proficiency bonus + your key ability modifier. If the targeted creature meets or exceeds this number with their saving throw, they often reduce or negate the effect.

Additionally, whenever a magic sphere ability calls for an attack roll, your sphere attack modifier is equal to your proficiency bonus + your key ability modifier.

Spell Point

All spherecasters gain a spell point pool, which accumulates spell points as they gain levels. Spell points are a measure of a caster's capability and are spent to increase the power of their magical abilities. The number of spell points you can spend on a single sphere effect (including augments) cannot exceed your proficiency bonus, even if the augment is applied after the initial casting. Your spell pool refreshes after a long rest.

A spherecaster's pool of spell points is defined in their class, but casting traditions can sometime increase the number of spell points you possess. If multiclassing is allowed, you add all your spell points together in a single pool unless using the multiple traditions variant rule, except you only gain additional spell points from your key ability modifier once. For example, if you have three incanter levels and two elementalists levels, your spell pool would be equal to 3 + 2 + your key ability

modifier + any bonus spell points from your casting tradition from having 5 levels in spherecasting classes.

Sphere

A sphere is a group of abilities based on a theme. Each sphere grants one or more abilities to any caster who possesses it, and these abilities can be expanded upon with the talents in that sphere.

There are 20 magic spheres, including Alteration, Creation, Conjunction, Dark, Death, Destruction, Divination, Enhancement, Fate, Illusion, Light, Life, Mind, Nature, Protection, Telekinesis, Time, Universal, Warp, and Weather. The Universal sphere is distinct from the others in that it primarily consists of abilities that modify how a spherecaster interacts with other spheres, as well as handles dispelling other magic and wild magic.

Sphere Effect

A magic sphere effect is the equivalent of a spell and in most ways function the same. For the purposes of interacting with 5e rules, all sphere effects are generally treated as spells of a level equal to the number of spell points that have been spent on them (a sphere effect that is cast with a final spell point cost of 0 sp is considered a Cantrip).

Other Rules

Adding Ability Modifiers to Damage

Regardless of what feats, features, talents, or magic items you possess, you cannot add a spellcasting ability modifier or key ability modifier to the damage of spherecasting abilities more than once.

Bonus Action Casting Time

Some sphere effects have a casting time of a bonus action. Just as with spells, after using a magic sphere effect with a casting time of a bonus action, you can't use another spell or magic sphere effect during the same turn, except for a Cantrip or a sphere effect with a final spell point cost of 0 sp and a casting time of 1 action.

Curses

Some magic sphere talents or abilities are considered curses. These talents and abilities have the [curse] descriptor by their name.

Doubling Proficiency Bonus

A proficiency bonus cannot be more than doubled. If a class, sphere, or other ability allows you to double a proficiency bonus (such as to a skill, similar to the expertise rogue or bard class feature), this cannot be doubled again, even if the character also has another ability that doubles a proficiency bonus, such as the expertise class feature.

Identifying a Magic Sphere Effect

Just as with spells, if a character wants to identify a magic sphere effect that someone else is casting or that was already cast, they can use their reaction to identify the magic sphere effect as it's being cast, or they can use an action on their turn to identify a magic sphere ability by its effect after it is cast.

If the character perceives the casting, the magic sphere's effect, or both, the character can make an Intelligence (Arcana) check with an action or reaction. The DC equals 15 + the number of spell points used. If the magic sphere effect is cast by a creature possessing a similar casting tradition as the character (or levels in a class with a strong association with the casting tradition), the check is made with advantage. For example, if a spherecaster possessing the Traditional Magic casting tradition uses a magic sphere ability, another wizard or a character with either the Traditional Magic or Magus casting tradition will have advantage on the check to identify the sphere effect. Some casting traditions aren't generally associated with any class, such as the Lycanthrope or Natural casting traditions.

This Intelligence (Arcana) check represents the fact that identifying a sphere effect requires a quick mind and familiarity with the theory and practice of casting. This is true even for a character whose spellcasting ability is Wisdom or Charisma. Being able to use magic sphere talents or abilities doesn't by itself make you adept at deducing exactly what others are doing when they use their magic.

If the spherecaster has no drawbacks that would make casting perceptible at all (Focus Casting, Somatic Casting, Verbal Casting, etc.) and doesn't produce an obvious effect such as a fireball, an observer might still observe and identify the effect being cast, but might require a Wisdom (Perception) check with a DC of 15 - the number of spell points to even tell magic is being cast and which person is producing the effect.

Multiclassing

The new classes presented in this book use their key ability as their multiclassing prerequisites, so multiclassing into or out of any of these classes requires a minimum score of 13 in your key ability (determined by your tradition).

Spell points and magic talents from multiple spherecasting classes stack, though you only gain additional spell points from your key ability modifier once.

How to Build a Character

Spheres of Power grants a greater degree of flexibility when bringing a character to life, but this means that character creation involves an increased number of choices. The following guide demonstrates how to build a character from concept to final creation, accounting for these additional choices.

The process for building a character is, roughly:

1. Concept
2. Casting tradition
3. Race and class
4. Attributes, background, proficiencies
5. Talents and feats

Building Derwyrd

Each step of building a character includes an example of that step, with a player named Simon building his character, Derwyrd.

Concept

Spheres of Power is a concept-based magic system, meaning even more so than with core character creation, the first step to creating a spherecaster is simply to determine what sort of

character you want to create. What is your idea for the character? Is your character a shapeshifter, a mystic martial artist, or perhaps a con artist? What can they do and how do they do it? Remember that the answer to these questions will be at least partially informed by the setting and your party members: in a setting where all magic is granted through service to ancient evils and casters are hunted down by the local government, magical characters will live and play very differently from a setting where magic is free and easily available. Similarly, a magical guardian of a wilderness shrine will have a much harder time in a game where the players will be traveling all over the globe versus one that stays in the same town forever.

Building Derwyrd. Step 1

Simon decides that he would like to create a fey-like spherecaster who manipulates the forest around him. He wants to summon plants to do his bidding and do most of his fighting for him, but his party is also in need of a skilled healer, so he wants to fill that niche as well. He imagines a character who communes with nature like a druid, but isn't interested in shapechanging, at least for the moment. Instead, he sees his character summoning vines to fight for him, leaping from tree to tree in the heat of combat to strike enemies with a well-placed attack.

Casting Tradition

Now that you have a general concept, assuming your character will use magic, look at Section 2 for information about casting traditions. What is the source of your character's magic? Where and how did they learn? Check with your Game Master to see what traditions are allowed, as casting traditions are tied to a game's setting, and the setting might include a limited number of traditions or possibly custom traditions of the GM's own creation. Feel free to speak to your GM about working with you to create a custom tradition if preferred.

Building Derwyrd. Step 2

Simon's table is allowing any casting tradition published in Spheres of Power. Simon looks through the available casting traditions and really likes Druidic, Fey Magic, and Ley-Line Tapper, but settles on

Fey Magic; his character's power come from having a fey-like nature, and possibly fey ancestry, rather than the worship of nature or the tapping into the land. He notes down that he gets no bonus spell points from his casting tradition, that his key ability score is Charisma, and also notes his drawbacks and boons. Lastly, he makes a note of the variable magic talents that he could choose from: Two from Dark, Illusion, Mind, Nature, or Weather. He will get back to those later.

Race and Class

Now that you have a concept in mind and know their casting tradition, character creation now follows the format typical for a core 5e game. What race is your character? What class best fits your concept? Note that with Spheres of Power, class does not determine concept, so feel free to explore your options to determine which class features seem the most appealing to you. This book contains new classes and adaptations for existing classes, both of which can be found in Chapter 3.

Building Derwyrd. Step 3

Since he wants his character to draw power from a fey-like nature, Simon decides to make his character an elf, noting down his starting languages and abilities on his character sheet. Simon

knows that he could very well simply use the druid class with the druid

spherecaster variant, but he doesn't find some of the class's features appealing, so instead he looks at the classes and subclasses in

Spheres of Power. Simon thinks both the elemental and incanter could be a great choice, but Simon ends up choosing the elemental, because the path of the geomancer fits perfectly with his character concept. He makes Derwyrd an elemental and notes the class's proficiencies and 1st-level class features on his character sheet; Including the Weave Energy feature that grants Derwyrd the Destruction sphere as a bonus sphere.

As a 1st-level elemental, Derwyrd has 1 Hit Die—a d8—and starts with hit points equal to 8 + his Constitution modifier. Derwyrd also starts with a number of spell points equal to 1 + his key ability modifier (Charisma). Simon notes this, and will record the final number after he determines Derwyrd's Constitution and Charisma scores. Simon also notes that the proficiency bonus for a 1st-level character, which is +2.



Attributes, Background, Proficiencies

Now is the perfect time to determine the final details of your character, such as where they're from, what they look like, and what they can do. Generate and distribute your attributes per the method you are using in your game and determine your character's background, just as detailed in the core game. Where is your character from? What are they skilled at? At this point you should also choose your character's proficiencies, which are determined both by your background and your class. If you are also using the book Spheres of Might, this is an appropriate place to choose your starting martial tradition as well, if they have one.

Building Derwyrrd. Step 4

Simon decides to use the standard set of scores (15, 14, 13, 12, 10, 8) for Derwyrrd's abilities. Since he's first and foremost a spherecaster, he puts his highest score 15, in Charisma (his key ability score). His next highest, 14 goes in Dexterity. Derwyrrd wants to have a decent Wisdom and Constitution, so he allocates the next two highest there. After applying his racial benefits (increasing Derwyrrd's Dexterity by 2 and Wisdom by 1), Derwyrrd's ability scores and modifiers look like this: Strength 8 (-1), Dexterity 16 (+3), Constitution 12 (+1), Intelligence 10 (+0), Wisdom 14 (+2), Charisma 15 (+2).

Simon fills in Derwyrrd's final hit points: 8 + Con (+1) = 9 hit points; spell points: 1 + Cha (+2) = 3 spell points; and sphere DC: 8 + prof bonus (+2) + Cha (+2) = save DC 12. Simon then fills in some of Derwyrrd's basic details: his name, his sex (male), his height and weight, his alignment (chaotic neutral). Simon decides that Derwyrrd lives in the woods, so either Hermit and Outlander are fitting backgrounds, eventually settling on Hermit. He notes the proficiencies and special features this background gives him.

For personality traits, Simon decides that Derwyrrd could be described as 'utterly serene'. Derwyrrd believes in the ideal of 'live and let live' with strong bonds to an organization of isolated and wandering healers. Simon writes down the starting equipment from the elemental class, his casting tradition, and his background. His starting equipment includes: a rapier, a shortbow (and 20 arrows), an explorer's pack, dagger, a scroll case stuffed full of notes from studies and prayer, a winter blanket, a common set of clothes, an herbalism kit, and 5 gp.

Building Derwyrrd. Step 4 (optional)

Simon also owns Spheres of Might and decides to trade out the elemental's armor proficiency, martial weapon proficiencies, and Unarmored Defense feature for a martial tradition.

Because Simon already liked the Hermit background, he decides on keeping it and chooses a martial tradition tied to that background, settling on the Witch martial tradition.

Simon updates his character sheet to include the new starting equipment from his martial tradition and writes down that Derwyrrd has the following martial sphere talents and abilities:

Alchemy sphere. – **Talents** (formulae) *Salve* • formulae, (30 ft.), DC 12, 3 formulae

- *Salve*; Restore 1 Hit Die + Cha mod hit points.

Beastmastery sphere. – **Packages** tame; **Talents** none

- *tame*, DC 12; CR 0 beast

Equipment sphere. – **Talents** (discipline) Bombardier Training, (other) Unarmored Training

- ◇ **Bombardier Training**; Treat alchemical weapons (acid flasks, alchemist's fire, etc.) as simple weapons.
- ◇ **Unarmored Training**; AC = 10 + Dex mod (+3) + Cha mod (+2)

Talents and Feats

Finally, note the talents granted by your tradition and class, and make any choices required. Similarly, if your race grants you a bonus feat, this is the time to choose which one you desire.

Now review the character and evaluate the result. You may want to go back and tweak things or even start over with a different concept, possibly inspired by options you found during the creation process.

Building Derwyrrd. Step 5

From steps 2 and 3, Simon knows that Derwyrrd has the Destruction sphere from the elemental class, as well as two talents that must be purchased from his casting tradition. Because Derwyrrd is supposed to be a plantomancer, he looks through the Dark, Illusion, Mind, Nature, and Weather spheres (the spheres that his casting tradition grants him two talents from) to see what is appropriate for his concept and finds the Nature sphere with its plant package. Simon uses one talent to purchase the Nature sphere (plant package), and the second talent to purchase Create Nature. Simon then looks over the Destruction sphere and notes that because he possesses the Nature sphere, he gains the Bramble Blast (blast type).

Simon writes down that Derwyrrd has the following magic sphere talents and abilities:

Destruction sphere. – **Talents** (blast type) Bramble Blast

- *destructive blast*, (self), DC 10 + Cha mod, 1d8, instantaneous

◇ **Blast Shapes** (Shaped); 0 sp 5-ft. radius; 1sp 30-ft. cone or 120-ft. line

◇ **Blast Types** (Bramble, Poison); piercing (Dex save vs grappled) or poison (poisoned until start of next turn)

Nature Sphere – **Packages** plant; **Talents** (geomancy) Create Nature

- *geomancy*, (30 ft.), DC 10 + Cha mod, instantaneous or concentration (1 minute w/ 1 sp)

◇ **Plant** (Entangle, Harvest, Pummel)

◇ **Create Nature**; create one Large-sized tree or field of plants in 10-ft. square, 1 spoki

Chapter 2

Casting Traditions

Using Casting Traditions

Casting traditions are comprised of a key ability, drawbacks, boons, and magic talents, including any sphere-specific variants. Drawbacks and boons are obtained when the spherecaster gains their first level in a spherecasting class, while sphere-specific variants are only applied when you gain the sphere in question. Despite their mechanical implications, casting traditions are primarily a tool for storytelling and worldbuilding; thus, they are a Game Master tool first and a player's tool second.

Casting traditions are designed to allow DMs free reign over the how's and why's of magic, allowing them to forge magic to fit the needs of their world and their players, rather than be confined to the how's and why's of the usual game. While this can be used to recreate the feel of traditional games (such as through traditions like Traditional Magic, Divine Petitioner, and Druidic), it can also be used to create more outlandish games and custom worlds.

If the players and the GM do not want to worry about the why's and how's of magic, they may simply remove all casting traditions, giving all magic users the 'natural' tradition by default. Or, they may allow any casting tradition contained within this book. Most often, however, the GM will want to explore casting traditions before the campaign begins, deciding what is or is not appropriate for the needs of the game. For more information on using casting traditions to build unique worlds, see chapter 6.

What is in a casting tradition?

A casting tradition contains a description of the tradition, the key ability modifier of that tradition, drawbacks, boons, and two magic spheres or talents. It may also include a number of sphere-specific variants.

The key ability modifier determines what attribute is used for your sphere DCs, spell points, spell attack rolls, and other effects. If a tradition lists a choice of attributes, this choice is made when the tradition is gained and may not be changed later.

Drawbacks apply limitations and restrictions to how you can cast, granting a combination of bonus spell points or boons in exchange.

Boons give bonuses under particular circumstances. Drawbacks and boons are described in more detail in their sections below.

Some traditions also specify that their practitioners must take specific sphere variants. These variants are listed with the required sphere in parenthesis. No bonus from such a variant is granted until the base sphere is gained.

Each casting tradition also grants its users two magical spheres or talents. Depending on the tradition, this could be two predetermined spheres or talents, or might grant a choice of spheres from a short list.

Some traditions also include granted items. These items are needed to fulfill certain drawback requirements, such as a focus or an instrument that you must play. These items are gained at 1st level in addition to your normal starting equipment.

Table: Suggested Traditions for Core Classes

<i>Class</i>	<i>Similar Traditions</i>
Artificer	Artificery
Bard	Bardic Magic
Cleric	Divine Petitioner
Druid	Druidic
Paladin	Divine Petitioner (Divine Crusader)
Ranger	Druidic (Ranger)
Sorcerer	Sorcerous Blood
Warlock	Pact Magic
Wizard	Traditional Magic

Creating New Casting Traditions

Casting traditions are designed to enable character concepts and to allow magic in the game world to feel unique. The casting traditions listed below cover a great many themes, but no listing could exhaustively cover all the possibilities for every player and setting. If a Game Master (or a player with Game Master permission) wishes to create a unique casting tradition, they should review the following notes and recommendations.

1. Casting traditions should have a key ability modifier suitable to the theme of the tradition. Broader concepts may allow for a choice, but this is not required.
2. Traditions that are focused on a particular theme should grant 2 talents from appropriate spheres. Many traditions listed below reflect broad concepts, so allow a high degree of choice, but when tailoring a tradition to a setting it is often appropriate to grant narrower selections and even to bar some spheres entirely.
3. Pick a number of relevant drawbacks. These determine the limitations of the tradition's magic, as well as many details of how the magic is produced.
4. A tradition grants bonus spell points depending on the number of drawbacks taken. Alternatively, a tradition may grant boons; one boon for two drawbacks. Drawbacks used to gain a boon do not grant bonus spell points. Boons and drawbacks should make sense for the tradition; a custom tradition is not intended to be an exercise in optimizing a particular character build.
5. Each casting tradition should include any starting equipment required to use the tradition, such as a musical instrument or artisan's tools for skilled casting or a focus for focused casting.

Table: Drawbacks and Spell Points

Number of Drawbacks	Bonus Spell Points
1	+1, +1 per 6 levels in casting classes
2	+1, +1 per 3 levels in casting classes
3	+1 per odd level in a casting class (1, 3, 5, etc.)
4	+1, +1 per 1.5 levels in a casting class (2, 3, 5, 6, etc.)
5	+1 per level in a casting class

Sample Casting Traditions

Added

Hidden within the ramblings of the mad, one word is often repeated. Some healers theorize that this word is the name of the hidden god of madness, gaining power from—and granting power to—those who surrender their minds to him. There must be some truth to this theory, because sometimes, when those with this word on their lips are displeased with their

surroundings, they manifest the ability to magically change them.

Bonus Spell Points: 1 + 1 per 3 levels in casting classes

Key Ability: Charisma

Bonus Magic Talents: Mind, Illusion

Drawbacks: Addictive Casting, Verbal Casting, Wild Magic

Variants: None

Boons: Easy Focus

Granted Items: None

Artificery

Artificers can produce magical effects through their tools, crafting forces of magic as easily as they might craft wood, cloth, or iron.

Bonus Spell Points: None

Key Ability: Intelligence

Bonus Magic Talents: Creation, Enhancement

Drawbacks: Focus Casting (thieves tools or any artisan's tool), Skilled Casting (thieves tools or any artisan's tool)

Variants: None

Boons: Aptitude

Special: If using Spheres of Might, any time you would gain a magic talent, you can instead gain a martial talent from the Tinker sphere.

Granted Items: Choose one from thieves' tools or any one artisan's tool.

Subtradition: Alchemy

Alchemists are artificers who distill their magic into brews or concoctions, which often require preparation beforehand. While an alchemist's work is often expensive, a skilled alchemist can support their allies in many unique ways.

Bonus Spell Points: None

Key Ability: Intelligence

Bonus Magic Talents: Choose two: Alteration, Destruction, Enhancement, Life

Drawbacks: Focus Casting (alchemist's supplies), Material Casting, Prepared Caster, Skilled Casting (alchemist's supplies)

Variants: None

Boons: Aptitude, Physical Magic

Special: If using Spheres of Might, any time you would gain a magic talent, you can instead gain a martial talent from the Alchemy sphere.

Granted Items: Alchemist's supplies.

Bardic Magic

It's often said there is power in music, and bardic magic proves this theory correct. While many musicians might use song to charm their listeners, practitioners of bardic magic might, quite literally, move mountains with their songs.

Bonus Spell Points: 1 per odd level in casting classes

Key Ability: Charisma

Bonus Magic Talents: Choose two: Dark, Divination, Enhancement, Illusion, Light, Mind

Drawbacks: Skilled Casting (Performance), Somatic Casting, Verbal Casting

Variants: None

Boons: None

Granted Items: One musical instrument worth less than 20 gp

Subtradition: *Beast Charming*

Music can soothe the savage beasts of the world, but the knack for doing so is a difficult and often dangerous skill to develop. For those who succeed, they find in animals a true, trusting source of companions.

Bonus Spell Points: 1 per odd level in casting classes

Key Ability: Charisma

Bonus Magic Talents: Mind sphere, any one other sphere.

Drawbacks: Skilled Casting (Performance), Somatic Casting, Verbal Casting

Variants: Animal Shaman (requires Mind)

Boons: None

Granted Items: One musical Instrument worth less than 20 gp

Subtradition: *Song-Wielder*

Wish for it, sing for it, and it is yours. Born of an ancient magical lineage, song-wielders possess an inborn power to make magic through their voice, changing reality through sounds and expressions that only they truly understand. Because a song-wielder's magic is tied to their voice, they grow in strength the longer they sing. Often, it is only when a song-wielder has sung themselves hoarse that their true power manifests.

Bonus Spell Points: None

Key Ability: Charisma

Bonus Magic Talents: Any two

Drawbacks: Skilled Casting (Performance), Verbal Casting

Variants: None

Boons: Empowered Abilities

Granted Items: None

Blood Magic

One of the most dangerous forms of magic, blood magic promises great power to its practitioners, but with a price. Blood magic is difficult, lengthy, complicated, and draining, but for its practitioners the promise of insurmountable power is worth the mere price of their life force. Blood mages are constantly performing a dangerous dance, for the closer they are to death's door, the greater their power becomes.

Bonus Spell Points: None

Key Ability: Constitution or Intelligence (whichever is higher)

Bonus Magic Talents: Choose any two

Drawbacks: Draining Casting, Extended Casting, Somatic Casting (2), Verbal Casting

Variants: None

Boons: Deathful Magic, Fortified Casting, Overcharge

Granted Items: None

Subtradition: *Demonology*

Unsurprisingly, the demonology casting tradition is found almost exclusively among demonologists, evil outsiders, and fiend-worshipping spherecasters.

Bonus Spell Points: None

Key Ability: Constitution or Charisma (whichever is higher)

Bonus Magic Talents: Any two

Drawbacks: Draining Casting, Mental Focus

Variants: None

Boons: Fortified Casting

Granted Items: None

Chaos Tapper

Chaos tappers channel the pure, unadulterated power of chaos through their bodies. A dangerous and often forbidden practice, chaos tapping is both painful and addictive, but it is also extremely powerful.

Bonus Spell Points: 1 per odd level in spellcasting classes

Key Ability: Charisma

Bonus Magic Talents: Universal (Wild magic package), one other sphere of your choice.

Drawbacks: Addictive Casting, Magical Signs, Painful Magic, Wild Magic

Variants: None

Boons: Wild Surge

Granted Items: None

Contaminated

Somewhere in the bowels of the criminal underworld, an alchemist cracked the code of magic and created Essence. This powerful, addictive powder grants magical ability to anyone who consumes it, and can be found readily available in most black markets for anyone rich enough—and foolish enough—to seek it out.

Bonus Spell Points: 1 + 1 per 3 levels in casting classes

Key Ability: Charisma

Bonus Magic Talents: Choose two: Alteration, Enhancement, Destruction, Telekinesis, Time, Warp

Drawbacks: Addictive Casting, Material Casting, Wild Magic

Variants: None

Boons: Overcharge

Granted Items: None

Diagram Alchemy

Diagram alchemists do not mix chemicals and potions, but instead use diagrams drawn on the ground to empower their technique of changing one form of matter into another.

Bonus Spell Points: None

Key Ability: Intelligence

Bonus Magic Talents: Creation sphere, Enhancement sphere

Drawbacks: Diagram Magic

Variants: None

Boons: Easy Focus

Granted Items: None

Divine Petitioner

A divine petitioner gains their magic through service and prayer to a divine source, such as a deity. A divine petitioner must pray every day to regain their spell points, petitioning not only for their magic, but specifying how they intend to

use it that day. Divine petitioners do everything in the name of their deity and find it difficult to even manifest their power unless they have their holy symbol in hand.

Bonus Spell Points: 1 per odd level in casting classes

Key Ability: Wisdom

Bonus Magic Talents: Two talents associated with the chosen deity

Drawbacks: Focus Casting, Prepared Caster, Verbal Casting

Variant: None

Boons: None

Granted Items: 1 wooden holy symbol

Subtradition: Divine Crusader

A divine Crusader doesn't devote themselves to a single divine entity, but instead to a divine cause, championing and embodying something greater than themselves.

Bonus Spell Points: 1 per odd level in casting classes

Key Ability: Charisma

Bonus Magic Talents: Choose two: Divination, Life, or Protection

Drawbacks: Focus Casting, Prepared Caster, Verbal Casting

Variant: None

Boons: None

Granted Items: 1 wooden holy symbol

Druidic

A druid gains their magic through communion with nature and the spirits contained therein. While many casters band together for mutual study and protection, druids take this a step further, possessing their own secret language that identifies one druid to another. The hierarchy of the druids is a very sacred thing for them, and there are only so many high-level druids in the world at any one time. Indeed, a druid rising through the ranks often must claim their new title by taking it from another druid through a demonstration of superior magic.

Bonus Spell Points: 1 + 1 per 3 levels in casting classes

Key Ability: Wisdom

Bonus Magic Talents: Choose two: Alteration, Conjunction, Life, Mind, Nature, or Weather

Drawbacks: Prepared Caster, Verbal Casting

Variants: Animal Shaman (Mind)

Boons: None

Special: You gain Druidic as a bonus language

Granted Items: None

Subtradition: Blighter

Drawing power from the destruction of life, blighters are twisted spherecasters who reduce the land around them to a desiccated echo of its former virility.

Be they worshipers of blight gods or thieves of natural magics, blighters are a hazard to living things wherever they tread.

Bonus Spell Points: None

Key Ability: Wisdom

Bonus Magic Talents: Death, Nature or Weather

Drawbacks: Terrain Casting, Verbal Casting

Variants: None

Boons: Terrain Defiler
Granted Items: None



Subtradition: Ranger

Rangers draw their power less with direct communication with nature and more from the experience and wisdom gained from living and surviving in its domains.

Bonus Spell Points: None

Key Ability: Wisdom

Bonus Magic Talents: Choose 2: Enhancement, Life, Nature or Weather

Drawbacks: Skilled Casting (Herbalism kit, Nature, or Survival), Verbal Casting

Variants: None

Boons: Aptitude

Granted Items: None

Fey Magic

To the fey, magic is simply a part of life — as easy as moving an arm or getting angry. For the others who attempt to replicate this style of magic, they find that dance-like movement and heightened emotions are a prerequisite to unlocking their power.

Bonus Spell Points: None

Key Ability: Charisma

Bonus Magic Talents: Choose two: Dark, Illusion, Mind, Nature, or Weather

Drawbacks: Emotional Casting, Somatic Casting (2), Wild Magic

Variants: None

Boons: Easy Focus, Overcharge

Granted Items: None

Subtradition: Ley-line Tapper

Ley-line Tappers draw their power from the innate mystic potential of the leylines connected to notable natural lo-

cations. Doing so takes great effort, but once the power is drawn, it is in some measure self-sustaining.

Bonus Spell Points: 1 + 1 per 6 levels in casting classes

Key Ability: Wisdom

Bonus Magic Talents: Nature, any other one

Drawbacks: Extended Casting, Nature Warden

Variants: None

Boons: Easy Focus

Granted Items: None

Lycanthrope

Curses are terrible things and lycanthropy more so than most. For some spherecasters, however, lycanthropy is the beginning of a long journey to power. These souls not only learn to control their animalistic natures, but to expand them, pulling power from their curse and turning it into a source of magic. Practitioners of this magic should beware however; curses are not trivial things, and a lycanthrope's magic is unpredictable at best.

Bonus Spell Points: 1 + 1 per 6 levels in casting classes

Key Ability: Wisdom

Bonus Magic Talents: Alteration, one Alteration (form) talent

Drawbacks: Wild Magic

Variants: Lycanthropic (Alteration)

Boons: None

Granted Items: None

Subtradition: True Shapeshifter

True shapeshifters generally do not use magic to change their form, but rather supplement their natural shapeshifting with magic. To them, changing form is as natural as waking up in the morning.

Bonus Spell Points: None

Key Ability: Wisdom

Bonus Magic Talents: None

Drawbacks: None

Variants: Lycanthropic (Alteration)

Boons: None

Granted Items: None

Special: Instead of bonus magic talents, you gain the Transformation feat.

Kineticist

No one chooses to be a kineticist, it is something that is either thrust upon them by a traumatic experience or fate. Regardless of how they gained their power, all kineticists possess the ability to harness and channel destructive energy from within.

Bonus Spell Points: None

Key Ability: Constitution

Bonus Magic Talents: Any two from the Destruction sphere

Drawbacks: Charge Magic, Draining Casting, Magical Signs

Variants: None

Boons: Fortified Casting, Overcharge

Granted Items: None

Subtradition: Air-Rider

For the air-rider, manipulating the wind around them is as easy as breathing. Unlike other subtraditions under kineticist, the air-rider generally doesn't have flashy or particularly obvious magical effects that accompany their use of elemental manipulation, and instead requires a focused and still mind to use properly.

Bonus Spell Points: None

Key Ability: Constitution or Charisma (whichever is higher)

Bonus Magic Talents: Any two from Nature (air geomancy)

Drawbacks: Draining Casting, Mental Focus

Variants: None

Boons: Fortified Casting

Granted Items: None

Subtradition: Earth-Bound

Earth-bound spherecasters can channel primal energy attuned with earth, sand, and stone. While their magic isn't usually as flashy as the flame-blooded or water-magi, it is obvious to onlookers when they manipulate the terrain around them.

Bonus Spell Points: +1, +1 per 6 levels (1, 6, 12, etc.)

Key Ability: Constitution or Wisdom (whichever is higher)

Bonus Magic Talents: Destruction, Nature (earth geomancy)

Drawbacks: Draining Casting, Magical Signs, Somatic Casting

Variants: Nature Bound (Destruction)

Boons: Fortified Casting

Granted Items: None

Subtradition: Flame-Blooded

There exist those who bear in their blood a touch of pure fire. Details of their origin are spotty at best, but the tale is told of a tryst between a mortal woman and the elemental spirit of fire itself, granting the power of fire to all her descendants. The flame-blooded are often as brash and volatile as the element that powers their magic; to cross one is to invite a swift and deadly response.

Bonus Spell Points: None

Key Ability: Constitution or Intelligence (whichever is higher)

Bonus Magic Talents: Destruction, Nature (fire geomancy)

Drawbacks: Draining Casting, Magical Signs, Somatic Casting (2)

Variants: Nature Bound (Destruction), Limited Warp (requires fire, Warp), Focused Weather (heat, Weather)

Boons: Fortified Casting, Overcharge

Granted Items: None

Subtradition: Water-Magi

There exists an order of monks who pull power from an ancient pact formed with the spirit of the moon. These water-magi are born with the power to bend water to their will, pulling it as the moon pulls the tides. Through dedicated practice, they use their movements to control this liquid and bring its power to bear against their enemies.

Bonus Spell Points: None

Key Ability: Constitution or Wisdom (whichever is higher)

Bonus Magic Talents: Nature (water geomancy), Telekinesis

Drawbacks: Draining Casting, Magical Signs, Somatic Casting (2)

Variants: Limited Creation (ice, Creation), Nature Bound (Destruction), Limited Telekinesis (water, Telekinesis), Focused Weather (precipitation, Weather)

Boons: Easy Focus, Fortified Casting

Granted Items: None

Mysticism

Mysticism is less about strict hierarchies and more about learning from the divine forces that empower the world. As students of the magical arts, those who follow the path of the mystic tend to have very obvious displays of magic as they channel the might of various spirits and deities.

Bonus Spell Points: None

Key Ability: Wisdom

Bonus Magic Talents: Fate sphere, any other one.

Drawbacks: Magical Signs, Verbal Casting

Variants: None

Boons: Empowered Abilities

Granted Items: None

Subtradition: Monastic

When the power of the spirit is properly cultivated through physical discipline and meditation, it can elevate itself to a form of magic. There are orders of monks who practice this form of magic, using their monastic traditions to guide their pursuit of magical awakening. Renowned for their versatility of power, casters of these monastic orders are often solitary, as the very source that gives them such great power also makes it difficult to manifest that power outside of their own bodies.

Bonus Spell Points: None

Key Ability: Constitution or Wisdom (whichever is higher)

Bonus Magic Talents: Any two

Drawbacks: Draining Casting, Magical Signs, Point-Blank Effects, Somatic Casting

Variants: None

Boons: Fortified Casting, Metasphere Specialist

Granted Items: None

Natural

Natural spherecasters have inborn magical ability. This is the default tradition for spherecasters with no distinct tradition and for creatures that lack culture or intellect but remain capable of intuitive magic use.

Bonus Spell Points: None

Key Ability: Charisma

Bonus Magic Talents: Any two

Drawbacks: None

Variants: None

Boons: None

Granted Items: None

Pact Magic

Pact Magic focuses on forming a pact with an otherworldly patron, then summoning that patron's servants to cast magic on the user's behalf. Having another entity managing the power makes it easy to control, but it can be hard to resist the pull that entity has over the spherecaster's mind.

Bonus Spell Points: None

Key Ability: Charisma

Bonus Magic Talents: Conjuration, any other sphere suitable to the chosen patron

Drawbacks: Addictive Casting

Variants: None

Boons: Easy Focus

Granted Items: None

Psychic

For some people, magic is an expression of their will, and a little mental focus is enough to call it into being.

Bonus Spell Points: +1, +1 per 3 levels in casting classes.

Key Ability: Intelligence

Bonus Magic Talents: Mind, Telekinesis

Drawbacks: Emotional Casting, Rigorous Concentration

Variants: None

Boons: None

Granted Items: None

Runist

Runists study the first language—the language of creation itself. With this knowledge they can create magical effects by writing out the appropriate runes—a time-consuming process, but a powerful one. Runists spend their lives mastering true names and meditating on the meaning of the runes, for once a runist has mastered a rune's essence they master that aspect of creation itself.

Bonus Spell Points: 1 per level in casting classes

Key Ability: Intelligence

Bonus Magic Talents: Any two.

Drawbacks: Extended Casting, Skilled Casting (Calligrapher's supplies), Somatic Casting (2)

Variants: None

Boons: None

Granted Items: Calligrapher's supplies

Sorcerous Blood

For some individuals, magic is truly in the blood, and all it takes to use is a flick of the wrist and a quick chant of arcane words. Whether their magic comes from a magical ancestor such as a dragon or phoenix, being touched by wild magic, or from another source, magic comes naturally to them.

Bonus Spell Points: 1 + 1 per 3 levels in casting classes

Key Ability: Charisma

Bonus Magic Talents: Any two suitable to the spherecaster's heritage

Drawbacks: Somatic Casting, Verbal Casting

Variants: None

Boons: None

Granted Items: None

Subtradition: Inherent Divinity

For sorcerers with inherent divinity, the magic in their blood comes from having divine ancestry. For these individuals gestures and arcane chanting are meaningless; all they need to do is simply impress their will onto the world and speak their needs, and the world itself will listen.

Bonus Spell Points: None

Key Ability: Charisma

Bonus Magic Talents: Two talents associated with the deity from their ancestry

Drawbacks: Emotional Casting, Verbal Casting

Variants:

Boons: Easy Focus

Granted Items: None

Subtradition: Wild-Born

A wild-born is someone who was raised by magical creatures: the adopted children of dragons, fey beings, or other creatures of natural inborn magic. A wild-born often has a talent for magical abilities similar to their parent's magic or develops a connection with a magical sibling, drawing their power through this familial bond.

Bonus Spell Points: None

Key Ability: Charisma

Bonus Magic Talents: Any two

Drawbacks: Focus Casting, Verbal Casting

Variants: None

Boons: Bound Creature

Granted Items: None

Subtradition: Wild Magic

Eschewing the studied and tamed paths of magic, possessors of wild magic create powerful effects by simply pulling more power from their souls, boosting the effect but making the result unpredictable.

Bonus Spell Points: None

Key Ability: Charisma

Bonus Magic Talents: Universal (Wild Magic package), one other sphere of your choice.

Drawbacks: Magical Signs, Wild Magic

Variants: None

Boons: Wild Surge

Granted Items: None

Traditional Magic

Traditional magic is the study of the natural world, including astronomy, alchemy, and ancient learning, to create magic through a combination of gestures, words, and magical components. Traditional magic is based on performing specific rites and observing various taboos, meaning its practitioners must decide each morning what magic they will use that day so they may perform the appropriate rituals. Traditional magic is the realm of academics, making it a long and grueling course of study but granting both wisdom and power in equal amounts.

Bonus Spell Points: 1 per level in casting classes

Key Ability: Intelligence

Bonus Magic Talents: Any two

Drawbacks: Material Casting, Prepared Caster, Somatic Casting (2), Verbal Casting

Variants: None

Boons: None

Granted Items: Pouch with 10 gp worth of material components

Subtradition: Magus

Sometimes, such as with the magus, a practitioner of traditional magic focuses on its application in combat to such an extent that they can maintain the appropriate gestures even when wearing armor, and can maintain their power even after casting themselves to exhaustion.

Bonus Spell Points: 1, +1 per 6 levels in casting classes (1, 6, 12, etc.)

Key Ability: Intelligence

Bonus Magic Talents: Any two

Drawbacks: Material Casting, Somatic Casting, Verbal Casting

Variants: None

Boons: Empowered Abilities

Granted Items: Pouch with 10 gp worth of material components

Subtradition: Occultist

Instead of relying upon esoteric material components, occultists focus their magic through an implement or relic, usually a wand. Like traditional casters, their magic also necessitates meticulous gesticulation, usually requiring full range of motion, as well as verbal components such as a brief but precise arcane phrase related to the desired magical effect.

Bonus Spell Points: None

Key Ability: Intelligence

Bonus Magic Talents: Any two

Drawbacks: Focus Casting, Somatic Casting (2), Verbal Casting

Variants: None

Boons: Easy Focus, Empowered Abilities

Granted Items: A spellcasting focus

Drawbacks

As detailed earlier in this chapter, drawbacks deal with the manner in which a spherecaster uses their magic. Do they gesture? Must they speak in a resounding voice? Do they require a special magical focus or magical component?

Some drawbacks are especially powerful; these drawbacks count as two drawbacks when determining the number of boons or bonus spell points gained. With GM permission a drawback may be removed from a tradition, but this might require special training, a quest, or some instance of breakthrough or epiphany, and the spherecaster must lose the bonus spell points or boons gained from that drawback.

Balancing Drawbacks

While some drawbacks provide penalties directly to the caster (Extended Casting, Addictive Casting, Painful Casting, etc.), others depend on the circumstances and situation around the spherecaster, such as Verbal Casting, Material Casting, Focus Casting, etc.. These drawbacks do not penalize the caster, but instead introduce situations where they cannot effectively use magic (when silenced, empty-handed, etc.)

Some of these drawbacks raise questions about the setting that a Game Master might need to answer. Material Casting, for example, raises a lot of questions: Are materials expensive? Are they common? Will the player run out and need to spend time hunting for more? These are questions that the player and Game Master should both know the answers to, as it might affect player action throughout the game, not to mention how the world might react to the player as they use and replenish their magic.

Other drawbacks might greatly affect the actions of both players and NPCs in combat. For example, if a character takes Focus Casting, it means they now wave an item around to cast magic; this is an action many enemies will notice and try to take advantage of. If this drawback has been incorporated into

the world itself (for example, all magic-users must use a wand to cast spells), then disarming an opponent's focus would become a common combat technique that may be employed and must be guarded against. In fact, if no enemy ever attempts to destroy or take the focus from the spherecaster, it could be argued the player has gained all of the benefits of the drawback with none of the actual costs.

By discussing drawbacks with the Game Master and how they affect the setting, players can create interesting stories, memorable combats, and interesting tactics as they exploit their enemies' weaknesses while creating backup plans for their own. All Game Masters are encouraged to discuss these issues with their players so everyone knows what to expect from their particular campaign.

List of Drawbacks

Addictive Casting

Your magic is addictive. Whenever you spend one or more spell points, you must pass a Constitution saving throw against your addiction DC (Your addiction DC is 8, + 1 for each roll you have previously made.

Thus, your first roll would be a DC 8, the second a DC 9, the third a DC 10, etc.).

If you fail this save, you become Mana Addicted. While Mana Addicted, any time you have not spent a spell point within the last minute, you suffer a -1 penalty to your proficiency bonus until you spend a spell point. If you are already Mana Addicted and fail your saving throw from using spell points, the Mana Addicted penalty to proficiency increases by 1 (minimum proficiency bonus 0).

If you complete a long rest after having gone a full day without spending any spell points, you can make a Constitution saving throw against your addiction DC. If successful, your addiction DC is reduced by 2. If you succeed on 2 consecutive saves in this way, you are also no longer Mana Addicted. Addiction to magic cannot be cured through magic, but a DC 15 Wisdom (Medicine) can be used to give you advantage on these saving throws.

This counts as 2 drawbacks when determining the number of spell points or boons gained.

Center of Power

You have an obvious physical feature which is the source of your magical power. Whenever you cast, any creature that is

observing you can clearly tell that your magic originates from your center of power. If a critical hit is made on you, your center is disrupted, and you lose 1d4 spell points (if you have them), are unable to cast spells or use any magical sphere effects for 1 round, and automatically lose concentration. A



creature can target the center of power by choosing to take disadvantage on their attack roll; if successful, you are affected as if they had made a critical hit (though no additional damage is dealt).

You cannot have both this and the Focus Casting drawback.

Charge Magic

Your magic often requires time to recharge between castings (Recharge 6). When you spend 1 or more spell points on an ability, you cannot spend any additional spell points until your magic recharges. At the start of each of your turns, roll a d6. If the roll is one of the numbers in the recharge notation, you regain the use of spell points. You also recharge when you finish a short or long rest. Your recharge value improves at 5th level (Recharge 5-6), 11th level (Recharge 4-6), and 17th level (Recharge 3-6). This counts as 2 drawbacks when determining the number of spell points gained.

Coy Caster

Your magic is a fickle thing, or perhaps you're simply possessed of performance anxiety. Whenever you attempt to use magic while you know you're being observed, you must make a key ability check (DC 10 + twice the number of spell points used) to produce the desired effect. Failure means time (and any spell points) are spent, but no effect happens.

Diagram Magic

In order to perform any magical effect, either you or your target must be entirely contained within the boundaries of a special diagram. Creating this diagram requires an action for every 5-foot square contained within the diagram. If either you or your target are within a functional circle, you can cast normally.

Effects that target an area may be centered within a circle even if the spherecaster is not within the circle. Otherwise, using magic without a diagram requires you to make a key ability check with a DC of 10 + twice the number of spell points used or lose the action and any spell points spent. If you are not in a functional circle and casting an effect that targets an area or multiple creatures, you must still make the casting ability check; if you fail, any spaces or creatures outside the circle are unaffected. If maintaining an effect through concentration and you begin your turn with neither you nor your target within the diagram, you must pass the key ability check or your concentration breaks.

The diagram need not be drawn with any special materials, and can be done with sprinkled salt, paint, blood, or anything else that may be on hand so long as it is clearly visible. If the diagram is disrupted (such as someone spending an action to disrupt the diagram, or through sufficient force from water, wind, etc.) then the diagram is destroyed.

This counts as 2 drawbacks when determining the number of spell points gained.

Draining Casting

Using magic saps your life force. You suffer one damage and your maximum hit points are reduced by 1 for every spell point you spend in any fashion. This reduction lasts until you complete a long rest. At 11th level, the damage and hp reduction increases to 2.

Emotional Casting

Your magic requires heightened emotional states of mind to use. When subject to the charmed or frightened conditions, or other effects that result in a heightened emotional state (such as the hostility (charm) of the Mind sphere or the rage spell), you are unable to cast or concentrate on any magic sphere effect.

Extended Casting

Your magic takes longer to use than normal. When using a magic sphere ability that takes an action to use, you cannot move before or after casting it and cannot use a bonus action that round. Sphere effects that require a bonus action instead cost an action, and effects that require a reaction consume your bonus action for next turn. Effects with longer casting times are increased by one step (1 minute becomes 10 minutes, 10 minutes becomes 1 hour, 1 hour becomes 1 day, and times greater than 1 day are doubled). This counts as two drawbacks when determining the number of spell points gained.

Focus Casting

Your magic requires you to use an item such as a wand, holy symbol, ring, or staff to create magic. Using sphere talents or abilities without your focus requires you to make a key ability check with a DC of 10 + twice the number of spell points used to produce the desired effect. Failure means time (and any spell points) are spent, but no effect happens. If a focus is lost, stolen, or broken, you must create a new focus by securing the necessary item. If you are polymorphed and your focus is absorbed into your body, you instead function as having the Center of Power drawback.

You cannot have both this and the Center of Power drawback.

Magical Signs

Your magic is accompanied by a tell-tale sign; for example, your body glows brightly, the sound of tortured souls shriek as you cast, or some other manifestation affects all creatures within 30 feet. Nearby creatures know when you are using magic, as well as the nature of the magic used (the sphere and any talents applied).

You cannot have both this and the Witch-Marked drawback.

Material Casting

Your magic requires the expenditure of specific materials: precious metals, rare components, etc. The exact nature of this material should be worked out with the GM. Using a sphere ability that costs 0 spell points requires having a component pouch readily available. Sphere abilities costing 1 or more spell points require expending materials worth 1 gold piece per spell point.

Marking Magic

A mark appears on any creature or object that you target with a sphere effect. This mark may appear as a painted glyph, a strip of rune-inscribed paper, or almost any similar manifestation, and always appears on a body part or portion of the object where it is easily visible. The mark can be easily removed; it can be rubbed away as an action (which requires an attack roll made with advantage if the creature is not willing), or

fades away after being exposed to water or another solvent for one minute. Once the mark has been removed, the effect ends immediately.

Mental Focus

Your magic requires you to have a focus that is not always possible to achieve. You normally have focus, but lose it whenever you gain the charmed, frightened, incapacitated, or stunned conditions, have a critical hit made against you, or you fail a saving throw to maintain concentration. Using magic without your mental focus requires you to make a key ability saving throw with a DC of 10 + twice the number of spell points used to produce the desired effect. Failure means time (and any spell points) are spent, but no effect happens. If focus is lost, the spherecaster can refocus by meditating as an action. Doing so provokes opportunity attacks from hostile creatures.

You cannot have both this and the Emotional Casting drawback.

Nature Warden

You are mystically bonded to a single notable location such as a cave, large tree, spring, or prominent stone and draw your magic from it. You must remain within a number of miles equal to your level to use your magic normally. Using magic outside this area requires you to make a saving throw with your key ability with a DC of 10 + twice the number of spell points used to produce the desired effect. Failure means time (and any spell points) are spent, but no effect happens. You can bond to a new site of the same general type with an 8 hour ritual.

Painful Magic

Your magic consumes you the more you rely on it. You must pass a Constitution saving throw with a DC of 10 + twice the number of spell points used whenever you use magic, or be poisoned for 1 round. If you use magic while poisoned, you must pass the saving throw or be incapacitated for 1 round. The poisoned condition imposed by this drawback bypasses any immunity to the poisoned condition you possess.

Point-Blank Effects

Magic sphere effects you cast cannot be cast at a range greater than touch, even if you possess the Reaching (metasphere) talent. If the magic sphere effect would have you make a ranged spell attack roll, you can make a melee spell attack roll instead.

Prepared Caster

You must prepare your magic beforehand in order to use it. After completing a long rest and regaining spell points, you must assign each of your spell points to a sphere you possess. You cannot spend more spell points in a given sphere in a day than you have assigned to that sphere. You can assign spell points to the Universal sphere even if you do not possess this sphere, and draw from that sphere to power class features and feats that require spell points. If your spell points are drained or otherwise lost other than by casting, you can choose which sphere to draw the spell points from.

Rigorous Concentration

Your magic requires intense amounts of concentration to use. Concentrating on a sphere effect requires you to spend a bonus action each round. This drawback may be applied a second time; doing so requires you to spend an action each round to concentrate.

Skilled Casting

You must create your magic through singing, drawing, or some other activity. Choose a skill or tool proficiency. You must succeed at a check using that skill or tool to use any sphere ability. The DC of this check is 10 + twice the number of spell points used. If you fail this check, the casting is treated as if your proficiency bonus was 1 lower, or 2 lower if you fail your check by 4 or more. If this would drop your effective proficiency bonus below the number of spell points spent on the sphere ability, the casting fails completely, wasting any actions and spell points used.

A spherecaster with Skilled Casting needn't 'perform' their skill in order to use magic, unless they possess other drawbacks that would mimic it. For example, a spherecaster with Skilled Casting (medicine), Somatic Casting, and Focus Casting might need to be holding a healer's kit and have their hands free to actually practice medicine to enact their magic. A caster with just Skilled Casting (medicine), however, wouldn't require a healer's kit or their hands free, but their magic would still require an expert knowledge of medicine to use and apply.

Somatic Casting

You must gesture to cast spells—a process that requires you to have at least 1 hand unoccupied. If you possess Focus Casting, holding a focus in your hand does not count as that hand being 'unoccupied'.

You may select this drawback twice. If taken a second time, you use your entire body to cast your magic. You cannot cast while wearing any armor, using any shield, or while grappled or restrained.

Terrain Casting

Your magic draws upon the primal energy and nutrients of the terrain. Whenever you use a sphere ability, you must either spend an additional spell point or increase your casting time by one step (see the Extended Casting drawback), else your magic drains and corrupts the terrain around you, creating blighted terrain; additional castings increase the severity of already existing blighted terrain by 1. Casters inside blighted terrain who possess the Terrain Casting drawback are treated as having a penalty to their proficiency bonus equal to twice the blighted terrain severity; If the penalty would reduce their effective proficiency bonus below 0, they cannot use any magical sphere talents or abilities (regardless of spell point cost). Blighted terrain is affected in different ways depending upon location (water may turn brackish or stagnant, while soil may become barren or salted, air may become putrid); regardless of location, blighted areas will generally heal naturally over time, based upon the severity of the blight.

<i>Blighted Terrain Severity</i>	<i>Blighted Terrain Area</i>	<i>Blighted Terrain Duration</i>
1	30 ft. radius	1 year
2	120 ft. radius	10 years
3	500 ft. radius	100 years
4	1 mile radius	1000 years

You cannot have both this and the Extended Casting drawback.

Verbal Casting

You must speak in a loud, clear voice to cast spells. Using magic alerts all hearing creatures within 60 feet to your presence and location, effectively breaking stealth. You cannot cast in an area of magical silence, or in any other situation where you are unable to speak clearly, and if you are deafened you have disadvantage on spell attack rolls and other targets have advantage on saving throws against your magic.

Wild Magic

You have a base wild magic chance of 10%. This wild magic chance does not stack with wild magic chance from other sources. See the Wild Magic section in Chapter 5: Optional Rules for the use of wild magic chance.

Witch-Marked

Some aspect of your characteristics is a dead giveaway about your magical nature. This could be any purely cosmetic feature that is hard to hide such as a vestigial tail (or tails), glowing eyes, an aura visible to the naked eye, or the stench of death always clinging to you. The intensity of this trait grows proportional to your power. Anyone who sees you can make an Intelligence (Arcana) check against a DC of 20 - 2x your proficiency bonus to learn your casting tradition and what spheres you possess. You also take your proficiency bonus as a penalty to any checks made to disguise your witch-mark, and using magic clearly reveals your witch-mark, breaking the disguise.

You cannot have both this and the Magical Signs drawback.

Boons

Boons are the opposite of drawbacks: instead of adding limitations and requirements to a spherecaster's magic, they add bonuses and benefits. A spherecaster must possess 2 drawbacks for each boon gained. Drawbacks used to purchase boons in this way are not counted toward bonus spell points.

Note: Some boons allow you to treat your proficiency bonus as if it were higher under certain conditions. The total of these bonuses cannot exceed half your normal proficiency bonus for any given sphere effect. These bonuses are applied when the effect is cast and are fixed for the duration of the effect.

Aptitude

You have a virtuosity in the trade associated with your magic.

You gain proficiency in the skill or tool tied to your Skilled Casting drawback. If you already are proficient with the skill,

your proficiency bonus is doubled for any check you make that uses the chosen proficiency. This does not stack with expertise (or other similar features).

A spherecaster must possess the skilled casting drawback to gain this boon.

Bound Creature

Your magic is tied to a magical creature, who shares essence and power with you.

You gain the ability to cast *find familiar* as a ritual, if you aren't able to do so already. You do not require a ritual book to cast this spell as a ritual. When you cast *find familiar* as a ritual, you can choose one of the normal forms for your familiar or one of the following special forms: crawling claw, imp, pseudodragon, quasit, or sprite (additional special forms may be chosen with express GM permission). You do not suffer a chance of failure from the Focus Casting drawback so long as you are on the same plane and within 300 feet of your familiar, and your familiar is conscious.

A spherecaster must possess the focus casting drawback to gain this boon.

Deathful Magic

The closer you are to death, the more powerful your magic. When you are at half hit points or less, you treat your proficiency bonus as 1 higher for the purpose of casting your sphere effects.

Easy Focus

You have advantage on saving throws made to maintain concentration.

Empowered Abilities

Your magic grows in strength the more you use it. If your current number of spell points is 0, you treat your proficiency bonus as 1 higher for the purpose of casting your sphere effects.

Fortified Casting

You can use your Constitution as your key ability if it is higher than your usual key ability.

A spherecaster must possess the Draining Casting drawback to gain this boon.

Overcharge

You can overcharge your magic, giving yourself great power at the cost of your own strength. As part of casting, you treat your proficiency bonus as 1 higher for the next sphere effect you cast before the start of your next turn. Doing so increases your exhaustion level by 1. Creatures immune to exhaustion cannot benefit from this boon.

Overwhelming Power

Creatures under the effects of at least 1 of your magical sphere abilities suffer a -1 penalty to their saves against your other magical sphere abilities. This penalty increases to -2 if they are under the effects of at least 3 of your magical sphere abilities.

Metasphere Specialist

In addition to the bonus talents granted by your casting tradition, you also gain the the Metasphere package from the Universal sphere, and one additional (metasphere) talent of your choice.

Physical Magic

Once your magical materials are prepared, you can give them out to others.

When you create a sphere effect that costs at least 1 spell point (but not more spell points than 1/2 your proficiency bonus) and a duration other than concentration, you can delay its effects. The sphere effect is placed into an object of your creation (a vial of liquid, a crystal, a dust, etc.), referred to hereafter as an 'instilled object'. Creating an instilled object takes the same amount of time as it would to cast the sphere effect. The cost of the object this is instilled is considered negligible, being paid for through your Material Casting drawback. You can target food but not an already-magical item, such as a potion.

A creature can activate the instilled object as an action, activating its power and choosing its targets if it is a ranged effect. If unused, instilled objects lose their magic and become inert after you take a long rest. You cannot place multiple effects in a single object, nor create multiple instilled objects with a single casting, even if augmented with the Mass (metasphere) talent from the Universal sphere.

A spherecaster must possess the Material Casting drawback to gain this boon.

Ritualist

You have learned a number of spells that you can cast as rituals. These spells are written in a ritual book, which you must have in hand while casting one of them. You acquire a ritual book holding two 1st-level spells of your choice. Choose a spellcasting class that has access to 9th level spells. You must choose your spells from that class's spell list, and the spells you choose must have the ritual tag. You use your key ability modifier as your spellcasting ability for these spells. If you come across a spell in written form, such as a magical spell scroll or a wizard's spellbook, you might be able to add it to your ritual book. The spell must be on the chosen class's spell list, the spell's level can be no higher than half your level (rounded up), and it must have the ritual tag. The process of copying the spell into your ritual book takes 2 hours per level of the spell, and costs 50 gp per level. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it.

A spherecaster must possess the Prepared Caster drawback to gain this boon.

Spellbook

You can attune to a ritual book or spellbook as if it were a magic item. Once per long rest you can cast a spell or ritual from the attuned item by expending a number of spell points equal to half the spell's level, rounded up. You cannot cast a spell or a ritual in this fashion with a spell level greater than your proficiency bonus. Rituals that you cast using this boon are done so as spells, and do not take 10 minutes longer to cast than normal. You can cast from an attuned ritual book or spellbook an additional time per long rest at 5th level (twice), 11th level (thrice), and 17th level (four times).

A spherecaster must possess the Prepared Caster drawback to gain this boon.

Terrain Defiler

Whenever you increase the terrain blighted severity, you treat your proficiency bonus as 1 higher for that sphere effect.

A spherecaster must possess the Terrain Casting drawback to gain this boon.

Wild Surge

As part of casting, you treat your proficiency bonus as 1 higher for the next sphere effect you cast before the start of your next turn by increasing your wild magic chance by 100% for the same period.

A spherecaster must possess the Wild Magic drawback to gain this boon.

Variant Rule

Multiple Traditions

Just like a core character might multiclass cleric and wizard, a spherecaster can possess multiple casting traditions if they so desire. To do so, they must first multiclass two different casting classes. When gaining a level in this second casting class, the spherecaster may apply that level to a new tradition. They gain a second casting tradition, a second key ability modifier, and a second set of talents, which includes both the talents granted by this second tradition as well as any magic talents granted by the second class. Both traditions do, however, draw from the same pool of spell points. Levels gained in the first casting class adds talents to your first casting tradition, while levels gained in the second casting class adds talents to your second casting tradition.

Whenever you create a magic effect, you must choose which casting tradition to use. You only can use the drawbacks, boons, and magic talents associated with that particular tradition. Class features only apply to the casting tradition associated with that class, and bonus spell points granted by a casting tradition can only be used with magic effects generated from that tradition as well.

If you gain levels in a third or fourth casting class, you may select a third or fourth casting tradition as well, following the same rules above.

Chapter 3

Classes

Spherecasting Variants

Spherecasting variants remove a class's spells and cantrips, granting magic sphere talents in their place.

Variant Artificer: Artificer Spherecaster

An artificer using the artificer spherecaster variant must apply all these variant features where applicable.

Spherecasting

1st-level artificer feature (replaces Spellcasting)

You can combine spheres and talents to create magical effects. You gain a spell pool, magic talents, and a casting tradition.

Spell Pool

1st-level artificer feature (replaces the following from the Spellcasting feature: Cantrips (0-Level Spells))

You gain a small reservoir of energy you can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to your key ability modifier (minimum: 1). You gain additional spell points equal to half your artificer level (rounded down). This pool replenishes once per day after a long rest. (Note: if multiclassing, spell points from your key ability modifier are only gained once.)

Magic Talents

1st-level artificer feature (replaces the following from the Spellcasting feature: Preparing And Casting Spells)

You gain 1 magic talent every odd artificer level you gain (1, 3, 5, etc.).

Casting Tradition

1st-level artificer feature (replaces the following from the Spellcasting feature: Spellcasting Ability)

If you do not already have a casting tradition, you gain one at 1st level. Your casting tradition determines your key ability

modifier. You can use your key ability modifier in place of your Intelligence modifier for your artificer class abilities.

Spellcasting Focus

1st-level artificer feature (replaces Tools Required)

Regardless of your casting tradition, you can choose to use thieves' tools or some kind of artisan's tool as a spellcasting focus when casting any spells or magic talents or abilities.

Ritual Casting

1st-level artificer feature (modifies the following from the Spellcasting feature: Ritual Casting)

You have learned a number of spells that you can cast as rituals. These spells are written in a ritual book, which you must have in hand while casting one of them. You acquire a ritual book holding two 1st-level spells of your choice from the artificer spell list. The spells you choose must have the ritual tag. You use your key ability modifier as your spellcasting ability for these spells. If you come across a spell in written form, such as a magical spell scroll or a wizard's spellbook, you might be able to add it to your ritual book. The spell must be on the artificer's spell list, the spell's level can be no higher than half your artificer level (rounded up), and it must have the ritual tag. The process of copying the spell into your ritual book takes 2 hours per level of the spell, and costs 50 gp per level. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it.

Spell-Storing Item

11th-level artificer feature (modifies the Spell-Storing Item feature)

Instead of storing a spell, you can store any sphere effect with a spell point cost of 2 or less.

Specialist Talents

3rd-level specialist feature (replaces Specialist Spells)

If your artificer specialist option grants bonus spells, you instead gain a bonus talent from a single sphere at 3rd, 5th, 9th, 13th, and 17th level. The sphere must be related to your specialization; work with your GM to decide which sphere best suits your artificer specialization.

Variant Bard: Bard Sphercaster

A bard using the bard sphercaster variant must apply all these variant features where applicable.

Sphercasting

1st-level bard feature (replaces Spellcasting)

You can combine spheres and talents to create magical effects. You gain a spell pool, magic talents, and a casting tradition.

Spell Pool

1st-level bard feature (replaces the following from the Spellcasting feature: Spell Slots)

You gain a small reservoir of energy you can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to your key ability modifier (minimum: 1). You gain additional spell points equal to your bard level. This pool replenishes once per day after a long rest. (Note: if multiclassing, spell points from your key ability modifier are only gained once.)

Magic Talents

1st-level bard feature (replaces the following from the Spellcasting feature: Cantrips (0-Level Spells) and Spells Known Of 1st Level And Higher)

You gain a magic talent at every odd bard level (1st, 3rd, 5th, etc.)

Casting Tradition

1st-level bard feature (replaces the following from the Spellcasting feature: Spellcasting Ability)

If you do not already have a casting tradition, you gain one at 1st level. Your casting tradition determines your key ability modifier. You can use your key ability modifier in place of your Charisma modifier for your bard class abilities.

Spellcasting Focus

1st-level bard feature (modifies Spellcasting Focus)

Regardless of your casting tradition, you can choose to use a musical instrument as a spellcasting focus when casting any spells, or magic talents or abilities.

Ritual Casting

1st-level bard feature (modifies the following from the Spellcasting feature: Ritual Casting)

You have learned a number of spells that you can cast as rituals. These spells are written in a ritual book, which you must have in hand while casting one of them. You acquire a ritual book holding two 1st-level spells of your choice from the bard spell list. The spells you choose must have the ritual tag. You use your key ability modifier as your spellcasting ability for these spells. If you come across a spell in written form, such as a magical spell scroll or a wizard's spellbook, you might be able to add it to your ritual book. The spell must be on the bard's spell list, the spell's level can be no higher than half your bard level (rounded up), and it must have the ritual tag. The process of copying the spell into your ritual book takes 2 hours per level of the spell, and costs 50 gp per level. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it.

Magical Secrets

10th-level bard feature (modifies Magical Secrets)

Whenever you would gain the magical secrets feature, you instead gain 2 bonus magic talents of your choice.

Variant Cleric: Cleric Sphercaster

A cleric using the cleric sphercaster variant must apply all these variant features where applicable.

Sphercasting

1st-level cleric feature (replaces Spellcasting)

You can combine spheres and talents to create magical effects. You gain a spell pool, magic talents, and a casting tradition.

Spell Pool

1st-level cleric feature (replaces the following from the Spellcasting feature: Preparing And Casting Spells)

You gain a small reservoir of energy you can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to your key ability modifier (minimum: 1). You gain additional spell points equal to your cleric level. This pool replenishes once per day after a long rest. (Note: if multiclassing, spell points from your key ability modifier are only gained once.)

Magic Talents

1st-level cleric feature (replaces the following from the Spellcasting feature: Cantrips)

You gain a magic talent at every odd cleric level (1st, 3rd, 5th, etc.).

Casting Tradition

1st-level cleric feature (replaces the following from the Spellcasting feature: Spellcasting Ability)

If you do not already have a casting tradition, you gain one at 1st level. Your casting tradition determines your key ability modifier. You can use your key ability modifier in place of your Wisdom modifier for your cleric class abilities.

Spellcasting Focus

1st-level cleric feature (modifies the following from the Spellcasting feature: Spellcasting Focus)

Regardless of your casting tradition, you can choose to use a holy symbol as a spellcasting focus when casting any spells or magic talents or abilities.

Ritual Casting

1st-level cleric feature (modifies the following from the Spellcasting feature: Ritual Casting)

You have learned a number of spells that you can cast as rituals. These spells are written in a ritual book, which you must have in hand while casting one of them. You acquire a ritual book holding two 1st-level spells of your choice from the cleric spell list. The spells you choose must have the ritual tag. You use your key ability modifier as your spellcasting ability for these spells. If you come across a spell in written form, such as a magical spell scroll or a wizard's spellbook, you might be able to add it to your ritual book. The spell must be on the cleric's spell list, the spell's level can be no higher than half your cleric



level (rounded up), and it must have the ritual tag. The process of copying the spell into your ritual book takes 2 hours per level of the spell, and costs 50 gp per level. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it.

Domain Talents

1st-level cleric feature (replaces Domain Spells)

You gain a bonus talent from a single sphere at 1st, 5th, 9th, 13th, and 17th level. The sphere must be related to your domain; work with your GM to decide which sphere best suits your cleric domain.

Variant Druid: Druid Sphercaster

A druid using the druid sphercaster variant must apply all these variant features where applicable.

Sphercasting

1st-level druid feature (replaces Spellcasting)

You can combine spheres and talents to create magical effects. You gain a spell pool, magic talents, and a casting tradition.

Spell Pool

1st-level druid feature (replaces the following from the Spellcasting feature: Preparing And Casting Spells)

You gain a small reservoir of energy you can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to your key ability modifier (minimum: 1). You gain additional spell points equal to your druid level. This pool replenishes once per day after a long rest. (Note: if multiclassing, spell points from your key ability modifier are only gained once.)

Magic Talents

1st-level druid feature (replaces the following from the Spellcasting feature: Cantrips)

You gain a magic talent at every odd druid level (1st, 3rd, 5th, etc.).

Casting Tradition

1st-level druid feature (replaces the following from the Spellcasting feature: Spellcasting Ability)

If you do not already have a casting tradition, you gain one at 1st level. Your casting tradition determines your key ability modifier. You can use your key ability modifier in place of your Wisdom modifier for your druid class abilities.

Spellcasting Focus

1st-level druid feature (modifies the following from the Spellcasting feature: Spellcasting Focus)

Regardless of your casting tradition, you can choose to use a druidic focus as a spellcasting focus when casting any spells or magic talents or abilities.

Ritual Casting

1st-level druid feature (modifies the following from the Spellcasting feature: Ritual Casting)

You have learned a number of spells that you can cast as rituals. These spells are written in a ritual book, which you must have in hand while casting one of them. You acquire a ritual book holding two 1st-level spells of your choice from the druid spell list. The spells you choose must have the ritual tag. You use your key ability modifier as your spellcasting ability for these spells. If you come across a spell in written form, such as a magical spell scroll or a wizard's spellbook, you might be able to add it to your ritual book. The spell must be on the druid's spell list, the spell's level can be no higher than half your druid level (rounded up), and it must have the ritual tag. The process of copying the spell into your ritual book takes 2 hours per level of the spell, and costs 50 gp per level. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it.

Natural Recovery

2nd-level circle feature (modifies Natural Recovery)

If your circle would grant you natural recovery, you instead regain a number of spell points equal to half your Druid level (rounded up) after a short rest. You can't use this feature again until you finish a long rest.

Circle Talents

3rd-level circle feature (replaces Circle Spells)

If your druid circle grants bonus spells, you instead gain a bonus talent from a single sphere at 3rd, 5th, 9th, 13th, and 17th level. The sphere must be related to your circle; work with your GM to decide which sphere best suits your druid circle.

Variant Paladin: Paladin Sphercaster

A paladin using the paladin sphercaster variant must apply all these variant features where applicable

Sphercasting

2nd-level paladin feature (replaces Spellcasting)

You can combine spheres and talents to create magical effects. You gain a spell pool, blended training, and a casting tradition.

Spell Pool

2nd-level paladin feature (replaces the following from the Spellcasting feature: Preparing And Casting Spells)

You gain a small reservoir of energy you can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to your key ability modifier (minimum: 1). You gain additional spell points equal to half your paladin level (rounded down). This pool replenishes once per

day after a long rest. (Note: if multiclassing, spell points from your key ability modifier are only gained once.)

Blended Training

2nd-level paladin feature

You gain a magic talent at 3rd level and every odd paladin level thereafter. If using *Spheres of Might*, any time you would gain a magic talent, you can instead gain a martial talent.

Casting Tradition

2nd-level paladin feature (replaces the following from the Spellcasting feature: Spellcasting Ability)

If you do not already have a casting tradition, you gain one at 2nd level. Your casting tradition determines your key ability modifier. You can use your key ability modifier in place of your Charisma modifier for your paladin class abilities.

Spellcasting Focus

2nd-level paladin feature (modifies the following from the Spellcasting feature: Spellcasting Focus)

Regardless of your casting tradition, you can choose to use a holy symbol as a spellcasting focus when casting any spells or magic talents or abilities.

Divine Smite

2nd-level paladin feature (modifies Divine Smite)

You must spend a number of spell points equal to the equivalent spell level to use divine smite. You cannot spend more spell points than your proficiency bonus -1 when using this ability.

Oath Talents

3rd-level sacred oath feature (replaces Oath Spells)

You gain a bonus talent from a single sphere at 3rd, 5th, 9th, 13th, and 17th level. The sphere must be related to your oath; work with your GM to decide which sphere best suits your paladin oath.

Variant Ranger: Ranger Sphercaster

A ranger using the ranger sphercaster variant must apply all these variant features where applicable

Sphercasting

2nd-level ranger feature (replaces Spellcasting)

You can combine spheres and talents to create magical effects. You gain a spell pool, blended training, and a casting tradition.

Spell Pool

2nd-level ranger feature (replaces the following from the Spellcasting feature: Spell Slots)

You gain a small reservoir of energy you can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to your key ability modifier (minimum: 1). You gain additional spell points equal to half your ranger level (rounded down). This pool replenishes once per day after a long rest. (Note: if multiclassing, spell points from your key ability modifier are only gained once.)

Blended Training

2nd-level ranger feature (replaces the following from the Spellcasting feature: Spells Known Of 1st Level And Higher)

You gain a *magic talent at 3rd level and every odd ranger level thereafter*. If using *Spheres of Might*, any time you would gain a magic talent, you can instead gain a martial talent.

Casting Tradition

2nd-level ranger feature (replaces the following from the Spellcasting feature: Spellcasting Ability)

If you do not already have a casting tradition, you gain one at 2nd level. Your casting tradition determines your key ability modifier. You can use your key ability modifier in place of your Wisdom modifier for your ranger class abilities.

Ranger Archetype Talents

3rd-level ranger archetype feature (replaces Archetype Spells)

If your ranger archetype grants additional spells known, you instead gain a bonus talent from a single sphere at 3rd, 5th, 9th, 13th, and 17th level. The sphere must be related to your archetype; work with your GM to decide which sphere best suits your ranger archetype.

Variant Sorcerer: Sorcerer Sphercaster

A sorcerer using the sorcerer sphercaster variant must apply all these variant features where applicable.

Sphercasting

1st-level sorcerer feature (replaces Spellcasting)

You can combine spheres and talents to create magical effects. You gain a spell pool, magic talents, and a casting tradition.

Spell Pool

1st-level sorcerer feature (replaces the following from the Spellcasting feature: Spell Slots)

You gain a small reservoir of energy you can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to your key ability modifier (minimum: 1). You gain additional spell points equal to your sorcerer level. This pool replenishes once per day after a long rest. (Note: if multiclassing, spell points from your key ability modifier are only gained once.)

Magic Talents

1st-level sorcerer feature (replaces the following from the Spellcasting feature: Cantrips and Spells Known Of 1st Level And Higher)

You gain a magic talent at 3rd level and every odd sorcerer level thereafter (3rd, 5th, 7th, etc.).

Casting Tradition

1st-level sorcerer feature (replaces the following from the Spellcasting feature: Spellcasting Ability)

If you do not already have a casting tradition, you gain one at 1st level. Your casting tradition determines your key ability modifier. You can use your key ability modifier in place of your Charisma modifier for your sorcerer class abilities.

Spellcasting Focus

1st-level sorcerer feature (modifies the following from the Spellcasting feature: Spellcasting Focus)

Regardless of your casting tradition, you can choose to use an arcane focus as a spellcasting focus when casting any spells or magic talents or abilities.

Bloodline Magic

If your sorcerous origin gives you bonus spells or the ability to choose spells from a different spell list, it instead grants you a bonus talent from a single sphere at 1st, 9th, and 17th level. The sphere must be related to your origin; work with your GM to decide which sphere best suits your sorcerous origin.

Sorcery Points

2nd-level sorcerer feature (modifies the following from the Font Of Magic feature: Sorcery Points)

You do not gain sorcery points. Instead, you gain additional spell points equal to your sorcerer level. You can spend spell points in place of sorcery points.

Metamagic

3rd-level sorcerer feature (modifies Metamagic)

You can apply Metamagic options to magic sphere effects as if they were spells. You can only apply one Metamagic option to a magic sphere effect when you cast it, unless otherwise noted. Spell points spent applying Metamagic options to a sphere effect count against the maximum number of spell points that you can spend on any given sphere effect (you cannot spend more spell points on any given sphere effect greater than your proficiency bonus).

Alternatively, whenever you gain a metamagic option, you may choose to instead gain the metasphere package from the Universal sphere, or if you already have that package, a new (metasphere) talent.

Sorcerous Restoration

20th-level sorcerer feature (modifies Sorcerous Restoration)

At 20th level, you regain 4 expended spell points whenever you finish a short rest.

Sorcerous Origin Options

1st-level or higher feature

If your sorcerous origin would have you roll on a wild magic table whenever you cast a sorcerer spell of 1st level or higher, you can instead roll on the Universal Wild Magic table anytime you spend one or more spell points on a magic sphere talent or ability.

Variant Warlock: Warlock Sphercaster

A warlock using the warlock sphercaster variant must apply all these variant features where applicable.

Sphercasting

1st-level warlock feature (replaces Pact Magic)

You can combine spheres and talents to create magical effects. You gain a spell pool, magic talents, and a casting tradition.

Spell Pool

1st-level warlock feature (replaces the following from the Pact Magic feature: Spell Slots)

You gain a small reservoir of energy you can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to your key ability modifier (minimum: 1). You gain additional spell points equal to half your warlock level (rounded down). This pool replenishes once per

day after a long rest. (Note: if multiclassing, spell points from your key ability modifier are only gained once.)

Magic Talents

1st-level warlock feature (replaces the following from the Pact Magic feature: Spells Known Of 1st Level And Higher and Mystic Arcanum)

You gain a magic talent at every odd warlock level (1st, 3rd, 5th, etc.).

Casting Tradition

1st-level warlock feature (replaces the following from the Pact Magic feature: Spellcasting Ability)

If you do not already have a casting tradition, you gain one at 1st level. Your casting tradition determines your key ability modifier. You can use your key ability modifier in place of your Charisma modifier for your warlock class abilities.

Spellcasting Focus

1st-level warlock feature (modifies the following from the Pact Magic feature: Spellcasting Focus)

Regardless of your casting tradition, you can choose to use an arcane focus as a spellcasting focus when casting any spells or magic talents or abilities.

Pact Recovery

1st-level warlock feature (replaces the following from the Pact Magic feature: Cantrips)

You regain a number of spell points equal to 2 + half your warlock level (rounded up) whenever you complete a short rest.

Patron Talents

1st-level pact feature (replaces Patron Expanded Spells)

If your warlock patron would add spells to your potential warlock spell list, you instead gain a bonus talent from a single sphere at 1st, 5th, 9th, 13th, and 17th level. The sphere must be related to your patron; work with your GM to decide which sphere best suits your warlock patron.

Eldritch Invocation Options

2nd-level or higher feature (enhances Eldritch Invocations)

When you gain the Eldritch Invocations feature, the Spheres Tutelage invocation is added to the list of eldritch invocation options available to you.

If you have an eldritch invocation that allows you to expend spell slots to cast a spell, you instead expend a single spell point (regardless of the spell's level). The spell is cast as if using a spell slot from the Pact Magic class feature, increasing the spell slot level used as normal. If you have an eldritch invocation that allows you to expend spell slots to use abilities other than casting a spell, you spend an amount of spell points equal to the expended slot instead.

Possessing the Ray (blast shape) talent from the Destruction sphere counts as possessing the *eldritch blast* cantrip for the purpose of meeting prerequisites of eldritch invocations. In addition, eldritch invocations that apply to the *eldritch blast* cantrip can also apply to the *destructive blast* ability of the Destruction sphere when using the Ray (blast shape) talent.

Spheres Tutelage

Prerequisite: Spell pool

Choose and gain one feat from the following list: Extra Magic Talent, Extra Spell Points, or Magical Expertise. You can choose and gain this eldritch invocation multiple times.



Pact Boon Options

3rd-level or higher feature (enhances Pact of the Tome)

If you select Pact of the Tome as your pact boon, you may choose to have your grimoire or Book of Shadows grant a magic sphere or talent you do not possess, instead of three cantrips. You only have access to this magic sphere or talent while the grimoire is in your possession. Performing the 1-hour ceremony to replace a Book of Shadows does not let you change the granted magic sphere.

Variant Wizard: Wizard Sphercaster

A wizard using the wizard sphercaster variant must apply all these variant features where applicable.

Sphercasting

1st-level wizard feature (replaces Spellcasting)

You can combine spheres and talents to create magical effects. You gain a spell pool, magic talents, and a casting tradition.

Spell Pool

1st-level wizard feature (replaces the following from the Spellcasting feature: Spell Slots)

You gain a small reservoir of energy you can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to your key ability modifier (minimum: 1). You gain additional spell points equal to your wizard level. This pool replenishes once per day after a long rest. (Note: if multiclassing, spell points from your key ability modifier are only gained once.)

Magic Talents

1st-level wizard feature (replaces the following from the Spellcasting feature: Cantrips and Preparing And Casting Spells)

You gain a magic talent at every odd wizard level (1st, 3rd, 5th, etc.).

Casting Tradition

1st-level wizard feature (replaces the following from the Spellcasting feature: Spellcasting Ability)

If you do not already have a casting tradition, you gain one at 1st level. Your casting tradition determines your key ability modifier. You can use your key ability modifier in place of your Intelligence modifier for your wizard class abilities.

Spellbook

1st-level wizard feature (modifies the following from the Spellcasting feature: Spellbook)

You can attune to a ritual book or spellbook as if it were a magic item. Once per long rest you can cast a spell or ritual from the attuned item by expending a number of spell points equal to half the spell's level, rounded up. You cannot cast a spell or a ritual in this fashion with a spell level greater than your proficiency bonus. Rituals that you cast using the Spellbook feature are done so as spells, and do not take 10 minutes longer to cast than normal. You can cast from an attuned ritual book or spellbook an additional time per long rest at 5th level (twice), 11th level (thrice), and 17th level (four times).

If you already possess the Spellbook boon, you instead gain an additional boon you qualify for or spell points as if you had 2 additional drawbacks.

Spellcasting Focus

1st-level wizard feature (modifies the following from the Spellcasting feature: Spellcasting Focus)

Regardless of your casting tradition, you can choose to use an arcane focus or spellbook as a spellcasting focus when casting any spells or magic talents or abilities.

Ritual Casting

1st-level wizard feature (modifies the following from the Spellcasting feature: Ritual Casting)

You have learned a number of spells that you can cast as rituals. These spells are written in a spellbook, which you must have in hand while casting one of them. You acquire a spellbook holding two 1st-level spells of your choice from the wizard spell list. The spells you choose must have the ritual tag. You use your key ability modifier as your spellcasting ability for these spells. If you come across a spell in written form, such as a magical spell scroll or a wizard's spellbook, you might be able to add it to your spellbook. The spell must be on the wizard's spell list, the spell's level can be no higher than half your wizard level (rounded up), and it must have the ritual tag. The process of copying the spell into your spellbook takes 2 hours per level of the spell, and costs 50 gp per level. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it.

Arcane Recovery

1st-level wizard feature (modifies Arcane Recovery)

When using arcane recovery, you instead regain a number of spell points equal to half your wizard level (rounded up) during a short rest. You can't use this feature again until you finish a long rest.

Sphere Mastery

18th-level wizard feature (replaces Spell Mastery)

At 18th level, choose one sphere. You can reduce the number of spell points spent on effects from that sphere by 1, to a minimum of 1 sp. This does not affect sphere effects with a cost of 1 sp or less. By spending 8 hours in study, you can exchange the sphere chosen for a different sphere.

Signature Sphere

20th-level wizard feature (replaces Signature Spells)

At 20th level, you can affect two spheres instead of one with Sphere Mastery, and can reduce the number of spell points spent on those spheres by 2, to a minimum of 1 sp.

Arcane Tradition Options

2nd-level or higher feature (enhances Arcane Traditions)

If your arcane tradition has features that trigger when you cast spells, they also trigger when you use a relevant magic sphere talent or ability, with an effective spell level equal to the number of spell points spent on the effect. Work with your GM to decide which sphere best suits your arcane tradition or spell school.

Spellbook Talents

2nd-level arcane tradition feature (new Arcane Tradition feature)

You gain a bonus talent from a single sphere at 2nd, 5th, 9th, 13th, and 17th level. The sphere must be related to your arcane tradition; work with your GM to decide which sphere best suits your wizard arcane tradition. You can change these bonus talents when you finish a long rest. Changing your bonus talents requires spending 1 hour studying a ritual book or spellbook you are attuned to.

All Classes

The following variant is available to any class in the game that possesses the enhanced feature.

Fighting Style Options

1st-level or higher feature (enhances Fighting Style)

When you gain the Fighting Style feature, the Magic Spheres Adept and Natural Weapon Fighting styles are also added to the list of style options available to you.

Magic Spheres Adept

Prerequisites: You must have an Intelligence, Wisdom, or Charisma score of 13 or higher to select this style option.

You gain a casting tradition. You do not, however, gain any spell points. If you already possess the casting feature or gain it later, you may exchange this benefit to instead gain 1 bonus magic talent of your choice.

Natural Weapon Fighting

When you attack using only natural weapons (bites, claws, slams, etc.), you score a critical hit on a roll of a 19 or 20.

Adapting Other Casting Options

Class options that grant casting to an otherwise non-casting class can also be adapted. If you would gain casting ability at 3rd level and receive up to 4th level spells, you gain the following in place of your spells:

Casting

3rd-level feature (replaces Spellcasting)

You can combine spheres and talents to create magical effects. You gain a spell pool, magic talents, and a casting tradition.

Spell Pool

3rd-level feature (replaces the following from the Spellcasting feature: Spell Slots)

At 3rd level, you gain a small reservoir of energy you can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to one quarter of your class level (minimum 0) + your key ability modifier (minimum: 1). This pool replenishes once per day after a long rest.

Magic Talents

3rd-level feature (replaces the following from the Spellcasting feature: Cantrips and Spells Known Of 1st-Level And Higher)

You gain a magic talent at 4th level and every even numbered class level thereafter.

Casting Tradition

3rd-level feature (replaces the following from the Spellcasting feature: Spellcasting Ability)

If you do not already have a casting tradition, you gain one at 3rd level. Your casting tradition determines your key ability modifier.

Spell/Sphere Conversions

If you are using a class that grants particular effects or benefits to a particular school of magic (such as a cleric domain or wizard school), it can be difficult to convert that ability to spheres. The following table gives a rough guideline for how such conversions can happen.

Table: Schools And Spheres

School (subset)	Spheres
Abjuration	Protection, Universal, Fate
Conjuration	Creation, Conjuration, Warp
Divination	Divination
Enchantment	Mind, Enhancement
Evocation	Dark, Destruction, Life, Light
Illusion	Illusion
Necromancy	Death, Life
Transmutation	Alteration, Enhancement, Nature, Weather, Telekinesis, Time



Elementalist

Elementalists are masters at manipulating destructive and primal energy, turning the study of elemental power into less an academic exercise, and more a martial art. These warrior mages can be found the world over, either as specialist battle casters or as members of cultures where the division between the studies of magic and warfare is blurred.

Quick Build

You can make an elementalist quickly by following these suggestions. First, choose the Flame-Blooded casting tradition, making Charisma your highest score. Your next-highest score should be Strength or Dexterity, depending upon whether you want to focus on melee weapons or ranged combat (or finesse weapons). Your third-highest score should be Constitution. Choose the hermit background. You gain the Destruction sphere as a bonus talent from your first level in the elementalist class. Choose the Nature (fire geomancy) and Warp spheres as your bonus magic talents from your casting tradition. You gain Quick Teleport (teleport) as the bonus magic talent from your Limited Warp variant.

Note: If you are also using *Spheres of Might*, trade out your light armor and martial weapon proficiencies as well as the Unarmored Defense feature for the Weapon Master martial tradition, gaining the Fencing and Retribution martial spheres, in addition to the Unarmored Training and Duelist (discipline) martial talents from the Equipment sphere.

Class Features

As an elementalist, you gain the following class features.

Hit Points

Hit Dice: 1d8 per elementalist level

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

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

Proficiencies

Armor: Light armor

Weapons: Simple weapons, martial weapons; If using *Spheres of Might* and this is your first level in a class, you can trade out your proficiency with martial weapons and light

Table: Elementalist

Level	Proficiency Bonus	Features	Magic Talents	Spell Points	Favored Element
1st	+2	Spherecasting, Unarmored Defense, Weave Energy	0	1	—
2nd	+2	Admixture, Elemental Path	1	2	—
3rd	+2	Elemental Path feature, Favored Element	2	3	1d4
4th	+2	Ability Score Improvement	3	4	1d4
5th	+3	Elemental Defense	3	5	1d4
6th	+3	Elemental Path feature	4	6	1d4
7th	+3	Evasion	5	7	1d6
8th	+3	Ability Score Improvement	6	8	1d6
9th	+4	Elemental Movement	6	9	1d6
10th	+4	Elemental Aid	7	10	1d6
11th	+4	Elemental Path feature	8	11	1d8
12th	+4	Ability Score Improvement	9	12	1d8
13th	+5	Greater Elemental Movement	9	13	1d8
14th	+5	Greater Elemental Aid	10	14	1d8
15th	+5	Energetic Soul	11	15	1d10
16th	+5	Ability Score Improvement	12	16	1d10
17th	+6	Elemental Path feature	12	17	1d10
18th	+6	Superior Elemental Aid	13	18	1d12
19th	+6	Ability Score Improvement	14	19	1d12
20th	+6	Energy Body	15	20	1d12

armor, as well as the unarmored defense feature for a martial tradition.

Tools: Choose one type of artisan's tools or one musical instrument

Saving Throws: Dexterity, Charisma

Skills: Choose two from Acrobatics, Athletics, Arcana, Intimidation, Nature, Persuasion, and Stealth

Equipment

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

- (a) a light crossbow and 20 bolts or (b) a short bow and 20 arrows
- (a) any simple weapon or (b) any martial weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- A dagger

Spherecasting

You can combine spheres and talents to create magical effects. You gain a spell pool and magic talents.

Casting Tradition

If you do not already have a casting tradition, you gain one at 1st level. Your casting tradition determines your key ability modifier.

Spell Pool

You gain a small reservoir of energy you can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to your key ability modifier (minimum: 1). You gain additional spell points equal to your elemental level. This pool replenishes once per day after a long rest. (Note: if multiclassing, spell points from your key ability modifier are only gained once.)

Magic Talents

You gain 3/4ths of a magic talent every level, according to

Table: Elementalist.

Unarmored Defense

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your key ability modifier.

Weave Energy

At 1st level, you gain the Destruction sphere.

Admixture

At 2nd level, you can mix multiple blast types together. When you create a *destructive blast*, you can spend a bonus action to add a second blast type. If the blast types have different damage types, the blast's damage is split equally between the two types. If both blast types modify the saving throw allowed by any blast shape, you must choose which one applies. The rider effects of both blast types are applied. The admixture feature is not considered an augment for the purpose of interacting with sphere talents or abilities. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Elemental Path

At 2nd level, you unlock an elemental path of your choice: the Path of the Aspirant, Path of the Doomblade, Path of the

Geomancer, Path of the Inspired Kineticist, or the Path of the Primordial, each of which are detailed at the end of the class description. Your choice grants you features at 2nd level and again at 3rd, 6th, 11th, and 17th level.

Favored Element

At 3rd level, choose one damage type. Once per turn, when casting a *destructive blast* with that damage type, you deal an additional 1d4 damage. This extra damage is applied only to the initial *destructive blast* and not to any lingering damage. If using the Blade (blast shape) or the Energy Weapon talent, your favored element can instead apply to the first damage roll you make with the weapon or ammunition each round. The amount of additional damage changes when you reach certain levels in this class. The additional damage becomes 1d6 at 7th level, 1d8 at 11th level, 1d10 at 15th level, and 1d12 at 18th level.



Ability Score Improvement

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

Elemental Defense

At 5th level, you gain resistance to the damage type you selected for your favored element.

Evasion

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a *fireball* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Elemental Movement

At 9th level, you can spend a bonus action to use your mastery of energy to propel yourself, increasing all movement speeds you possess by 15 feet for one round.

Elemental Aid

Beginning at 10th level, you can use your energy to aid yourself in an activity. You can add your favored element die to either your armor class against an attack, or to a Strength, Dexterity, or Constitution ability check or saving throw. You can do this once. You regain your uses of this ability after a short or long rest. This cannot be combined with bonuses from additional die rolls (such as bardic inspiration, command die, or the *bless* spell) on the same roll.

Greater Elemental Movement

At 13th level, your elemental movement improves. When using elemental movement your speed increases by 30 feet (instead of 15 feet).

Greater Elemental Aid

At 14th level, you can use elemental aid twice instead of once.

Energetic Soul

By 15th level, your mastery of energy fortifies your body. You gain proficiency in all saving throws. Additionally, whenever you fail a saving throw, you can spend a spell point as a reaction to reroll it and take the second result.

Superior Elemental Aid

At 18th level, you can use elemental aid three times instead of twice.

Energy Body

At 20th level, your body is suffused with energy, granting resistance to acid, cold, fire, lightning, necrotic, poison, radiant, and thunder damage. If one of these options is already a favored element, you gain immunity to it.

Elementalist Paths

The path of the elementalist is as diverse as there are forms of energy. Some elementalists follow a path that leads them to combine multiple energy types, while others embrace the energy becoming as the element itself.

Path of the Aspirant

The path of the aspirant is for elementalists who chose to master multiple elements.

Improved Critical

Beginning at 2nd level, your destructive blasts score a critical hit on a roll of 19 or 20.

Destructive Savant

At 3rd level, you gain two favored elements, instead of one. This also grants you resistance to a second element with your elemental defense.

Greater Admixture

At 6th level, you can add your casting ability modifier (minimum 1) to the number of times you can use your admixture ability. These additional uses are regained after a short or long rest.

Greater Destructive Savant

At 11th level, you can select a third favored element. This also grants you resistance to a third element with your elemental defense.

Superior Destructive Savant

At 17th level, you can select a fourth favored element. This also grants you resistance to a fourth element with your elemental defense.

Path of the Doomblade

The path of the doomblade blends the cataclysmic power of destruction with the precision of martial prowess.

Blended Training

At 2nd level, you gain *Blade* (blast shape) as a bonus magic talent. If you already possess the *Blade* (blast shape) talent, you gain an additional talent from the Destruction sphere. Any time you would gain a magic talent from levels in elementalist, you can instead gain a martial talent.

Magus

At 3rd level, when you cast an unaugmented *destructive blast* with the *Blade* (blast shape) on ammunition or weapons only you are using, you can use the *Magus* feature to have the effect persist for the remainder of the duration without concentration. *Destructive blasts* that you used the *Magus* feature on cannot be augmented further, and the effect ends on any ammunition or weapon that is not in your hand or on your body at the end of your turn.

Extra Attack

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

Greater Magus

At 11th level, when you make a special attack with the Blade (blast shape), you can inflict its secondary or rider effect without having to use a bonus action.

Destructive Mastery

At 17th level, you can cast any *destructive blast* as a bonus action.

Path of the Geomancer

The path of the geomancer diverts its focus away from destructive energies toward the primal powers of nature or weather.

Natural Casting

At 2nd level, you gain either the Nature sphere or Weather sphere as a bonus magic talent. When you gain a favored element, you can apply your favored element damage bonus to any damage rolls made as a result of a Nature sphere or Weather sphere effect you create or control. Using favored element in this way counts against the number of uses each round that you can use the feature.

Natural Movement

At 3rd level, you gain either a climb speed equal to your walking speed with the ability to move up, down, and across vertical surfaces and upside down along ceilings, or a swim speed equal to your walking speed.

Nature Surge

At 6th level, when you cast a *destructive blast*, you can cast a Nature sphere or Weather sphere ability as a bonus action. This Nature or Weather ability must have a casting time of 1 action. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Greater Nature Surge

At 11th level, you can concentrate on a Nature sphere or Weather sphere ability and a *destructive blast* at the same time.

Natural Mastery

At 17th level, you can use your nature surge ability at will.

Path of the Inspired Kineticist

The path of the inspired kineticist is an adaptable battle caster that is always prepared for the trials that lie ahead.

Destructive Flexibility

At 2nd level, you can grant yourself an additional talent from the Destruction sphere as a bonus action. You retain knowledge of this talent for 1 minute or until you use this ability again, whichever is shorter. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Flexible Focus

At 3rd level, whenever you use destructive flexibility, you can also temporarily gain a 2nd favored element for 1 minute or until you use destructive flexibility again.

Mutable Blast

At 6th level, you can add augments to or completely change the blast type of a *destructive blast* with a duration longer than instantaneous as a bonus action. If you choose to augment the new blast type, any augment costs must be paid as part of this action; spell points spent augmenting the original blast type do not apply. If you later return to a previously selected blast type, it retains its previous augments.

Greater Flexibility

At 11th level, you can add your casting ability modifier (minimum 1) to the number of times you can use your destructive flexibility ability. These additional uses are regained after a short or long rest.

Master Flexibility

At 17th level, you can spend two uses of your destructive flexibility power to gain two additional talents and favored elements at the same time instead of just one.

Path of the Primordial

The path of the primordial is for elementalists who not only channel elements, but also embody them.

Elemental Change

At 2nd level, you gain the Alteration sphere. You must choose the Elemental (genotype) talent as your first (genotype) talent. If you already possess the Elemental (genotype) talent, you gain a bonus talent from either the Alteration or Destruction spheres. When you gain your favored element, you can add this damage to your natural weapons when in an Elemental (genotype) *shapeshift*. Using favored element in this way counts against the number of uses each round that you can use the feature.

Lingering Elemental Form

At 3rd level, whenever you use a *shapeshift* on yourself using Elemental (genotype) and maintain its presence through concentration, the *shapeshift* lingers for a number of rounds equal to your proficiency bonus after you cease concentrating.

Elemental Surge

At 6th level, when you cast a *shapeshift* on only yourself using Elemental (genotype), you can cast a *destructive blast* as a bonus action.

Greater Elemental Surge

At 11th level, you can concentrate on a *shapeshift* on yourself involving Elemental (genotype) and a *destructive blast* at the same time.

Greater Elemental Form

At 17th level, when you affect yourself with a *shapeshift* using Elemental (genotype), its duration increases to a maximum of 1 hour.

Incanter

Class Features

The Incanter is among the purest forms of a caster, dedicated above all to expanding their knowledge of the magical arts. Their powers are almost entirely determined by their choice of Spheres - whether they're dabbling in everything or focusing their knowledge on a few areas, though, they're a force to be reckoned with.

Quick Build

You can make an incanter quickly by following these suggestions. First, choose the Wild-Born casting tradition, making Charisma your highest score. Your next-highest score should be Wisdom. Your third-highest score should be Constitution or Dexterity. Choose the sage background. Choose the Conjunction sphere as your first magic talent as an incanter; choose the Fiend (base) talent, for your conjunction companion. Choose the Destruction and Protection spheres as your bonus magic talents from your casting tradition.

As an incanter, you gain the following class features.

Hit Points

Hit Dice: 1d6 per incanter level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per incanter level after 1st

Proficiencies

Armor: None

Weapons: Simple weapons

Tools: Choose one type of artisan's tools or one musical instrument

Saving Throws: One each of

- Intelligence or Charisma
- Dexterity or Wisdom

Skills: Choose any two.

Table: Incanter

Level	Proficiency Bonus	Features	Magic Talents	Spell Points
1st	+2	Spherecasting, Magical Potency	1	1
2nd	+2	Magic Specialization	2	2
3rd	+2	-	3	3
4th	+2	Ability Score Improvement	4	4
5th	+3	Arcane Protection	5	5
6th	+3	Sphere Specialization feature	6	6
7th	+3	-	7	7
8th	+3	Ability Score Improvement	8	8
9th	+4	-	9	9
10th	+4	Sphere Specialization feature	10	10
11th	+4	-	11	11
12th	+4	Ability Score Improvement	12	12
13th	+5	-	13	13
14th	+5	Sphere Specialization feature	14	14
15th	+5	-	15	15
16th	+5	Ability Score Improvement	16	16
17th	+6	-	17	17
18th	+6	Magical Flexibility	18	18
19th	+6	Ability Score Improvement	19	19
20th	+6	Master of Magic	20	20

Equipment

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) an explorer's pack, a (b) priest's pack, or (c) a scholar's pack
- A dagger

Spherecasting

You can combine spheres and talents to create magical effects. You gain a spell pool and magic talents.

Casting Tradition

If you do not already have a casting tradition, you gain one at 1st level. Your casting tradition determines your key ability modifier.

Spell Pool

You gain a small reservoir of energy that you can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to your key ability modifier (minimum 1). You gain additional spell points equal to your incanter level. This pool replenishes after a long rest. (Note: if multiclassing, spell points from your key ability modifier are only gained once.)

Magic Talents

You gain a magic talent every level, according to **Table: Incanter**.

Magical Potency

At 1st level you have learned to regain some of your magical energy through meditation, study, or some other fashion that reflects your style of magic. Once per day when you finish a short rest, you can regain spell points. You can recover a total number of spell points equal to 2 + half your incanter level (rounded up).

Magic Specialization

At 2nd level, you can choose a magic specialization, which represents the style of magic you favor. You gain abilities related to that sphere at 2nd, 6th, 10th, and 14th levels.

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.

Arcane Protection

Beginning at 5th level, you can choose to sacrifice spell points instead of hit points when taking damage. This is not considered a magic sphere ability for the purpose of how many spell points you can spend on an individual effect; you can sacrifice more spell points than your proficiency bonus when using this ability.

Magical Flexibility

At 18th level, your mastery over your areas of magic is such that you know how to improvise abilities whenever you need them. You can grant yourself an additional talent from a magic sphere that you possess as an action. You retain

knowledge of this talent for 1 minute or until you use this ability again, whichever comes first. You can use this ability a number of times equal to your key ability modifier. You regain expended uses when you finish a short or long rest.

Master of Magic

At 20th level, whenever you spend 3 or more spell points to use a magical effect, decrease that spell point cost by 1. This does not reduce the effective spell level of the magical effect for the purposes of counterspell, dispel magic, and other effects or abilities.

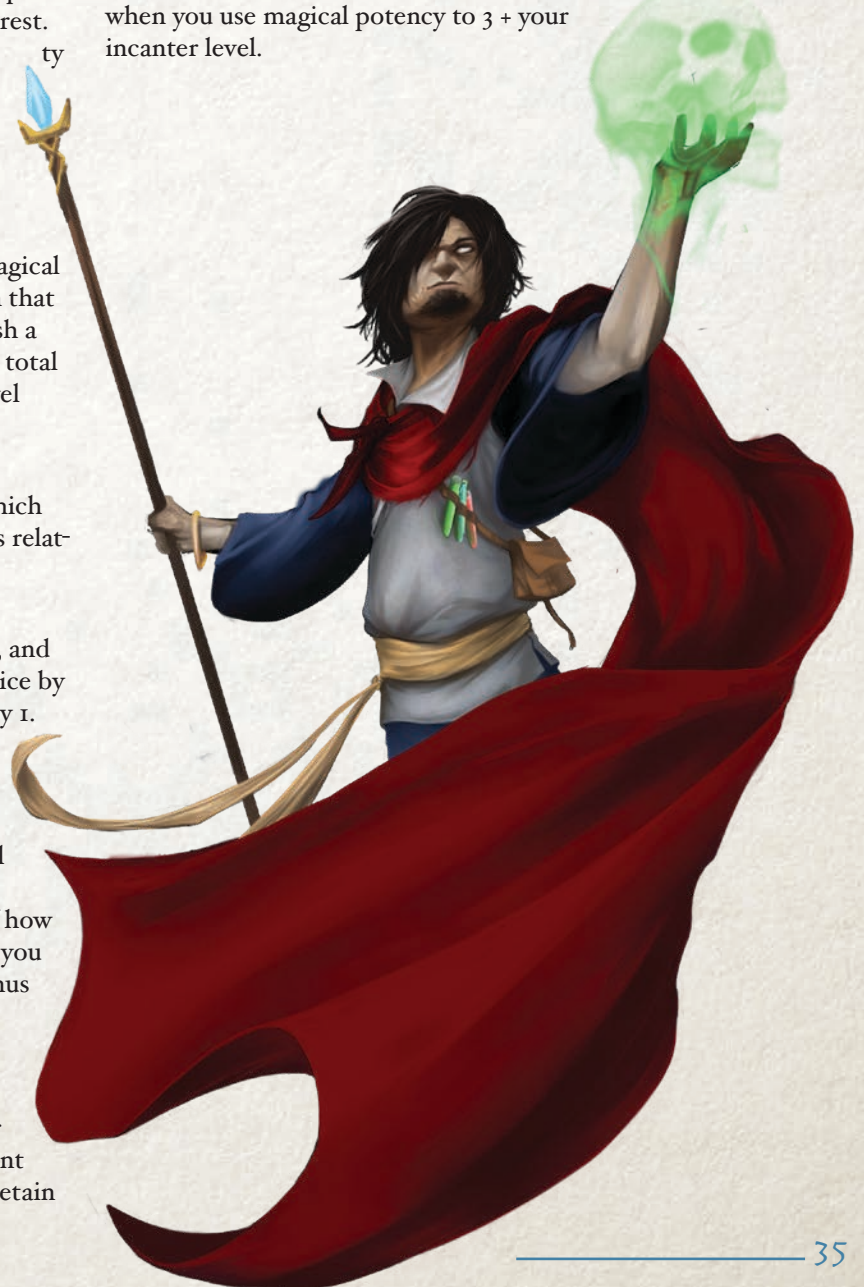
Magic Specializations

Arcanist

Arcanists are pure spellcasters, who choose to avoid rigid specialization in favor of broad mastery over magic.

Arcane Potency

At 2nd level, increase the number of spell points gained when you use magical potency to 3 + your incanter level.



Magical Flexibility

Starting at 6th level, you can grant yourself an additional talent from a magic sphere you possess as an action. You retain knowledge of this talent for 1 minute or until you use this ability again, whichever comes first. You can use this ability once, but regain its uses on a short or long rest.

Break Magic

Beginning at 10th level, when you use a Universal sphere ability that requires you to make an ability check as a part of the casting (such as when dispelling), you add your proficiency bonus to that ability check.

Greater Magical Flexibility

At 14th level, when using magical flexibility you may grant yourself 2 talents instead of 1, and may use magical flexibility an additional time. At 18th level, when you would normally gain magical flexibility, you instead may use this ability 2 + your key ability modifier times in total, regaining uses on a short or long rest.

Esper

Espers know mastery over the forces of the mind, including both telepathy and telekinesis.

Mind Link

As an Esper, you possess the ability to easily read the minds of your foes and connect the minds of your allies, allowing you to know what your opponent is going to do just before it happens, and allowing your allies to see things from each other's perspectives.

Beginning at 2nd level, you can link the minds of those around you as an action or bonus action. The link lasts for concentration up to 1 minute, and your concentration can be interrupted like a spell. This affects you and as many creatures as you desire within 100 feet of you, though you must see a creature to mind link it, and unwilling creatures are allowed an Intelligence saving throw against your magic sphere DC to resist. Creatures without minds, like constructs and undead, are immune.

Allies within the mindlink gain advantage on attack rolls against enemies within the mind link. Allies are also always aware of the position of enemies within the mindlink, making stealth impossible.

You can use mindlink twice, and regain your uses of mind link after a long rest.

Greater Mind Link

At 6th level, your mind link improves. Enemies within your mindlink have disadvantage on all attack rolls made against allies within your mind link. Your allies can also share their own expertise with each other through the mind link; so long as you or at least one ally is proficient with a skill, all allies within the mindlink are considered proficient with that skill.

Psychic Shield

Beginning at 10th level, your mental and telekinetic powers shield you from harm while active. While you maintain concentration on a magic effect, you have a +2 bonus to AC and all saving throws.

Potent Psionics

At 14th level, you regain your uses of mindlink after a short or long rest.

Fey Adept

The Fey Adept copies the magical prowess of the fey, mastering illusions and shadowstuff to mislead and control.

Lingering Illusion

At 2nd level, you gain a bonus talent from either the Illusion, Dark, or Light spheres. Whenever you maintain an Illusion or an effect from the Dark or Light spheres through concentration, it remains for 1 round per 2 incanter levels (rounded down) after you cease concentrating before it disappears.

Shadowmark

Starting at 6th level, whenever you deal direct damage to a target through a weapon attack, unarmed strike, or destructive blast, that target gains disadvantage on all saving throws against your Dark, Illusion, or Light sphere effects for 1 minute.

Disappear

Beginning at level 10 you can twist and disappear at virtually any time. You turn invisible for 1 round as a bonus action. You can do this twice, and regain these uses after a short or long rest.

Illusory Reality

By 14th level, you have learned the secret of weaving shadow magic into your illusions to give them a semi-reality. When you create an illusion, you can choose one inanimate, non-magical object that is part of the illusion and make that object real. You can do this on your turn as a bonus action while the spell is ongoing. The object remains real for 1 minute. For example, you can create an illusion of a bridge over a chasm and then make it real long enough for your allies to cross.

The object can't deal damage or otherwise directly harm anyone.

Green Mage

Green Mages walk the paths of nature, allowing them to connect with the primal world.

Animal Advisor

At 2nd level, you learn how to cast find familiar as a ritual, even without a spell book or ritual book. Additionally, your familiar gains the following changes:

- Your familiar is a fey.
- Your familiar can take the Attack action
- Add your proficiency bonus to the creature's AC, attack rolls, saving throws, and damage rolls.
- Your familiar's hit points maximum equals the beast's Constitution modifier + five times your level. Its hit dice are d6's, and it has a number equal to your own.

Nature's Renewal

Beginning at 6th level, whenever you place a shapeshift, a mantle, or a spirit ability on a creature and augment it to last without concentration, you can choose to heal the target number of hit points equal to twice your level.

Nature's Travel

At 10th level, you no longer reduce your movement when climbing or swimming and can breath underwater.

Nature's Sanctuary

When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your sphere save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.

Necromancer

The necromancer commands the powers of life and death.

Bolster Undeath

At 2nd level, you gain the Death sphere as a bonus sphere. You can touch an undead creature under your command as an Action to bolster it. The undead gains temporary hit points equal to your incanter level and adds your proficiency bonus to all of its saving throws and weapon damage rolls. You may only have one bolstered undead at a time. Applying this benefit to a 2nd target (or to a second target again) removes all previous bolsterings.

Affect All

At 6th level, your powers of necromancy can affect the unaffected. Your ghost strikes can affect undead and constructs, and even inflict conditions the target would otherwise be immune to.

Lifesight

Beginning at 10th level, you gain blindsight to 60 feet, but only against targets that are living or undead (constructs are immune).

Command Undead

Starting at 14th level, you can use magic to bring undead under your control, even those created by other casters. As an action, you can choose one undead that you can see within 60 feet of you. That creature must make a Charisma saving throw against your sphere save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again.

Intelligent undead are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

Priest

You are an ordained priest of a deity, similar to a cleric. Choose a deity from those available in your setting to revere.

Divine Initiate

Beginning at 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. Choose either Turn Undead, or a use of channel divinity from a domain associated with your deity. You may channel divinity once to create this effect. You must then finish a short or long rest to use your channel divinity again.

You also gain access to the Ceremony ritual, and can use it even without a spell or ritual book.

Ceremony

1st-level abjuration (ritual)

Casting Time: 1 Hour

Range: Touch

Components: V, S, M (25 gp worth of powdered silver, which the spell consumes)

Duration: Instantaneous

You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting.

- **Atonement.** You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment.
- **Bless Water.** You touch one vial of water and cause it to become holy water.
- **Coming of Age.** You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once.
- **Dedication.** You touch one humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this rite only once.
- **Funeral Rite.** You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell.
- **Wedding.** You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.

Turn Undead: As an action, you present your holy Symbol and speak a prayer censuring the Undead. Each Undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take Reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Greater Divinity

Beginning at 6th level, you can channel divinity twice per short or long rest rather than once. Choose either Turn Undead, or a use of Channel Divinity from another domain associated with your deity available to a cleric of 6th level or lower. You can use channel divinity to create this effect as well.

Commune

At 10th level, you gain the ability to use the commune ritual, even if you do not have a spell or ritual book.

Commune

5th-level divination (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S, M (incense and a vial of holy or unholy water)

Duration: 1 minute

You contact your deity or a divine proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question.

Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the GM might offer a short phrase as an answer instead.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The GM makes this roll in secret.

Apotheosis

At 14th level, you can channel divinity three times per short or long rest rather than twice. Choose either Turn Undead or another use of channel divinity from a domain associated with your deity available to a cleric of 14th level or lower. You can use channel divinity to create this effect as well.

Soothsayer

Soothsayers speak predictions and explain the will of Fate.

Portent

Starting at 2nd level, glimpses of the future begin to press in on your awareness. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

Diviner's Eye

Beginning at 6th level, whenever you spend 2 or more spell points on a Divination sphere effect, reduce the spell point cost by 1. This is applied after Master of Magic (meaning at 20th level, a 3 spell point effect would only cost you 1 spell point).

Master of Fate

At 10th level, when applying a motif to yourself, you may grant yourself two motifs at once. You must spend any spell points for each motif individually, but if you are maintaining the effect through concentration, you may maintain both motifs as if they were a single effect.

Greater Portent

Starting at 14th level, the visions in your dreams intensify and paint a more accurate picture in your mind of what is to come. You roll three d20s for your Portent feature, rather than two.

Summoner

Summoners specialize in gaining - and enhancing - allies to fight by their side.

Lingering Companions

At 2nd level, you gain either Creation or Conjunction as a bonus sphere. Whenever you summon a companion from the Conjunction sphere or an object from the Creation sphere and maintain its presence through concentration, the companion remains for 1 round per 2 incanter levels (rounded down) after you cease concentrating before it disappears.

Greater Companions

Beginning at 6th level, when you summon a companion from the Conjunction sphere or an object from the Creation sphere, you can target it with a magic sphere effect as part of the same action. You can maintain both effects through concentration, but you must spend spell points on and for each effect individually. If you can summon multiple companions, this only applies to one.

Self-Evident Conjunction

Beginning at 10th level, your concentration on a companion or created object can't be broken as a result of taking damage. Other sphere effects that are maintained through concentration with the Greater Companions feature can still be broken as a result of taking damage.

Durable Summons

Starting at 14th level, whenever you summon or create a creature through a magic sphere, it gains 30 temporary hit points.

Temporalist

Temporalists bend space and time to their whims.

Quick

At 2nd level, your familiarity with time and space gives you a +10 bonus to your walking speed, and you can take the dash action as a bonus action.

Greater Teleport

At 6th level, double the distance that you can teleport through any use of magic.

Retry

Beginning at 10th level, when you miss with an attack, ability check, or saving throw, you can retroactively give yourself advantage, letting you reroll the check. This can't be used on a roll in which you already had advantage. You can only use this ability once per short or long rest.

Freeze Time

Starting at 14th level, you can stop time as an Action, as the time stop spell. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal.

This effect ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the effect ends if you move to a place more than 1,000 feet from the location where you cast it. Once you have used this ability, you cannot do so again until you take a long rest.

Mageknight

Class Features

The Mageknight is a warrior who mixes magic and blade in the heat of combat. Mageknights aren't limited in their choice of spheres, so they tend to come up with unique combinations that suit their personal style.

Quick Build

You can make a mageknight quickly by following these suggestions. First, choose the Noble background. Choose Mysticism as your casting tradition. Wisdom should be your key ability and highest score. Your next-highest score should be Strength or Dexterity, depending upon whether you want to focus on melee weapons or ranged combat (or finesse weapons). Your third-highest score should be Constitution. You gain the Fate sphere, and choose the Enhancement sphere, these are the bonus magic talents from your casting tradition.

Note: If you are also using *Spheres of Might*, trade out your medium armor, shield, and martial weapon proficiencies for the Knight martial tradition, gaining the Armored Training (x2) and Knightly Training talents, and choosing Warleader for your variable talent.

As a mageknight, you gain the following class features.

Hit Points

Hit Dice: 1d10 per mageknight level

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

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

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons. If using Spheres of Might and this is your first level in a class, you can trade out your proficiency with martial weapons, medium armor, and shields for a martial tradition.

Tools: Choose one type of artisan's tools or one musical instrument

Saving Throws: One each of

- Strength, Intelligence, or Charisma
- Dexterity, Constitution, or Wisdom

Skills: Choose any two.

Table: Mageknight

Level	Proficiency Bonus	Features	Talents	Spell Points
1st	+2	Spherecasting, Blended Training, Martial Focus	1	0
2nd	+2	Fighting Style, Spell Combat	1	1
3rd	+2	Mageknight Path, Path Talent	2	1
4th	+2	Ability Score Improvement	2	2
5th	+3	Extra Attack	3	2
6th	+3	Mageknight Path feature	3	3
7th	+3	Spell Combat, Path Talent	4	3
8th	+3	Ability Score Improvement	4	4
9th	+4	-	5	4
10th	+4	Mageknight Path feature	5	5
11th	+4	Stalwart	6	5
12th	+4	Ability Score Improvement	6	6
13th	+5	-	7	6
14th	+5	Mageknight Path feature	7	7
15th	+5	Path Talent, Spell Combat	8	7
16th	+5	Ability Score Improvement,	8	8
17th	+6	-	9	8
18th	+6	Mageknight Path feature, Path Talent	9	9
19th	+6	Ability Score Improvement	10	9
20th	+6	Path Talent, Spell Critical	10	10

Equipment

You start with the following equipment, in addition to the equipment granted by your background and traditions; You must be proficient with the chosen class equipment to select it as part of your starting equipment:

- (a) five javelins or (b) any simple melee weapon
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) studded leather armor, or (b) scale mail.

Casting Tradition

If you do not already have a casting tradition, you gain one at 1st level. Your casting tradition determines your key ability modifier.

Spherecasting

You can combine spheres and talents to create magical effects.

Spell Pool

You gain a small reservoir of energy you can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to your key ability modifier (minimum: 1). You gain additional spell points equal to half your mageknight level (rounded down). This pool replenishes once per day after a long rest. (Note: if multiclassing, spell points from your key ability modifier are only gained once.)

Blended Training

You gain a magic talent at every odd level. If you are using Spheres of Might, any time you would gain a magic talent you can instead choose a martial talent.

Martial Focus

Mageknights can achieve martial focus (even if they do not possess a martial tradition or martial talents). They gain their martial focus after a minute of rest, or by taking the Dodge action. A mageknight cannot have more than one martial focus and cannot by any means regain focus more than once per round.

When a mageknight has martial focus, they can expend their focus before making any single Strength, Dexterity, or Constitution saving throw to treat the die as if it had rolled a 10. They can also expend their martial focus to gain the benefit of certain martial talents and class features, as described in their entry, while other talents and abilities may require you to currently have martial focus.

Once a mageknight has gained martial focus, the mageknight remains focused until they expend their focus, become unconscious, or go to sleep (or enter a meditative trance).

Fighting Style

At 2nd level, you gain a fighting style. Choose one of the following options.

- **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.
- **Dueling:** When you are wielding a melee weapon in one

hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

- **Great Weapon Fighting:** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Protection:** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
- **Two-Weapon Fighting:** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Spell Combat

Beginning at 2nd level, whenever you use your action to use a magic sphere effect that costs 0 spell points, you can expend your martial focus to make one weapon attack as a bonus action.

At 7th level, you no longer need to expend your martial focus to use spell combat. At 15th level, you may



use spell combat when using a magic sphere effect that costs 1 spell point.

Mageknight Path

At 3rd level, you can choose a path that reflects how you mix magical and martial power. This path grants you Path talents and a path power at 3rd level, as well as additional powers at 6th, 10th, 14th, and 18th levels.

Extra Attack

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

Stalwart

At 11th level, you may expend your martial focus to change the die result of any saving throw (not just Strength, Dexterity, and Constitution saving throws) to a 10, and may do so after the saving throw was rolled.

Spell Critical

At 20th level, whenever you deal damage with a critical hit with a weapon, natural attack, or unarmed strike, you can cast a sphere effect that requires an action as a bonus action.

Mageknight Paths

Armourist Path

An armourist is a mageknight that specializes in creating and enhancing equipment, summoning the exact tool needed to meet the situation at hand.

Path Talents

At 3rd, 7th, 15th, 18th, and 20th levels, you gain a bonus magic talent from either the Creation or Enhancement spheres.

Quick Enhancements

At 3rd level, you can enhance your own worn armor or wielded weapons through the Enhancement sphere as a bonus action.

Create Equipment

At 3rd level, as a bonus action you can create a weapon, suit of armor, or shield you are proficient with directly in your hand or on your body for 1 minute (no concentration), even if you do not have the talents normally required to do so. This item is non-magical and made from common materials, and if a ranged weapon, appears with 20 pieces of ammunition. This equipment disappears at the end of your turn if not in your hand or on your body. This equipment counts as being created with the Creation sphere for all purposes.

Enhanced Creations

Beginning at 6th level, when you create an object through the Creation sphere, you can enhance it with the Enhancement sphere as part of the same action. You can maintain both effects at the same time via concentration, but must spend spell points on and for each effect individually.

Rigorous Creations

At 10th level, when you create or enhance armor, a shield, or a weapon that you are wearing or wielding, you cannot lose concentration on that effect due to taking damage. Other sphere effects that are maintained through concentration as

part of the same action as your *create* or *enhance* ability can still be broken as a result of taking damage.

Potent Enhancement

Beginning at 14th level, whenever you enhance armor you are wearing or a shield or weapon you are wielding (including equipment created with quick creations), that weapon gains a +1 bonus to attack and damage rolls, or that suit of armor or shield grants an extra +1 to armor class. This has no effect on a magic weapon that already has a bonus to attack and damage rolls, or magic armor and shields that already have a bonus to armor class.

Unbreaking Creations

Beginning at 18th level, you have advantage on all concentration checks made with Creation or Enhancement sphere effects.

Spellblade Path

A spellblade focuses on channeling their power through their weapons to damage their foes.

Path Talents

At 3rd, 7th, 15th, 18th, and 20th levels, you gain a bonus magic talent from the Protection or Destruction spheres.

Danger Sense

At 3rd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Draw Power

Beginning at 6th level, when you reduce a target to 0 hit points with a weapon attack or deal damage to a creature with a critical hit, you gain 1 temporary spell point that disappears at the end of your next turn. The creature must have a CR of at least half your character level (rounded down).

Eldritch Strike

At 10th level, you learn how to make your weapon strikes undercut a creature's resistance to your spells. When you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a magic sphere effect you cast before the end of your next turn. You cannot use eldritch strike on magic sphere effects channelled through weapon attacks with the Striking (metasphere) talent.

Broadcast Blade

Beginning at 14th level, you can spend 1 spell point when making a weapon attack to twist space, affecting all enemy targets within 5 ft. of the target of your attack. You may roll separately for each target.

Resist Magic

At 18th level, you have advantage on saving throws against spells and other magical effects.

Psionicist Path

Through the combined power of using mind magic to read an opponent's actions and telekinesis to push their own movements to impossible speeds, psionicists are a powerful force on any battlefield.

Path Talents

At 3rd, 7th, 15th, 18th, and 20th levels, you gain a bonus magic talent from either the Mind or Telekinesis spheres.

Psychic Buffer

Starting at 3rd level, your subtle ESP and telekinetically-enhanced movement makes you much harder to kill. After a long rest, you gain a psychic buffer. This buffer has hit points equal to twice your mageknight level + your key ability modifier, which last until your next long rest. Whenever you take damage, the buffer takes the damage instead. If this damage reduces the buffer to 0 hit points, you take any remaining damage. Whenever you spend spell points in the Mind or Telekinetics spheres, the buffer regains hit points equal to four times the number of spell points spent.

Pushed Movement

Starting at 6th level, you can use telekinesis to aid in your body's natural movement. Your jump distance is doubled, and you can spend a spell point to use the dodge, dash, or disengage action as a bonus action.

Evasion

Beginning at 10th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an Ice Storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Potent Psionic Buffer

At 14th level, you may use your bonus action and expend 1 spell point to replenish your psychic buffer up to its maximum hit points.

Two Minds

At 18th level, you can concentrate on up to two different effects at the same time.

Shapeshifter Path

Shapeshifters use magic to assume the best form for any given situation, then tear their enemies to shreds with bites, claws, or tentacles.

Path Talents

At 3rd, 7th, 15th, 18th, and 20th levels, you gain a bonus magic talent from the Alteration or Life spheres.

Quick Transformation

At 3rd level, you can place a *shapeshift* on yourself and only yourself as a bonus action.

Steal Language

Starting at 6th level, you cannot only change your body, but also your mind. You can touch a creature as an action, gaining the ability to speak and understand one language that creature speaks until you complete a long rest. This can work on beasts and other creatures that don't have a language, but only allows communication with that particular type of creature (eagle, dog, wolf, etc.). You can only have one language acquired at a time in this manner; acquiring a second language dismisses the first.

Bestial Trait

At 10th level, choose one trait you can bestow with your *shapeshift* that doesn't cost a spell point to use. You gain this trait permanently, even in your unaltered form, and it does not count against your trait total during any shapeshifts. You can suppress or re-manifest this trait once per round with no action.

Extended Transformation

At 14th level, your control over Alteration magic makes your transformations unusually powerful. The duration of your *shapeshift* when placed on yourself becomes concentration for up to 1 hour. You also gain a second bestial trait, as described above.

Second Skin

At 18th level, you become a master of Alteration magic. Whenever you change your own form with *shapeshift*, it is no longer considered a magical effect. This means it cannot be dispelled or countered, and can be used within an antimagic field. Changes to yourself have a duration of concentration for up to forever. Gain a third permanent trait.

Prodigy

"I can do that."

Brilliant warriors capable of combining martial and magic techniques into a seamless flow, bewildering allies and confounding foes with their unparalleled adaptability.

Quick Build

You can make a prodigy quickly by following these suggestions. First, choose the Acolyte background, with Magus as your casting tradition. Your highest score should be Intelligence. Your next-highest score should be Strength or Dexterity, depending upon whether you want to focus on melee weapons or ranged combat (or finesse weapons). Your third-highest score should be Constitution. Choose the Destruction sphere and Blade (blast shape) as the bonus magic talents from your casting tradition.

Note: If you are also using *Spheres of Might*, trade out your medium armor, shield, and martial weapon proficiencies for the Shield of Faith martial tradition, gaining the Shield sphere, Armored Training, and Versatile Shield, with Duelist Training as your variable talent.

Table: Prodigy

Level	Proficiency Bonus	Features	Talents	Spell Points	Max Sequence Length
1st	+2	Spherecasting, Martial Focus, Sequence	0	0	2
2nd	+2	Blended Training, Prodigy's Calling	1	1	2
3rd	+2	Imbue Sequence	2	1	3
4th	+2	Ability Score Improvement	3	2	3
5th	+3	Extra Attack, Prodigy's Calling feature	3	2	3
6th	+3	Unbroken Sequence	4	3	3
7th	+3	Focused Sequence	5	3	4
8th	+3	Ability Score Improvement	6	4	4
9th	+4	Expertise	6	4	4
10th	+4	Prodigy's Calling feature	7	5	4
11th	+4	Steady Skill	8	5	5
12th	+4	Ability Score Improvement	9	6	5
13th	+5	Flawless Sequence	9	6	5
14th	+5	Prodigy's Calling feature	10	7	5
15th	+5	Prodigious Skill	11	7	6
16th	+5	Ability Score Improvement	12	8	6
17th	+6	Expertise	12	8	6
18th	+6	Prodigy's Calling feature	13	9	6
19th	+6	Ability Score Improvement	14	9	6
20th	+6	Perfected Prodigy	15	10	6

Class Features

As a prodigy, you gain the following class features.

Hit Points

Hit Dice: 1d8 per prodigy level

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

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

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons. If using *Spheres of Might* and this is your first level in a class, you can trade out your proficiency with martial weapons, medium armor, and shields for a martial tradition.

Tools: Choose two types of artisan's tools or musical instruments

Saving Throws: Intelligence, Dexterity

Skills: Choose any three.

Equipment

You start with the following equipment, in addition to the equipment granted by your background and traditions; You must be proficient with the chosen class equipment to select it as part of your starting equipment:

- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- (a) leather armor, or (b) scale mail
- (a) a martial or simple weapon, or (b) a shield

Spherecasting

You can combine spheres and talents to create magical effects. You gain a spell pool and blended training.



Casting Tradition

If you do not already have a casting tradition, you gain one at 1st level. Your casting tradition determines your key ability modifier.

Spell Pool

You gain a small reservoir of energy that you can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to your key ability modifier (minimum: 1). You gain additional spell points equal to half your prodigy level (rounded down). This pool replenishes once per day after a long rest. (Note: if multiclassing, spell points from your key ability modifier are only gained once.)

Blended Training

You gain 3/4ths of a magic talent every level, according to **Table: Prodigy**. If you are using Spheres of Might, any time you would gain a magic talent you can instead choose a martial talent.

Martial Focus

Prodigies can achieve martial focus (even if they do not possess a martial tradition or martial talents, see Spheres of Might). They gain their martial focus after a minute of rest, or by taking the Dodge action. A prodigy cannot have multiple focuses, and cannot by any means regain focus more than once per round.

When a prodigy has martial focus, they can expend their focus before making any single Strength, Dexterity, or Constitution saving throw to treat the die as if it had rolled a 10. They can also expend their martial focus to gain the benefit of certain martial talents and class features, as described in their entry, while other talents and abilities might require you to currently have martial focus.

Once a prodigy has gained martial focus, the prodigy remains focused until they expend their focus, become unconscious, or go to sleep (or enter a meditative trance).

Sequence

You know how to string together actions in combat, building momentum and unbalancing enemies before executing powerful finishing blows. A sequence requires the rush induced by real danger; you cannot begin a sequence before combat starts, and your sequence ends automatically 1 round after combat ends.

Sequences have two parts: Links and finishers. Whenever you perform an action that qualifies as a link, this either begins a new sequence (being its first link), or increases the number of links in your current sequence by 1. You cannot have more than one sequence active at a time, and the total number of links you can have in your sequence is listed on **Table: Prodigy**.

You can only add 1 link to your sequence a turn. If you haven't taken an action that adds a link to your sequence for 1 full round, your sequence goes down by 1 instead at the beginning of your turn. If you become dead, paralyzed, petrified, stunned, or unconscious, your sequence immediately ends.

Links

The following things, if done as a result of an Action on your part, begin a sequence. If your sequence is already active, these activities can add links to your sequence whether or not they are done as an Action, but no more than once per any creature's turn:

- **Attack:** Successfully striking a target with an attack or a magic sphere effect that requires an attack roll.
- **Overcome:** Defeat a target in a contested Athletics or Acrobatics check, such as when shoving or being shoved, grappling or being grappled.
- **Debilitate:** A hostile creature fails a saving throw against a magic or martial sphere effect you created.
- **Maneuver:** Take the Disengage or Dash actions.
- **Defeat:** Reducing a hostile creature to 0 hit points.
- **Heal:** Restore hit points to an ally or remove a condition such as blinded, charmed, frightened, nauseated, poisoned, stunned, or petrified.

Finishers

You can perform any of the following finishers. Performing a finisher ends your sequence and cannot be used to start a new one. Some finishers have some sort of requirement to use, usually including a minimum number of links in your sequence. If a finisher lets you target multiple creatures, you can move between attempts just as when performing an Attack action against multiple targets.

The following are your basic finishers:

- **Adroit Momentum:** (2 links) When making an ability check, you can end your sequence to gain a +1d4 bonus. This must be done before the roll is made.
- **Arcane Apocalypse:** (4 links) Cast a magic sphere effect that can usually be done as an Action as a bonus action instead. (6 links) Spend your action and bonus action to cast 3 different magic sphere effects that cost an Action to use. You can use these finishers even if any of your magic sphere effects cast that turn have a spell point cost of 1 or higher.
- **Certain Strike:** (2 links) Gain advantage on a single attack roll.
- **Doombringer:** (2 links) Make a single attack as a bonus action. (4 links) Make an Attack action as a bonus action. (6 links) Spend your action and bonus action to make three Attack actions.
- **Focus:** (3 links) Regain martial focus with no action required.
- **Ironhide:** As a reaction when someone rolls damage against you, reduce that damage by the links in your sequence $\times 5$.
- **Resilience:** (4 links) As a reaction, reroll a failed saving throw. This cannot be done if the roll was already made with advantage.

Integrated Techniques

If you are using Spheres of Might, you gain the following additional links and finishers if you possess the prerequisite spheres:

Alchemy

Carpet Bombing (finisher): As an action, throw one *formula* or *poison* per link in your sequence. A creature cannot be affected by more than one *formula* or *poison* used for this ability.

Alchemical Application (link): Use or apply any formula or poison.

Athletics

Hard Target (link): Use acrobatics to successfully tumble through a target's space, or provoke an attack of opportunity from an enemy and dodge the attack.

Barrage

Flurry (finisher): As an action, make one ranged attack per link in your sequence, but no one creature can be targeted by more than one attack. You can move as normal between attacks, as when making an Attack action.

Barroom

Liquid Preparation (link): Imbibe an alcoholic drink, *formulae*, or potion.

Stumbling Flow (link): Fall prone.

Beastmastery

Pack Attack (finisher): As an action, you can command a number of animal allies up to your sequence length to make an attack as a reaction. No one creature can be targeted by more than two of these attacks.

Berserker

Whirlwind (finisher): As an action, you can make one melee or thrown weapon attack per link in your sequence. No one creature can be targeted by more than one attack. You can move as normal between attacks, as when making an Attack action.

Brute

Clear the Field (finisher): As an action, you can shove a number of creatures equal to the length of your sequence, and apply (manhandles) to each one. No one creature can be targeted by more than one *shove*. You can move as normal between shoves, as when making an Attack action.

Dual Wielding

Duel Defense (link): Take the Dodge action.

Fencing

Feinting Set-up (link): Feint a creature.

Gladiator

Braggadocio (link): Perform a *boast*.

Guardian

Deliberate Challenge (link): Challenge a creature.

Endurance (link): Fill your delayed damage pool to its maximum capacity.

Lockdown (link): Use *patrol*.

Retribution

Ready for Action (link): Ready a *counterstrike*. Activating the readied attack cannot grant additional links.

Scoundrel

Kleptomaniac (finisher): As an action, you can attempt to steal from or perform a dirty trick on a number of creatures equal to the number of links in your sequence. No one creature can be targeted more than twice. You can move as normal between attacks, as when making an Attack action.

Scout

Battlefield Assessment (link): Scout a creature.

Vanish (link): Take the Hide action.

Shield

Defender (link): A creature misses an attack roll against a target benefiting from your *active* defense.

Sniper

Deliberate Load (link): Reload a weapon with an action or bonus action.

Trap

Trapped (link): A hostile creature fails a saving throw against or takes damage from one of your traps.

Warleader

Battlefield Coordination (link): Use a *shout* or activate a *tactic*.

Continue Guidance (link): Maintain a *tactic* with a bonus action.

Wrestling

Snag (link): Start your turn grappling a target.

Prodigy's Calling

At 2nd level, the prodigy chooses a calling, which are detailed at the end of the class description. This calling grants you features at 2nd level and again at 5th, 10th, 14th, and 18th level.

Imbue Sequence

At 3rd level, as part of starting a sequence, you can infuse yourself with mystic energy tied to one magic sphere you possess. Only a single imbue ability can be applied at a time, though the imbue can be changed as a bonus action, and its effects end immediately when the sequence does. Imbue effects do not cost spell points or require concentration unless noted. Beginning an imbue or activating a finisher are sphere effects.

Alteration

Minor Shapeshift: You gain one trait that you can apply to a *shapeshift*. This is in addition to any traits otherwise granted by *shapeshift*.

Conjuration

Double Team: You have advantage on the first attack roll you make each turn against a target within your Conjuration companion's reach.

Creation

Debris Field: The ground within 30 feet of you is considered difficult terrain for everyone except you.

Dark

Shadow: You become the center of a *darkness*, but you are unaffected by that darkness. You can apply a single (darkness) talent to this darkness as normal, paying any spell points required.

Death

Vampiric Blade: When making an attack action, you can deal additional necrotic damage equal to half your prodigy level once. When this damage is dealt, you gain a number of temporary hit points equal to the necrotic damage inflicted. These temporary hit points expire after 1 minute.

Destruction

Destructive Edge: When making an attack action, you can add your class level to one damage roll. The type of this damage matches a blast type of your choice you possess.

Divination

Clear Sighted: You gain the benefit of one *sense* you possess, paying any spell points required.

Enhancement

Enhanced Combatant: You, a weapon you wield, or a piece of armor or shield that you have equipped, gains the benefit of one (enhance) talent that you possess, paying any spell points required.

Fate

Lucky: You become the center of one non-instantaneous consecration you can create. You must pay any spell points required.

Illusion

Blurred: You can give one attack made against you each round disadvantage.

Life

Regenerate: Regain a number of hit points equal to the length of your sequence at the end of each of your turns.

Light

Sunrise: You shed bright light as if applying *brighten* to a *glow*. You can apply a single (light) talent to this light as normal, paying any spell points required.

Mind

Mind Breaker: When you deal damage, shove, or grapple a target with an attack action, that creature subtracts 1d4 from the result of any Wisdom saving throws it rolls until the end of your next turn.

Nature

Aura of Flame (requires Fire Geomancy): All hostile creatures within 5 feet of you at the end of their turn take fire damage equal to the length of your sequence.

Fog of War (requires Water Geomancy): You are shrouded in heavy mist to a 5-foot radius per link, which is considered heavily obscured.

Greenstep (requires Plant Geomancy): You can ignore difficult terrain caused by plantlife (including magical plantlife) and can see unhindered through plantlife up to 30 feet.

Steel Skin (requires Metal Geomancy): You ignore disadvantage to Dexterity (stealth) checks from any armor primarily composed of metal and gain advantage on any saving throws or opposed ability checks to resist effects targeting your armor and weapons that are primarily composed of metal.

Tunnel (requires Earth Geomancy): You gain a 10 foot burrow speed. This means you can move through sand, earth, mud, or ice, but not stone.

Wind Barrier (requires Air Geomancy): Ranged weapon attacks against you have disadvantage.

Protection

Defended: You gain the benefit of one *aegis* you possess, paying any spell points required.

Telekinesis

Air Step: You fall at a rate of 60 feet per round and become immune to falling damage. If you are capable of using *levitate* on yourself, whenever you add a link to your sequence you gain a 20 ft. fly speed until the end of your next turn.

Time

Time Slip: Your speed increases by +10 feet.

Warp

Step Between: You do not provoke attacks of opportunity from movement.

Universal

Chaos Aura (requires any wild magic talent): Hostile creatures within 20 feet of you increase their wild magic chance by 10% per link.

Weaken Dweomer (requires Dispel): You gain advantage on one saving throw made against magic each round.

Weather

Buffeting Air: You gain advantage on any Strength (Athletics) or Dexterity (Acrobatics) check made in response to something starting a contested roll against you (such as a shove, tumble, or grapple).

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.

Unbroken Sequence

At 6th level, when your sequence would be ended by the paralyzed, stunned, petrified, or unconscious conditions, you can expend martial focus to prevent the sequence from ending for 1 round.

Focused Sequence

At 7th level, you can expend your martial focus with no action on your turn to increase your sequence by 1 link. Alternatively, as a bonus action you can cease concentration on a magic effect. This does not count against your usual total of 1 link per turn, but cannot be done if your sequence is already at its maximum, and cannot be benefited from more than once per round.

Expertise

At 9th level, choose two of your skill or tool Proficiencies. Your Proficiency Bonus is doubled for any ability check you make that uses either of the chosen Proficiencies.

At 17th level, you can choose two more of your Proficiencies to gain this benefit.

Steady Skill

Beginning at 11th level, whenever you make any ability check and roll a 7 or lower on the d20, you can treat the roll as if it had been an 8.

Flawless Sequence

At 13th level, you do not lose a link from your sequence if you failed to add a link since the beginning of your previous turn, and no longer need to expend martial focus to prevent your sequence ending from the paralyzed, stunned, petrified, or unconscious conditions.

Prodigious Skill

Beginning at 15th level, whenever you would make an ability check you can spend a spell point instead of rolling the d20 to treat the d20 as if it had rolled a 15.

Perfected Prodigy

At 20th level, when you start a sequence, it begins with three links instead of one.

Callings

Battleborn (Spheres of Might)

There are times when someone's body does everything perfectly; the lines of motion converge to allow the warrior to jump higher, strike faster, and dodge more completely than most humanoids are normally capable of. For the battleborn, these moments of genius are not the exception, but the norm.

This subclass requires Spheres of Might.

Natural Talents

At 2nd level, you gain 1 martial talent. Whenever you complete a long rest, you can change this talent. You gain an additional talent that you can change in this fashion at 10th and 18th levels.

Inspired Hit

At 5th level, your weapon and spell attack rolls score a critical hit on a roll of 19 or 20.

Natural Inspiration

At 10th level, you can change your natural talents during a short or long rest.

Greater Extra Attack

At 14th level, you can make three attacks instead of two when making an Attack action.

Masterful Inspiration

Beginning at 18th level, you can spend a spell point to change a natural talent as a bonus action.

Genius Hit

Beginning at 20th level, your weapon and spell attack rolls score a critical hit on a roll of 18-20.

Battleborn (Core)

There are times when someone's body does everything perfectly; the lines of motion converge to allow the warrior to jump higher, strike faster, and dodge more completely than most humanoids are normally capable of. For the battleborn, these moments of genius are not the exception, but the norm.

Fighting Style

At 2nd level, you gain a fighting style. Choose one of the following options.

- **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.
- **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting:** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Protection:** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
- **Two-Weapon Fighting:** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Inspired Hit

At 5th level, your weapon and spell attack rolls score a critical hit on a roll of 19 or 20.

Additional Fighting Style

At 10th level, you gain an additional option from the fighting style class feature.

Greater Extra Attack

At 14th level, you can make three attacks instead of two when making an Attack action.

Magical Resilience

Beginning at 18th level, whenever you make a saving throw that does not include your proficiency bonus, you can spend a spell point to add your proficiency bonus to that roll.

Genius Hit

Beginning at 20th level, your weapon and spell attack rolls score a critical hit on a roll of 18-20.

Mimic's calling

For a mimic, all that's needed to master a skill is the chance to see it in action.

Mimicry

At 2nd level, you can intuitively understand abilities that you see in practice. When you observe a martial or magic sphere effect, as a reaction you can attempt a key ability check (with proficiency bonus) against the sphere DC of the effect. If successful, you gain knowledge of 1 base sphere or talent that you

do not possess that was used in that effect. This knowledge is retained for 1 minute. You can retain knowledge of 2 talents at a time; learning a third replaces a previous talent of your choice.

You can use this ability on a spell or cantrip, making the check against the spell DC, and if learned, spending spell points equal to half the spell's level (rounded up), with cantrips costing 0 spell points. You cannot use a spell slot in this manner greater than half your class level. Mimicked spells are cast according to your casting tradition, though any material components or focuses with a cost of greater than 10 gp must still be provided.

At 5th level, you can retain up to 3 talents or spells at a time.

At 10th level, you retain talents or spells until your next short or long rest.

At 14th level, you can use your mimicry ability once per round without expending a reaction.

At 18th level, you can retain up to 4 talents or spells at a time.

Perfected calling

At 20th level, you retain mimicked talents and other abilities indefinitely, though still must forget one if you gain a new talent or ability beyond your limit.

Savant's calling

For a very, very selective few, magic comes so naturally to them that they deal not with spells, but with the pure forces behind their creation. For a savant, rewriting magic is as easy as breathing, and mastering new skills as easy as a night spent ruminating on the subject.

Meditative Talents

At 2nd level, you gain 1 magic talent. Whenever you complete a long rest, you can change this talent. You gain an additional talent you can change in this fashion at 10th and 18th levels.

Reflect Spell

At 5th level, when targeted by a spell or magic sphere effect, as a reaction you can expend martial focus to make an opposed spellcasting ability check. If successful, the spell is reflected back on the caster as if you were the caster and they were the target. Whether or not you are successful, you cannot take an Action on your next turn.

Quick Rumination

Beginning at 10th level, you can change your meditative talents during a short or long rest.

Greater Reflect Spell

At 14th level, you can use your action normally on the turn after using reflect spell and automatically regain your martial focus if your spellcasting ability check succeeds.

Instant Rumination

Beginning at 18th level, you can expend your martial focus to change a meditative talent as an Action.

Masterful Rumination

At 20th level, you can use instant rumination as a bonus action instead of an action.

Soul Weaver

Class Features

Soul weavers are similar to Clerics, in that their power comes from deity, spirits, and communion with the hereafter. Unlike clerics, though, who approach the gods as devotee to patron, a soul weaver approaches them as a student to teacher, seeking knowledge sometimes through appeasement and pacts, but also often from ancient traditions, communion with nature spirits, mystery religions, or simply a natural sixth sense that allows them to see and speak with the spirits of the departed. While some soul weavers might do the work of the gods and oversee a shrine, others might subjugate the dead in a private cemetery or travel the land communing with lost souls as they see fit.

Quick Build

You can make a soul weaver quickly by following these suggestions. First, choose the Runist casting tradition, making Intelligence your highest score. Your next-highest score should be Wisdom. Your third-highest score should be Constitution or Dexterity. Choose the Hermit background. Choose the Death sphere as your first magic talent as a soul weaver. Choose the Life sphere and the Universal sphere (metasphere package) as your bonus magic talents from your casting tradition.

As a soul weaver, you gain the following class features.

Hit Points

Hit Dice: 1d8 per soul weaver level

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

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

Proficiencies

Armor: None

Weapons: Simple Weapons

Tools: Choose one type of artisan's tools.

Saving Throws: Wisdom, Charisma

Skills: Choose three from Arcana, Deception, History, Insight, Medicine, Performance, Persuasion, Religion, and Stealth

Equipment

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus

Table: Soul Weaver

Level	Proficiency Bonus	Features	Magic Talents	Spell Points
1st	+2	Spherecasting, Soul Weaver Path	1	1
2nd	+2	Nexus (2), Path Power	1	2
3rd	+2	-	2	3
4th	+2	Ability Score Improvement	2	4
5th	+3	Nexus Powers	3	5
6th	+3	Path Power, Nexus (3)	3	6
7th	+3	-	4	7
8th	+3	Ability Score Improvement	4	8
9th	+4	-	5	9
10th	+4	Nexus Powers	5	10
11th	+4	-	6	11
12th	+4	Ability Score Improvement	6	12
13th	+5	-	7	13
14th	+5	Path Power, Nexus (4)	7	14
15th	+5	-	8	15
16th	+5	Ability Score Improvement	8	16
17th	+6	-	9	17
18th	+6	Path Power	9	18
19th	+6	Ability Score Improvement	10	19
20th	+6	Nexus (5), Constant Ally	10	20

- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers

Spherecasting

You can combine spheres and talents to create magical effects. You gain a spell pool and magic talents.

Casting Tradition

If you do not already have a casting tradition, you gain one at 1st level. Your casting tradition determines your key ability modifier.

Spell Pool

You gain a small reservoir of energy you can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to your key ability modifier

(minimum: 1). You gain additional spell points equal to your soul weaver level. This pool replenishes once per day after a long rest. (Note: if multiclassing, spell points from your key ability modifier are only gained once.)

Magic Talents

The Magic Talents column shows the number of magic talents gained from your soul weaver levels.

Soul Weaver Path

At 1st level you can choose a Soul Weaver Path. This path gives you certain features at 1st, 2nd, 6th, 14th, and 18th level.

Soul Nexus

Every soul weaver carries a collection of souls, called a nexus. Perhaps these are lost souls you are guiding and protecting. Perhaps these are trapped souls you exploit. Perhaps they are not souls at all, but rather fey beings or nature spirits you commune with in exchange for power. Whatever the case, these souls are integral to your magic and follow you wherever you go.

You can choose at will whether your souls are visible or invisible, though usually it is only you (and some select individuals with a natural sixth sense) that can hear their words. When visible, souls usually appear as floating balls of ghostly light that orbit your head.

At 2nd level, you can have up to 2 souls in your nexus, which increases by one at 6th (3), 14th (4) and 20th levels (5). Whenever you use a soul nexus power, one of these souls is expended; it is not lost, but its power is spent, returning it to the nether until you re-summon it. You can summon souls to bring your nexus back to its maximum during any short or long rest.

The following abilities each expend one soul from your soul nexus. As you gain levels, you gain new abilities. If any nexus power calls for a saving throw, the DC is equal to your magic sphere DC.

2nd Level Abilities

Channel Spirit

As an action, you can expend a soul to allow it to momentarily possess your body, lending you its power and expertise. You can grant yourself the benefit of any one magic talent you don't already possess for 1 minute. You must possess that talent's base sphere and meet any prerequisites (if an advanced talent). You can only have one use of this ability active at a time; using it again replaces the talents gained from previous uses.

5th Level Abilities

Greater Channel Spirit

When using channel spirit, you can gain a base sphere you do not already possess instead of only talents from base spheres you know.

Ghostpoint

You can send a soul forth to serve as an epicenter for your magic. Whenever you use a spell or magic sphere, you can expend a soul to use that magic as



if you were standing in a space within 30 feet of you. You can calculate distances, line of sight, and even make melee spell attacks as if you were standing in that space.

10th Level Abilities

Supreme Channel Spirit

When using channel spirit, you can gain 2 talents instead of one, and can use one talent to meet the prerequisites (if any) of the second talent.

Second Soul

When you or an ally within 30 feet fails a saving throw, as a reaction you can expend 2 souls to change that failure to a success.

Constant Ally

At 20th level, when you roll for Initiative and have no souls remaining, you regain 1 soul.

Soul Weaver Paths

Path of the Gothi

Gothi awaken the ancient dead to channel their aid to defend the living. Whether they are empowering allies to continue an ancestral fight or seeking knowledge from the past, the Gothi serve as a bridge between the world of the living and the world of the honored fallen.

Path Talents

At 1st, 7th, 13th, 17th, and 20th levels, you gain a bonus magic talent from either the Conjunction or Divination spheres.

Remember the Ancestors

At 1st level you gain proficiency with History and Religion.

Empower Allies

At 2nd level, you can expend a soul as an Action to give an ally within 30 feet temporary hit points equal to 1d10 + your soul weaver level. These temporary hit points last until their next short or long rest.

Consult the Ancestors

At 6th level, you can expend a soul when making any Intelligence check to add your proficiency bonus to the check, or to double your proficiency bonus if it is already added.

Rally Allies

At 14th level, whenever you use empower allies or second soul, the target of that ability can make a single weapon attack as a reaction if they so choose.

Greater Banner

At 18th level, when a target is benefitting from temporary hit points granted by your empower allies ability, you can use your action to allow them to make an attack action.

Path of the Lichling

Lichlings are those who take the powers of undeath for themselves, either by replacing pieces of their bodies with undead flesh, or perhaps to walk the ultimate path of becoming a lich themselves.

Path Talents

At 1st, 7th, 13th, 17th, and 20th levels, you gain a bonus magic talent from either the Death or Destruction spheres.

Strength of the Undead

At 1st level, you have begun to imbue your own body with undead flesh. Perhaps you have replaced a hand with an animated skeletal hand, or maybe your skin has turned grey and deathlike. Whatever it is, it is visible, although you can attempt to hide it if you choose.

You gain advantage on all death saving throws, and can spend a spell point to grant yourself advantage before rolling a Strength (athletics) checks or Strength saving throw.

Blight

At 2nd level, you can expend a soul as an Action to make a melee spell attack against a target. If you succeed, you cause a patch of undead flesh to grow in them, which can be on the surface of their skin or hidden underneath, such that a target might not even know they have blight. Creatures with blight have disadvantage on all saving throws against any lichling's magic spheres.

This undead flesh cannot be placed on a construct or a dead or undead creature, but dying does not remove blight from a target. Blight is considered a disease and is permanent until removed by lesser restoration or a DC 20 Medicine check; failing this check deals 1d4 necrotic damage. Abilities that require blight can work on any creature with blight, not just blight you placed.

Lesion

Beginning at 6th level, as an action, you can cause blight on a creature within 30 feet of you to explode. This deals 1d6 necrotic damage per level you possess to the creature. If this drops the creature to 0 hp or the creature is already dead, the blight explodes with so much force that other creatures within 5 feet of the target also suffer this damage, except they can attempt a Dexterity saving throw for half damage.

This removes the blight.

Undead Resistances

At 14th level, you gain resistance to necrotic and poison damage, and can't have your maximum hit points reduced unless you allow it.

Mindblight

Beginning at 18th level, as an action you can cause a blight on a creature within 30 feet to grow and temporarily consume their mind. The target must pass a Constitution saving throw or be dominated by you as by an 8th level dominate monster spell.

This removes the blight, whether or not they pass their saving throw.

Path of the Medium

Mediums specialize in channeling spirits not just to grab a bit of their knowledge, but to allow those spirits to speak to the living and impact the material world for a brief while.

Path Talents

At 1st, 7th, 13th, 17th, and 20th levels, you gain a bonus magic talent from either the Divination or Fate spheres.

Whispers of the Dead

At 1st level, the echoes of those who have died begin to cling to you and share their knowledge. Whenever you finish a short or long rest, you can gain one skill or tool proficiency of your choice. This proficiency lasts until you use this feature again. When you gain your nexus at 2nd level, you can expend a use of channel spirit as an Action to change this skill or tool proficiency.

Possess Body

At 2nd level, whenever you use your channel spirit nexus power, instead of gaining a magic talent you can instead gain one of the following benefits:

You gain proficiency with one martial weapon and a fighting style, as a 1st level fighter.

You deal 1d6 sneak attack damage, as a 1st level rogue.

You gain temporary hit points equal to 2x your soul weaver level. While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

You can use Dexterity or Strength for your attack and damage rolls for unarmed strikes, and they deal 1d4 damage. When you use the Attack action with an unarmed strike, a shortsword, or a 1-handed simple weapon, you can make one unarmed strike as a bonus action.

Tokens of the Departed

Beginning at 6th level, when a life ends in your presence, you're able to snatch a sliver of its life essence that takes physical form. As a reaction when a creature you can see dies within 30 feet of you, you open your free hand and a Tiny trinket appears there, known as a soul trinket. A soul trinket often takes the form of a random object that bore some significance to the departed being, but it is only a small token without much practical use. You can have a maximum of three soul trinkets at a time. You can't create one while at your maximum.

While a soul trinket is on your person, you have advantage on death saving throws and Constitution saving throws, as your vitality is enhanced by the life essence within the object. As an action, you can destroy one of your soul trinkets, no matter where it's located. When you do so, you can ask the spirit associated with the trinket one question. The spirit appears to you and answers in a language it knew in life, and is under no obligation to answer truthfully.

At 18th level, you can ask it a number of questions equal to your proficiency bonus.

Dual Soul

At 14th level, you can have two uses of channel spirit active at a time instead of only one, and can activate both with the same Action.

At 18th level, you can have three uses of channel spirit active at a time, and can activate all 3 with the same Action.

Path of the Undertaker

Undertakers are workers of death, wielding weapons of war empowered by the souls of the departed to increase their own destructive power.

Combatant

You gain proficiency with medium armor, shields, and all martial weapons. If you are using Spheres of Might, you can instead gain a martial tradition, or a bonus Equipment talent if you already have one. You can select a martial talent in place of any magic talent gained from soul weaver levels or the channel spirit class feature.

Enraged Soul

Beginning at 2nd level, when you hit a creature with a melee weapon attack, you can expend a soul to deal extra necrotic damage equal to 5 + twice your soul weaver level.

Extra Attack

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

Necrotic Strike

At 14th level, you gain the ability to infuse your weapon strikes with necrotic energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an additional 2d8 necrotic damage to the target.

Trap Soul

At 18th level, when a creature is at 0 hit points or has died within 1 round, you can expend a soul to attempt to trap the departing soul within your nexus. The target gets a Charisma saving throw to resist, and if it succeeds, you cannot target it with this ability again for 1 day. If it fails, it dies and its soul becomes part of your nexus, taking the place of the soul expended to use this ability and becoming immediately available for use.

The creature whose soul you trapped cannot be resurrected while you still live, unless you choose to release the soul from your nexus and let it go to the afterlife (in which case another random soul will join your nexus during your next rest). The soul can speak and retains the knowledge it had in life, but is under no obligation to answer questions (although bargaining for a peaceful release into the afterlife is usually enough to get a soul to talk).

Path of the White Necromancer

White necromancers walk the path of healing, using the knowledge of the departed to protect and empower the living.

Path Talents

At 1st, 7th, 13th, 17th, and 20th levels, you gain a bonus magic talent from either the Life or Death spheres.

Rebuke Death

At 1st level, whenever you use the Life sphere to heal a target's hit points or grant it temporary hit points, the number granted increases by your soul weaver level.

Lovelorn Soul

Beginning at 2nd level, as an action you can touch a living or undead creature (but not a construct) and expend a soul to restore a total number of hit points equal to your soul weaver level x 5.

Willing Allies

At 2nd level, when you reanimate a body you can expend a soul to place it inside that undead creature, giving the undead an intelligence of 10. This means it can speak and follow complex orders, though it is still unfailingly loyal to you. You cannot regain your expended soul so long as this benefit is still possessed by the undead creature, but you can end this benefit as a bonus action.

Curative Souls

Beginning at 6th level, when you use lovelorn soul you can target two creatures (one of which can be yourself) within reach rather than 1, healing both creatures for an equal amount.

Temporary Resurrection

At 14th level, as an action you can expend a soul to bring a dead body within 30 feet temporarily back to life. The target gains 1/4th its total hit points, but automatically dies again after 1 minute. The target cannot have a level or CR higher than your level.

Supreme Healing

Starting at 18th level, when you would normally roll one or more dice to restore hit points with a magic sphere, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

Path of the Wraith

Followers of the path of the wraith are almost more ghost than humanoid, taking upon themselves the traits of the wraith as they not only commune with the dead, but also walk alongside them.

Wraith Form

At 1st level, you can spend a spell point as an action to become slightly ethereal for 1 minute. If you are already slightly ethereal you can reset the duration by spending a spell point with no action.

While in this slightly-ethereal form you can't interact with objects on the material plane, make unarmed or weapon attacks, or see anything more than 60 feet away, but you gain advantage on all Dexterity (Stealth) checks and gain resistance

to bludgeoning, slashing, and piercing damage from nonmagical attacks.

At 6th level, you can move through creatures and objects as if they were difficult terrain, but you take 5 (1d10) force damage if you end your turn inside a creature or an object. While in wraith form you also gain a 10 foot fly speed and can hover.

At 14th level, you also gain resistance to acid, fire, lightning, and thunder damage while in wraith form.

At 18th level, your fly speed increases to 30 feet when in wraith form.

Possession

Beginning at 2nd level, as an action you can expend a soul to force a humanoid within 5 ft. of you to make a Charisma saving throw against your magic sphere DC. If it fails, your body immediately disappears and you take residence inside the target's body and the target becomes incapacitated and loses control of its body. You now control the body, although the target remains aware of its surroundings, and you cannot force the body to do anything obviously suicidal, including dropping its defenses while allies attack it. Any attempt to target you with an attack or magic effect instead targets the body.

The possessed body uses your alignment, Intelligence, Wisdom, and Charisma scores, as well as your own proficiencies, class features, and magic and martial spheres, but otherwise retains its own physical ability scores, special attacks, and hit points. You cannot access the target's knowledge, class features, or proficiencies.

The possession lasts for 1 minute, or 1 round if its CR is higher than your level. Possession ends if the duration expires, but also if the body drops to 0 hit points, you end the possession as a bonus action, or you are forced out by an effect such as the dispel evil and good spell. If possession ends because the duration has expired, you can spend a soul with no action to reset the duration. When the possession ends, you reappear in an unoccupied space within 5 ft. of the body. The target is immune to your possession 24 hours after succeeding on the saving throw or after the possession ends.

At 6th level, you can possess any living mortal creature (not undead, constructs, or outsiders).

At 14th level you gain access to a creature's memories while possessing it. If the target's CR is not higher than half your level, possession lasts until you take a short rest.

At 18th level you can possess any creature. If the target's CR is not higher than half your level, possession lasts until you take a long rest.

Chapter 4 Spheres



Alteration Sphere

You have the ability to change the physical makeup of creatures.

When you first gain the Alteration sphere, you gain the *shapeshift* special ability. In addition, you gain one (genotype) talent that you qualify for.

Shapeshift

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 10 minutes

Target: One willing creature

Saving Throw: Constitution

Cost: 0 sp

You change the shape of yourself or a willing creature into a completely new form.

When you *shapeshift* a target, you choose a form granted by a (genotype) talent you possess, as well as a series of traits for them. Forms constitute a creature's basic physical makeup (humanoid, draconic, animalistic, avian, etc.) while traits are special characteristics or alterations (natural weapons, creature size, special abilities, etc.).

The target's current physical makeup changes completely into that of the new form, its appearance changes into something of your choice that matches its new shape (although your control is not fine enough to mimic a specific individual creature), and it loses any special abilities, natural weapons, speaking ability, or movement types that were dependent on the new form, gaining new ones in their place. Unless their new form prevents the target from supplying the necessary components of their magic, such as hands for Somatic Casting or speech for Verbal Casting, *shapeshifted* targets do not lose their ability to use magic sphere talents or abilities unless stated otherwise.

In addition to the benefits listed in the (genotype) talent, you can grant the target 1 trait, plus an additional trait at 5th level (two traits), 11th level (three traits), and 17th level (four

traits). You cannot grant the same trait more than once unless the trait indicates it may be granted multiple times.

Augment 1 sp: You can target unwilling creatures; they are allowed a Constitution saving throw to negate the effect. At the end of each of its turns, an affected creature can make a new Constitution saving throw. On a success, the effect ends for that creature.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

A target may only be affected by one *shapeshift* at any one time. If a caster attempts to place a second *shapeshift* on a target, he must succeed at a spellcasting ability check against the spell save DC or sphere DC of the caster of the existing effect. If he succeeds, the second *shapeshift* is successfully placed on the target, suppressing the first (which continues to expend its duration even while suppressed). The wild shape ability of the druid class, as well as spells like *alter self*, *animal shapes*, *polymorph*, and *shapechange* all count as a *shapeshift* for this purpose, although alternate sources of specific physical traits (for example, a class feature that lets you grow claws) still function.

The target chooses whether its equipment falls to the ground in its space, merges into its new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's form and size. The equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until the *shapeshift* ends.

If a talent or trait has a listed AC, this AC does not stack with any worn armor unless noted; use the higher value. Shields may be applied normally, though not all forms have the limbs required to wield them.

Natural Weapons: Some traits grant natural weapons, such as bites, claws, spines, talons, etc. These abilities alter the target's unarmed strike, letting them change the damage die and damage type. Some might also grant special abilities that further augment their use. Some natural weapons require the target to have a particular set of limbs; a creature without the required limb cannot gain the natural weapons, and cannot put two natural weapons on the same limb (for example, if you have one head, you could only gain one bite weapon).

Alteration Basic Talents

Some talents have the (genotype) descriptor, which grants new forms that you can use with your *shapeshift*. Talents with the (trait) descriptor do not grant forms, but sets of additional traits that you can draw from to grant your *shapeshift*.

Genotype Talents

Animalistic (genotype)

You grant the form of a land beast or monstrosity with your *shapeshift*.

Limbs: 1 head, 4 legs with all the benefits of being a quadruped.

Speed: 40-foot land speed. The land speed increases by 20 feet at 5th level (60 feet), 11th level (80 feet), and 17th level (100 feet).

Natural weapons: bite [natural weapon] (1d6 piercing)

AC: 13 + Dexterity modifier

Senses: Scent ability (see below).

Special: The target counts as being of either the beast or monstrosity type (your choice) in addition to its normal type.

Animalistic (genotype) offers the following traits, which you can apply to any form:

- **Animal Speed:** A land speed as that granted by the Animalistic (genotype) shape (grants 2 legs if the target lacked legs).
- **Scent:** The target gains advantage on Wisdom (Perception) checks that rely on smell.
- **Hooves:** [natural weapon] (requires legs) 1d4 bludgeoning. If you successfully overrun a target, it suffers damage from your hooves (1d4 + Str modifier).

Overrun

When a creature tries to move through a hostile creature's space, the mover can try to force its way through by overrunning the hostile creature. As an action or a bonus action, the mover makes a Strength (Athletics) check contested by the hostile creature's Strength (Athletics) check. The creature attempting the overrun has advantage on this check if it is larger than the hostile creature, or disadvantage if it is smaller. If the mover wins the contest, it can move through the hostile creature's space once this turn.

Anthropomorphic (genotype)

You grant the form of a humanoid creature with your *shapeshift*.

Limbs: 1 head, 2 arms with hands that can manipulate objects as a human's can, 2 legs

Speed: 30-foot land speed.

Natural weapons: none

AC: 10 + Dexterity modifier (may benefit from armor)

Special: The target can speak and gains knowledge of one language you also speak. If the target's Intelligence is lower than 6, it is increased to 6. The target counts as being of the humanoid type in addition to its normal type. You can choose to have the target count as being of a single humanoid race of your choice in addition to its base race.

If you so choose, you can forgo applying additional traits to the target to instead allow the target to retain its natural weapons, special abilities, and movement modes that were dependent on its previous form, in essence making the target a hybrid between a humanoid and its previous form.

Anthropomorphic (genotype) offers the following traits, which you can apply to any form:

- **Hands:** The target's arms end in hands that can perform Dexterity checks as skillfully as any humanoid.
- **Eyes:** The target gains a nose, eyes, and ears, with normal humanoid senses, even in a form that would normally prevent this.
- **Gift of Speech:** The target may speak and supply verbal spell components normally, even if in a form that would normally prevent this.

Aquan (genotype)

You grant the form of a swimming beast or monstrosity with your *shapeshift*.

Limbs: 1 head, fins, tail

Speed: 5-foot land speed, 20 foot swim speed. The swim speed increases by 20 feet at 5th level (40 feet), 11th level (60 feet), and 17th level (80 feet)

Natural weapons: bite [natural weapon] (1d6 piercing)

AC: 13 + Dexterity modifier

Special: Gain the amphibious ability (see below). The target counts as being of either the beast or monstrosity type (your choice) in addition to its normal type.

Aquan (genotype) offers the following traits, which you can apply to any form:

- **Amphibious:** The target gains the ability to breathe both air and water.
- **Ink Spray:** [Recharge 5-6]. The target may shoot a jet of ink. In water, this creates a 10-foot radius sphere that provides total concealment and persists for 1 minute. On land, this is a ranged attack with a 10/50 foot range that forces a struck creature to make a Dexterity saving throw or be blinded until they spend an action or two bonus actions removing the ink from their eyes.
- **Jet:** [Recharge 4-6]. While swimming, the target can move at double its swim speed when using the dash action. It must move in a straight line while jetting, and does not provoke opportunity attacks when it does so. (Requires a swim speed)

- **Keen Scent:** The target can notice other creatures by scent in a 180-ft. radius underwater and can detect blood in the water at ranges of up to a mile.
- **Shock:** [Recharge 5-6]. As an action, the target may deal 1d8 lightning damage with a melee attack. This damage increases by 1d8 at 5th (2d8), 11th (3d8), and 17th (4d8) levels. If a creature successfully grapples the target, the target may use this ability as a reaction. If the target is in water, this ability instead functions as a 10-foot radius sphere centered on the target; affected creatures are allowed a Constitution saving throw for half damage. The target may exclude itself from this damage. Creatures beyond 10 feet but within a 30-foot radius take half this damage, with a Constitution saving throw for half damage.
- **Swim:** A swim speed as that granted by the Aquan (genotype).
- **Watersight:** The target can see clearly in water, preventing them from taking any penalty to Perception due to being underwater.

Avian (genotype)

You grant the form of a flying beast or monstrosity with your *shapeshift*.

Limbs: 1 head, 2 legs, 2 wings

Speed: 20-foot land speed, 30-foot glide speed (you can move 30 feet in any direction, except up, but fall 1 foot for every 5 feet traveled). Your glide speed improves to a 20-foot fly speed at 5th level, and your fly speed increases by an additional 20 feet at 11th level (40 feet) and 17th level (60 feet).

Natural weapons: talons [natural weapon] (1d4 slashing)

AC: 12 + Dexterity modifier

Special: The target counts as being of either the beast or monstrosity type (your choice) in addition to its normal type.

Avian (genotype) offers the following traits, which you can apply to any form:

- **Beak:** [natural weapon] (requires head, 1d4 piercing).
- **Flight:** (requires wings) gains the glide speed and fly speed as granted by Avian (genotype).
- **Hover:** While flying, the target does not fall if knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move.
- **Talons:** [natural weapon] (requires legs) 1d4 slashing.
- **Wings:** You gain a pair of wings. Unless something knocks you prone, you fall at a rate of 60 feet per round and do not suffer falling damage.
- **Wing buffet:** [natural weapon] (requires wings, 1d4 bludgeoning).

Blank Form (genotype)

Unlike other (genotype) talents, the Blank Form does not change the creature's base makeup. They do not lose their abilities, equipment, natural weapons, or any other aspect of their unaltered form. Ultimately, the Blank Form talent allows a caster to add traits to a creature without fundamentally changing the target first.

- **Retain Trait:** As a trait when applying a form other than Blank Form, you can choose one ability dependent on your target's base shape (darkvision, keen scent, racial breath weapon, etc.). The target retains this ability despite being under the effects of your *shapeshift*. You can apply this trait more than once, selecting a different ability each time.
- **Appearance:** You may change the target's appearance to appear as something different. While you cannot change the target's form, you have great control over cosmetic features; you could change a male into a female, an elf into an orc, alter the appearance of its clothing, change a large dog into a small pony, etc. Applying this trait gives the target advantage on any Deception check made to appear as whatever it is disguised as, and you can even use this trait to apply a disguise to appear as a specific individual. Using this trait lets you make a Disguise Kit check without needing a disguise, using your Key ability modifier. You can merge the target's equipment into its form and replace it with disguised clothing, as if applying a different transformation as well.
- **Expert Disguise:** Add your proficiency modifier to a Disguise Kit check made with the Appearance trait. If you are already proficient, you may instead double your proficiency modifier. This may not benefit from multiple features, such as Expertise, that doubles your proficiency bonus.



- **Darkvision:** The target gains darkvision to 60 feet: The target can see in dim light within 60 feet of it as if it were bright light, and in darkness as if it were dim light. The target can't discern color in darkness, only shades of gray. You can grant this trait multiple times, each time it increases the range of the Darkvision by an additional 60 feet.
- **Claws:** [natural weapon] (requires arms) 1d4 slashing. You gain up to one claw per arm, and your claws are considered light finesse weapons.
- **Bite:** [natural weapon] (requires head) 1d6 piercing.
- **Natural Armor:** The target gains tough, scaly skin. The target's AC becomes a minimum of 13 + its Dexterity modifier. A shield's benefits apply as normal to natural armor.

Dragon (genotype)

You can grant the form of a dragon with your *shapeshift*.

Limbs: 1 head, 2 wings, 4 legs

Speed: 30-foot land speed

Natural weapons: bite [natural weapon] (1d6 piercing)

AC: 13 + Dexterity modifier

Senses: Darkvision 60 feet

Special: Gain a breath weapon as the trait (see below). The target counts as being of dragon type in addition to its normal type. Dragon forms are capable of speech and supplying verbal components.

Dragon (genotype) offers the following traits, which you can apply to any form:

- **Breath Weapon:** [Recharge 5-6] A 60-foot line or a 30-foot cone, dealing 2d6 damage, dealing either acid, cold, fire, or lightning damage as chosen at the time it is gained. Affected creatures may make a Dexterity saving throw to reduce damage by half. A target may only possess one breath weapon at a time. The damage of the breath weapon increases by 1d6 at 5th level (3d6), 11th level (4d6), and 17th level (5d6).
- **Widen Breath:** Double the size of a breath weapon (120-foot line or 60-foot cone) (must possess a breath weapon to gain this trait).
- **Frightful Presence:** (Augment 1 sp) As an action, the target can create a 30-foot aura that emanates from them. All creatures that enter the aura must succeed on a Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the spherecaster's use of this ability until the caster completes a long rest.

Elemental (genotype)

You can grant the form of an elemental with your *shapeshift*.

Limbs: mutable (the target has no limbs, and cannot gain limbs or natural attacks through traits. Limb-like shapes may be part of the form, but they confer no particular abilities)

Speed: 30-foot land speed

Natural weapons: slam [natural weapon] (1d6 bludgeoning)

AC: 13 + Dexterity modifier

Immune: prone

Senses: Darkvision 60 feet

Special: The target counts as being of the elemental type in addition to its normal type. The target gains one of the following packages depending on which elemental is being mimicked:

Air

The target gains resistance to lightning damage, and gains the ability to create a whirlwind (see below). The target may pass through and occupy other creature's spaces and gains the float movement mode (see below).

Float: The target may float up to 10 feet above the ground, with a 30-foot horizontal movement speed. When floating this way, the target may hover. When falling the target may choose to descend at a slower rate to control its fall and to negate all falling damage it would take. Each round it descends 30 feet, and may move in another direction for 30 feet. It may choose to drift sideways, gliding forwards while descending, or down, safely increasing its rate of descent. It may even choose to drift 'upwards' to reduce its rate of descent, even allowing it to negate it entirely and hover midair. At level 5, this speed becomes a 30 foot fly speed. This fly speed increases by 20 feet at 11th level (50 feet) and 17th level (70 feet).

Whirlwind (Recharge 4-6). As an action, the target creates a whirlwind in a 5-foot diameter centered on itself that remains until the start of their next turn. Other than the target, each creature in the area must make a Strength saving throw. On a failure, affected creatures take slam damage and are flung up to 5 feet away from the elemental in the direction of the target's choice and knocked prone. If a thrown creature strikes an object, such as a wall or floor, they take 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the creature is thrown at another creature, that creature must succeed on a Dexterity saving throw against your sphere DC or take the same damage and be knocked prone. If the saving throw is successful, the creature takes no damage and isn't flung away or knocked prone. The diameter of the whirlwind and the distance of the thrown creatures increases by 5 feet at 5th level (10-foot diameter, 10 feet thrown), 11th level (15-foot diameter, 15 feet thrown), and 17th level (20-foot diameter, 20 feet thrown).

Earth

The target gains a 30-foot burrow speed and may burrow through solid rock, as well as resistance to acid damage.

Fire

The target sheds bright light for 30 feet and dim light for 30 feet beyond. Its slam attack deals fire damage instead of bludgeoning damage, and creatures and flammable objects struck by its slam attack ignite on fire. Until a creature takes an action to douse the fire, the target takes 2 (1d4) fire damage at the start of each of its turns. The damage of the ignite effect improves by one step at 5th level (1d6), 11th level (1d8), and 17th level (1d10). The target gains resistance to fire damage.

Water

The target may breathe water and gains a 30-foot Swim speed, which increases by 20 feet at 5th level (50 feet), 11th level (70 feet), and 17th level (90 feet). The target may pass through and occupy other creature's spaces. The target also gains resistance to cold, as well as the *whelm* ability.

Whelm (Recharge 4–6). As an action, the target creates a vortex in a 5-foot diameter centered on itself that remains until the start of their next turn. Other than the target, each creature in the vortex must make a Strength saving throw against your sphere DC. Creatures that are not entirely in the vortex gain advantage on the saving throw. On a failure, affected creatures suffer the target's slam damage. If it is no more than one size larger than the target, it is also Grappled (escape DC is your sphere DC). Until this grapple ends, the affected creature is Restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the affected creature is pushed out of the vortex's space.

Another creature who is outside the vortex but still within reach of a grappled creature inside the vortex can pull the creature out of it by taking an action to make a Strength check against your sphere DC and succeeding. The diameter of the vortex increases by 5 feet at 5th level (10-foot diameter), 11th level (15-foot diameter), and 17th level (20-foot diameter).

You can also grant the following traits to your forms:

- **Elemental Resistance:** The target gains resistance to either acid, cold, fire, or lightning damage. This trait may be granted multiple times, selecting a different resistance each time.

Object (genotype)

You can grant the form of an object with your *shapeshift*.

Limbs: None

Speed: 20-foot land speed

Natural weapons: slam [natural weapon] (1d6 bludgeoning or other suitable to the form as determined by the GM. If the object mimicked is a weapon, the object is capable of wielding itself and deals damage and gains weapon properties as the mimicked weapon)

AC: 13 + Dexterity modifier

Special: Gain advantage on Dexterity (Stealth) or Charisma (Deception) checks that involve appearing as an object matching its form. The target has resistance to poison and psychic damage and counts as being of the construct type in addition to its normal type.

The target gains the appearance of a single simple object composed of plant matter such as cotton, hemp, or wood.

You can take this talent twice. Upon taking it a second time, you can gain the ability to emulate other materials per the below table and to grant the form of complex objects. Complex objects, such as those with moving parts, require an appropriate ability check at the object's craft DC. Failure means the target is not usable as an object. A creature under the effect of this talent does not truly become an object, thus is not a valid target for the Enhancement sphere Animate Object talent or similar effects. A creature that takes the form of a ranged

weapon must be supplied with ammunition as normal, but is capable of loading and firing itself. A creature under the effects of this talent that is used as ammunition is not destroyed when used as ammunition, but takes damage equal to the damage dealt by the attack it was used for.

Caster's Level	Material
1st	Ice, stone
5th	Basic metals (iron, steel, copper)
11th	Precious metals (gold, silver)
17th	Gems, specialty metals (mithril)

Special: If you possess the *create* ability of the Creation sphere, you can forgo the normal limitations on what materials you can mimic with this ability, and instead mimic any material you are capable of making with *create*. If you choose this option, you cannot take this talent a second time.

Ooze (genotype)

You can grant the form of an ooze or slime creature with your *shapeshift*.

Limbs: mutable (the target has no limbs, and cannot gain limbs or natural attacks through traits. Limb-like shapes may be part of the form, but they confer no particular abilities)

Speed: 20-foot land speed

Natural weapons: slam [natural weapon] (1d6 bludgeoning + 1d4 acid)

AC: AC 16 (not affected by Dexterity modifier)

Immune: prone.

Senses: blindsight 60 feet (blind beyond this radius).

Special: Fluid body (as the trait below). The target is blind (except for blindsight) and is immune to gaze attacks, visual effects, visual illusions, and other attack forms that rely on sight unless gaining eyes from another source. The target counts as being of the ooze type in addition to its normal type.

The target also gains one of the following packages depending on which ooze or slime is being mimicked:

- **Amoeba, Giant:** The target gains a 20-foot swim speed, and the ability to breathe underwater.
- **Gelatinous Cube:** The target is mostly transparent, granting advantage on Dexterity (Stealth) checks. It also gains resistance to lightning.
- **Jelly:** The target gains a 20-foot climb speed and can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- **Pudding:** A creature that touches the target or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the target corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the target is destroyed after dealing damage.

◇ **Augment 1 sp:** The target can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

You can add the following traits to your forms:

- **Engulf:** As an action, the target moves up to its speed. While doing so, it can enter the spaces of creatures smaller than it is. Whenever entering a creature's space, the creature must make a Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the target. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the target enters the creature's space, and the creature takes slam damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes slam damage at the start of each of the target's turns. When the target moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Strength (Athletics). On a success, the creature escapes and enters a space of its choice within 5 feet of the target. (Requires the form of an ooze or slime)
- **Fluid Body:** The target can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Orb (genotype)

You can grant the form of a floating sphere, helmet, or similar shape with your *shapeshift*.

Limbs: 1 head

Speed: 5-foot land speed, 30-foot float as the Float trait.

Natural weapons: slam [natural weapon] (1d4 bludgeoning)

AC: 14 + Dexterity modifier

Immune: prone or beheading (unless limbs are added, such as through traits)

Special: The target counts as being of either the aberration, elemental, or plant type (your choice, others may be permitted by the GM) in addition to its normal type.

Orb (genotype) offers the following trait, which you can apply to any form:

- **Float:** The target may float up to 10 feet above the ground, with a 30-foot horizontal movement speed. When floating this way, the target may hover. When falling the target may choose to descend at a slower rate to control its fall and to negate all falling damage it would take. Each round it descends 30 feet, and may move in another direction for 30 feet. It may choose to drift sideways, gliding forwards while descending, or down, safely increasing its rate of descent. It may even choose to drift 'upwards' to reduce its rate of descent, even allowing it to negate it entirely and hover midair. At level 5, this speed becomes a 30 foot fly speed. This levitation and flight are magical abilities. A creature in the form of an orb counts as one size smaller for the purposes of squeezing into small places. This fly speed increases by 20 feet at 11th level (50 feet) and 17th level (70 feet).

Plant (genotype)

You can grant the form of a plant creature with your *shapeshift*.

Limbs: 2 arms

Speed: 20-foot land speed

Natural weapons: slam [natural weapon] (1d6 bludgeoning)

AC: 15 + Dexterity modifier (+2 max)

Senses: Blindsight 30 ft.

Special: The target gains advantage on all Stealth checks made in dense foliage. The target counts as being of plant type in addition to its normal type.

Plant (genotype) offers the following trait, which you can apply to any form:

- **Bark:** You can grant the target the AC granted by Plant (genotype)

Serpentine (genotype)

You can grant the form of a serpent with your *shapeshift*.

Limbs: 1 head

Speed: 40-foot land speed, 20-foot climb

natural weapons: bite [natural weapon] (1d6 piercing)

AC: AC 13 + Dexterity

Special: The target counts as being of either the beast or monstrosity type (your choice) in addition to its normal type.

In addition, the target gains one of the following packages depending on which serpent is being mimicked:

- **Constrictor:** The target gains the Constrict trait (see below) for its bite [natural weapon].
- **Venomous:** When the target deals damage with a successful attack with its bite [natural weapon], it may attempt to poison the damaged creature. A damaged creature must succeed on a Constitution save or be poisoned for 1 minute, taking 3 (1d6) poison damage at the start of each of its turns for as long as it is poisoned. Creatures are permitted a new saving throw at the end of each of their turns to end the poisoned condition.

Serpentine (genotype) offers the following traits, which you can apply to any form:

- **Constrict:** Choose a [natural weapon] that the target possesses; the target may grapple using this [natural weapon] even without a free hand. When succeeding on an attack with that weapon, the target may attempt to grapple the attacked creature as a bonus action. Creatures grappled by the target are restrained until they escape the grapple. The target may only use this ability on a single creature at a time.
- **Death Roll:** When the target has a creature grappled, it may attempt to shove the creature prone as a bonus action. It has advantage on this check.
- **Strangle:** An opponent grappled by the target cannot speak or cast spells with verbal components.
- **Swallow Whole:** The target may attempt a swallow attack against a creature it is grappling. If the attack hits, the creature is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects originating from outside

- the *shapeshifted* target, and it takes 1d6 acid damage at the start of each of the *shapeshifted* creature's turns. The *shapeshifted* target may swallow targets up to one size smaller than themselves, and can have only one target swallowed at a time. The acid damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).

The target may choose to harmlessly release a swallowed creature into the nearest available space as a bonus action. If a *shapeshift* ends while it still has a creature swallowed, the swallowed creature is released harmlessly. If the *shapeshifted* target dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Subterranean (genotype)

You can grant the form of a subterranean beast or monstrosity with your *shapeshift*.

Limbs: 1 head, 4 legs

Speed: 30-foot land speed, 15-foot burrow speed (the target can burrow through sand, dirt, or mud). The burrow speed increases by 15 feet at 5th level (30 feet), 11th level (45 feet), and 17th level (60 feet)

Natural weapons: bite [natural weapon] (1d6 piercing)

AC: AC 13 + Dexterity

Special: Darkvision 60 feet, Tremorsense 20 feet. The target counts as being of either the beast or monstrosity type (your choice) in addition to its normal type.

Subterranean (genotype) offers the following traits, which you can apply to any form:

- **Burrow:** A burrow speed as granted by the Subterranean form.
- **Tremorsense:** Tremorsense in a 20-foot radius.

Vermin (genotype)

You can grant the form of a spider, insect, or other such creature with your *shapeshift*.

Limbs: 1 head, 6 or 8 legs

Speed: 30-foot land speed, 30-foot climb speed. The target may climb on difficult surfaces, even upside down, without an ability check.

Natural weapons: bite [natural weapon] (1d6 piercing)

AC: 13 + Dexterity modifier

Special: Darkvision 60 feet. The target counts as being of either the beast or monstrosity type (your choice) in addition to its normal type. The target also gains either the poison or climb traits.

Vermin (genotype) offers the following traits, which you can apply to any form:

- **Climb:** A Climb speed, as that granted by the vermin form.
- **Poison:** Choose one natural weapon. When the target deals damage with a successful attack with that natural weapon, it may attempt to poison the damaged creature. A damaged creature must succeed on a Constitution save or be poisoned for 1 minute, taking 3 (1d6) poison damage at the start of each of its turns for as long as it is poisoned. Creatures are permitted a new saving throw at the end of each of their turns to end the poisoned condition.

- **Web:** [Recharge 6] As an action, the target may throw a web as a net with range 30/60, which is effective against targets up to 1 size larger than the target. The target is proficient in throwing its web. Creatures struck with the web are Restrained by webbing. As an action, the Restrained creature can make a Strength check against your Sphere DC, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). A web can support up to twice the weight of the creating creature. The target ignores movement restrictions caused by webbing, and while in contact with a web, the target knows the exact location of any other creature in contact with the same web.

Trait Talents

Aberrant Body (trait)

Aberrant Body offers the following traits, which you can apply to any form.

- **Acid Spit:** [natural weapon] ranged weapon 20/60, 1d6 acid damage. A creature that is struck by this attack takes an additional 1d6 acid damage at the end of its next turn.
- **Gibbering:** All creatures within 30 feet of the target have disadvantage on saving throws made to maintain concentration. This ability may be suppressed or resumed as a bonus action.
- **Many Eyes:** The target gains advantage on vision-based Wisdom (Perception) checks. If using the optional flanking rules, the target cannot be flanked.
- **Mucus:** [Recharge 5-6] As an action, the target gains the ability to release a mucus cloud with a radius of 5 feet, increasing by 5 feet at 5th (10 feet), 11th (15 feet), and 17th level (20 feet) that persists for 1 minute unless dispersed by a strong wind. Any creature that comes in contact with the cloud must make a Constitution saving throw or for 1 minute become unable to breathe air, but able to breathe underwater. Affected creatures may spend an action removing the mucus to end the effect on themselves early. A creature unable to breathe air that remains out of water begins to suffocate.
- **Tendrils:** [natural weapon] The target gains a tendrils. This trait may be granted multiple times, granting one tendrils per trait, and the target can attack with each tendrils as part of the same attack, so long as each tendrils targets a different creature. Each tendrils can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendrils deals no damage to the target, which can extrude a replacement tendrils on its next turn. A tendrils can also be broken if a creature takes an action and succeeds on a Strength check against your sphere DC. **Tendrils: Melee Weapon Attack**, reach 50 ft., *Hit:* The target is Grappled (escape DC equals your Sphere DC). Until the grapple ends, the target is Restrained and has disadvantage on Strength Checks and Strength Saving Throws, and the target can't use the same tendrils on another target. Creatures 2 or more sizes larger than the target are immune to the tendrils. As a bonus

action, the target can reel creatures caught in its tendrils 25 feet towards it.

- **Tentacles:** [natural weapon] 1d4 bludgeoning damage and the reach weapon property.

Additionally, you can choose to have the target count as an aberration in addition to its normal type. This choice negates any additional types granted by (genotype) talents.

Additional Limbs (trait)

Additional Limbs offers the following traits, which you can apply to any form. You can grant each trait multiple times:

- **Arms:** An extra arm, which can do all things a normal arm can for your form.
- **Head:** A head. Creatures with two or more heads have advantage on saving throws against being blinded, deafened, stunned, and knocked unconscious.
- **Legs:** A pair of legs. This grants a 20 foot land speed if the target didn't possess one. If this is not the form's first pair of legs, the target gains a +10 bonus to its land speed per additional pair of legs.
- **Prehensile Tail:** A prehensile tail, which may be used to hold objects as if it were a hand, and retrieve objects from a belt or pouch once per round with no action.
- **Stinging Tail:** [natural weapon] 1d4 piercing. If the target is grappling a creature, the target may attack it with this stinger as a bonus action.



- **Powerful Tail:** [natural weapon] 1d4 bludgeoning. If the target attacks a creature with a weapon or unarmed strike other than this tail slap, it may attack a different creature within reach with this tail slap as a bonus action.

Agile Body (trait)

You can add the following additional traits to your forms:

- **Evasive:** The target gains incredible reflexes. When the target is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw. If this trait is granted a second time, the target only takes half damage if it fails.
- **Incredible Dodge:** Attackers that the target is not aware of or cannot see do not gain advantage on attack rolls made against the target.
- **Initiative:** The target gains quickened reactions, granting advantage on Dexterity checks for initiative.

Additionally, you can apply the following augment to your *shapeshift*:

Augment o sp: All of your natural weapons gain the finesse property.

Bestial Mind (trait)

Bestial Mind offers the following trait, which you can apply to any form:

- **Bestial Mind:** In addition to the Constitution saving throw to resist the *shapeshift*, the target must succeed a Wisdom saving throw or have their mind become bestial. Their Intelligence is reduced to 2, and they are treated as a beast for skills such as Wisdom (Animal Handling) and spells such as *speak with animals*. They cannot use any spells and other abilities that require sentience, although they retain other aspects of their class levels such as proficiency bonuses and other abilities. The GM is the final arbiter on what abilities a creature under the effect of this trait may or may not use. This trait has no effect on creatures who already have an Intelligence score of 2 or less.

Additionally, you can choose to have the target count as a beast in addition to its normal type. This choice negates any additional types granted by (genotype) talents.

Bestial Reflexes (trait)

Bestial Reflexes offers the following traits, which you can apply to any form:

- **Pounce:** When the target uses its action to Dash, it can use a bonus action to make one melee weapon attack or to shove a creature.
- **Lunge:** As a bonus action, the target may double its natural reach for one melee attack made before the end of its turn.
- **Multi-attack:** When the target makes an Attack action, they may make one attack with each natural weapon they possess. (Requires 5th level) This does not stack with Extra Attack.
- **Trample:** As an action, the target may move otop of all creatures smaller than itself this turn, dealing 1d6+Str modifier bludgeoning damage to any creatures it moves over. Creatures in the path of a trample can make attacks

- of opportunity against the target, but suffer disadvantage on the attacks and cannot dodge. If they instead choose to dodge, they may attempt a Dexterity saving throw for half damage. A trampling creature can only deal trampling damage to each creature once per round, no matter how many times it moves over that creature.

Bestial Spirit (trait)

Bestial Spirit offers the following traits, which you can apply to any form:

- **Beast-tongue:** The target can speak with beasts.
- **Ferocity:** The target gains advantage on death saves.
- **Pack Tactics:** The target gains advantage on attack rolls against a creature if at least one of its allies is within 5 feet of the creature and isn't incapacitated.
- **Relentless:** If the target takes damage equal to or less than half its maximum hit points that would reduce it to 0 hit points, it is reduced to 1 hit point instead. Once a creature has used relentless, it may not use it again until it finishes a Short or Long Rest even if granted again by another *shapeshift*.
- **Shove:** Choose one [natural weapon] the target possesses; once per round when dealing damage with that natural weapon as part of an action, the target may attempt to shove the damaged creature as a bonus action.

Construct Traits (trait)

You can add the following additional traits to your forms:

- **Construct Plating:** (Augment 2 sp) The target gains resistance to bludgeoning, piercing, and slashing damage from non-magic weapons that are not made from adamantine.
- **Metallic Blows:** The target's natural weapons are treated as silver for the purpose of bypassing resistance. At 10th level, they also count as adamantine.
- **Natural Armor:** The target gains a base AC of 16 (not affected by Dexterity modifier). The target gains no benefit from wearing armor, but if using a shield, it can apply the shield's bonus as normal. This counts as wearing armor for gaining the benefits of the defense fighting style.
- **Spell Resistance:** (Augment 2 sp) The target gains advantage on saving throws against magic.

Additionally, you can choose to have the target count as a construct in addition to its normal type. This choice negates any additional types granted by (genotype) talents.

Extreme Adaptation (trait)

You can add the following additional traits to your forms:

- **Altitude Immunity:** The target is acclimated to living at high altitudes and is immune to negative effects of high altitude.
- **Breathless:** (Augment 1 sp) The target may survive without air. The target becomes immune to effects that require breathing (such as inhaled poison), can survive underwater, or even in a vacuum (though does not provide protection from extreme cold or other conditions that may be encountered in such an environment). This does not give immunity to cloud or gas attacks that do not require breathing.
- **Endure Weather:** The target suffers no harm from

being in a hot or cold environment and can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Constitution saving throws. The creature's equipment is likewise protected. This trait doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

- **Pressure Immunity:** The target is immune to the pressures of the ocean and takes no damage nor suffers adverse effect from water pressure.

Fey Traits (trait)

You can also grant the following traits to your forms:

- **Fey Skin:** (Augment 2 sp) The target gains resistance to bludgeoning, piercing and slashing damage from non-magic weapons that are not made from iron or cold iron.
- **Wild Empathy:** The target may improve the initial attitude of a creature of the beast type within 30 feet using Charisma (Persuasion). The target has proficiency on this check. Typically domestic animals start as indifferent and wild animals start as unfriendly and the check takes 1 minute. This ability may be used to influence a monstrosity with an Intelligence score of 1 or 2, but the check suffers disadvantage.

◊ **Augment 1 sp:** This check may be performed as an action and does not take disadvantage when influencing monstrosities.

- **Woodland Stride:** The target may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed without taking damage or suffering impairment. This has no effect on magically manipulated terrain.

Additionally, you can choose to have the target count as a fey in addition to its normal type. This choice negates any additional types granted by (genotype) talents.

Giant Traits (trait)

You can add the following additional traits to your forms:

- **Rock catching:** If a rock or similar object is hurled at the target, the target can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.
- **Rock throwing:** The target may pick up and throw large rocks as a ranged attack (30/90, 2d6 bludgeoning).

Additionally, you can choose to have the target count as a giant in addition to its normal type. This choice negates any additional types granted by (genotype) talents.

Morphic Weapon (trait)

You can add the following traits to your forms:

- **Graft Weapon:** You fuse a weapon the target is wielding into one of the hands wielding it. Alternatively, you can transform one of the target's arms into a weapon it is proficient with. Ranged weapons do not come with ammunition. A grafted weapon cannot be disarmed and is considered both a natural weapon and a manufactured weapon. The target loses other uses of this limb and might take disadvantage on some ability checks as a result.

Odiforous (trait)

You can add the following additional traits to your forms:

- **Inured:** The target gains advantage on saving throws against effects that inflict poison damage or the poisoned condition.
- **Nauseating Spray:** [Recharge 6] As an action, the target may spray noxious chemicals in a 15-foot cone. Any creature in this cone must make a Constitution saving throw or be poisoned for 1 minute. Affected creatures may make a new save at the end of each of their turns to end the poisoned condition. The size of the cone increases by 5 feet at 5th (20 feet), 11th (25 feet) and 17th level (30 feet). A creature that succeeds on this saving throw is immune to any instance of it from the same caster for 24 hours.
- **Stench:** The target secretes a stinking chemical offensive to most living things. Any creature adjacent to the target must make a Constitution saving throw or be poisoned until they are no longer adjacent. A creature that succeeds on this saving throw is immune to any instance of it from the same caster for 24 hours.

Outsider Traits (trait)

- **Celestial Resistance:** The target gains resistance to radiant damage and gains the celestial type in addition to its normal type. This negates any additional types granted by (genotype) talents.
- **Demonic Resistance:** The target gains resistance to poison damage and gains the fiend type and demon tag in addition to its normal type. This negates any additional types granted by (genotype) talents.
- **Devilish Resistance:** The target gains resistance to fire damage and gains the fiend type and devil tag in addition to its normal type. This negates any additional types granted by (genotype) talents.

Protean Mastery (trait)

You can add the following traits to your forms:

- **Belated Shift:** (Augment 1 sp) If you leave one trait option unassigned, you can assign any valid trait you have access to to this slot at any time as a bonus action. The cost of this augment is incurred when this bonus action is taken. Once assigned, the trait persists for 1 minute and cannot be changed again until 1 minute after expiring. Only 1 trait may be assigned per bonus action with this ability, even if multiple traits are left unassigned. Each time a trait is assigned, the augment cost counts separately against the limit of how many spell points you can spend on the effect.
 - ◊ **Augment 1 sp:** The trait may be assigned as a reaction.
- **Camouflage:** Your target may shift its coloration to mimic its environment, granting advantage on Dexterity (Stealth) checks.
- **Lycanthropic Hide:** (Augment 2 sp) The target gains resistance to bludgeoning, piercing, and slashing damage that is from a nonmagical weapon that isn't silver.

Additionally, you can choose to give the target the shape-shifter tag.

Prickly (trait)

You can add the following traits to your forms:

- **Spiky:** Your unarmed strikes and natural attacks deal an additional +1d4 piercing damage.
- **Spines:** [natural weapon] 1d4 piercing. Creatures that attempt to grapple the target take 1d4 piercing damage.
- **Spine Launch:** Your spines deal 1d6 damage instead of 1d4, and can be launched as a thrown weapon with a range of 20/60 feet. The spines regrow as they are thrown, granting you a virtually indefinite supply. (Requires spines)

Size Change (trait)

Size Change: (Augment 1 sp) As a trait, you can change a creature's size. You can enlarge or reduce a creature's size by one category, plus an additional size category at 5th (2 categories), 11th level (3 categories) and 17th level (4 categories). You cannot enlarge beyond Huge size, nor reduce a creature beyond Tiny size. A target's size and the size of its equipment doubles/is halved each category it moves up/down, and its weight is multiplied/divided by 8.

When a creature is enlarged, it deals an additional 1d4 damage with weapon attacks and unarmed strikes and when it is reduced it deals 1d4 less damage with weapon attacks and unarmed strikes; this die size increases by one for every additional category, to 1d6 for two sizes, 1d8 for three sizes, and 1d10 for 4 sizes. You cannot reduce damage below 1. Reach is also adjusted according to the chart below:

Table: Size and Reach

Size Category	Space	Reach
Tiny	2 1/2 feet	0 feet
Small	5 feet	5 feet
Medium	5 feet	5 feet
Large	10 feet	10 feet
Huge	15 feet	15 feet

Swarm Body (trait)

You can add the following traits to your forms:

- **Divided Self:** The target gains advantage on saving throws against effects that target individual creatures. (requires swarm form trait)
- **Swarm Form:** The target takes the form of a swarm of creatures of its kind. The swarm is composed only of Tiny creatures; this size cannot be altered by the Size Change trait, *enlarge person*, or other effects. The target can move through holes and openings that are large enough for the individual creatures. The swarm fills a 10-foot square (or cube if flying) and has a reach of 0 and can occupy another creature's space and vice versa. The target gains resistance to bludgeoning, piercing, and slashing damage and vulnerability to damaging effects that target an area.
- **Swarming:** The target gains advantage on attacks against creatures that are entirely within its space. (requires swarm form trait)

Twisted Body (trait)

You can add the following traits to your forms:

- **Flesh Pocket:** You rearrange internal organs and mus

- cles to create a pocket inside the target's body, usually in the abdomen. The opening to the pocket resembles a large scar. The pocket can hold creatures and objects up to two sizes smaller than the target. The target gains advantage on checks to conceal items in their flesh pocket.
- Seal Eyes:** The target must pass an additional Constitution saving throw or have its eyes sealed, blinding it.
- Twist Legs:** The target must pass an additional Constitution saving throw or have one movement speed reduced to 5 feet.
- Vocal Theft:** The target becomes unable to speak and may not supply vocal spell components or make ability checks that require singing or speaking.
- Wrench Stomach:** The target must pass an additional Constitution saving throw or take disadvantage on all attack rolls.

Additionally, you can apply the following augment to your *shapeshift*:

Augment 0 sp: Your *shapeshift* may deal 1d8 slashing damage to all targets that fail their initial saving throw against the *shapeshift*. This damage increases by 1d8 at 5th level (2d8), 11th level (3d8) and 17th level (4d8).

Undead Traits (trait)

You can grant the following traits to your forms:

- Blood Drinker:** The target gains temporary hit points equal to the damage dealt with one natural weapon of your choice. (requires 10th level.)
- Incorporeal:** (Augment 1 sp) The target becomes incorporeal (requires 15th level). While incorporeal, it can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
- Undead Resistance:** The target gains advantage on saving throws against charmed, disease, poison, sleep, and stunning.

Additionally, you can choose to have the target count as an undead in addition to its normal type. This choice negates any additional types granted by (genotype) talents.

Vitality (trait)

You can add the following traits to your forms:

- Glow of Health:** The target gains advantage on saves versus death effects, necrotic damage, poison, and disease.
- Sleepless:** The target gains immunity to magical sleep effects.

Additionally, you can apply the following augment to your *shapeshift*:

Augment 0 sp: At the time the effect is cast, the recipient of your *shapeshift* may spend a single hit die to heal as if having taken a short rest.

Other Talents

Enhanced Attacks

Natural attacks granted by your *shapeshifts* count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Freeform Traits

Choose two (genotype) talents you don't already possess. You add the traits made available by those talents to the traits available when using *shapeshift*, but you don't gain the ability to use the chosen forms. If you ever gain one of the chosen (genotype) talents, you can replace the talent, choosing another (genotype) talent to add traits from. You can gain this talent multiple times; each time choosing two different (genotype) talents to draw traits from.

Greater Transformation

Augment 0 sp: Increase the number of traits you can apply with your *shapeshift* by 1.

Mimicry

Casting Time: 1 action

Range: 30 ft.

Duration: 1 hour or until used again

Target: One creature

Saving Throw: None

Cost: 0 sp

You can study a creature you can see within range. For the duration of the effect, you gain a single Alteration talent corresponding to the creature or one of the creature's apparent features. A creature you have studied with this talent counts as being familiar for the purposes of the Perfect Imitation talent.

Augment 1 sp: This ability may be used with no action required during your turn.

In addition, you gain the following traits you can add to your *shapeshifts*:

- Vocal Mimicry:** The target may perfectly imitate voices and sounds with which it is familiar. The target gains advantage on Charisma (Deception) checks to imitate a creature type, individual, or object that they have listened to for at least 10 minutes. These 10 minutes do not have to have been during the duration of the *shapeshift*. (Must be able to speak)

Alteration Advanced Talents

Energy Manipulation

Prerequisites: Alteration sphere (any talent granting resistance to either acid, cold, fire, lightning, necrotic, radiant, or thunder as a trait option), 11th level or higher.

You can add the following trait to your forms:

- Energy Immunity:** (Augment 1 Sp) You can grant the target immunity to one energy type (acid, cold, fire, lightning, necrotic, radiant, or thunder) to which it has resistance.
- Vulnerability:** You can grant the target vulnerability to one of the following damage types: acid, cold, fire, lightning, necrotic, radiant, or thunder. If the target has resistance to the chosen damage type, it instead loses that resistance. If the target is immune to the damage type, this trait reduces that immunity to resistance.

Extreme Transformation

Prerequisites: Alteration sphere (Greater Transformation), 5th level or higher.

Increase the number of traits you can apply with your *shapeshift* by 1. This stacks with the increase from Greater Trans-

formation. This talent may be taken once, then one additional time at 11th level and 17th level. Its effects stack.

Fusion

Prerequisites: Alteration sphere, Universal sphere (Mass (metasphere)), 5th level or higher.

Augment 2 sp: You can target two creatures adjacent to each other with your *shapeshift* and merge them together into one amalgamated body in lieu of applying a (genotype) talent. Traits may be granted to the merged creature as normal for *shapeshift*. Should this ability fail to affect either target (whether by successful save or another cause), the effect fails.

- The amalgamated body has current and maximum hit points equal to those of the two creatures added together.
- You must choose one body to be the dominant body.
- The amalgamated creature possesses the physical saving throw proficiencies and proficiency bonus of the dominant body, but gains whatever the highest Strength, Dexterity, and Constitution score is between the two combined creatures.
- At the caster's discretion, the dominant body may also gain the natural weapons and special abilities of the merged body by forgoing gaining any additional traits.
- The equipment of the dominant body is retained, and the other creature's equipment is merged.
- Both of the base creatures' minds remain independent, retaining mental ability scores, and saving throw proficiencies, and are capable of taking purely mental actions, but they act on the same initiative.

Only one mind can control the amalgamated body at a time. At the start of their turn, if the minds do not agree which is to be in control, they may make contested Charisma checks to take control of the body that round, but the body has all its speeds halved, takes a disadvantage on Dexterity saving throws, and grants advantage on any attacks targeting the amalgamated body due to the confusion. Effects that allow a mental ability saving throw target the mind currently controlling the body.

Ongoing effects on the base creatures overlap. If either target creature is suffering the effects of a disease, poison, or ongoing spell effect, the amalgamated body immediately receives a new saving throw with advantage unless both creatures are under the same effect. If the dominant body possesses immunity to such an effect, the effect is suspended until the fusion ends, though its duration is expended as normal. Any penalty or reduction to the physical statistics of the dominant body are retained, but those to mental ability scores continue to affect each creature individually. If the amalgamated creature is killed, the effect ends and both creatures die.

When this effect ends for any other reason, any hit point damage, ability reductions, or other such penalty incurred is split evenly between the two creatures (rounded up). If this damage exceeds the maximum hit points of either creature, that creature is reduced to 0 hit points and is stable, with the excess damage transferred to the other creature. If the transferred damage exceeds the remaining hit points of that creature, then both creatures are reduced to 0 hit points and are stable. Any spell effects, poisons, diseases, or other effects

that affected the amalgamated creature continue to affect both creatures, but durations are halved and any subsequent saves are made with advantage. If the space available at the end of this effect cannot accommodate both creatures, they may make contested Charisma checks. The loser is shunted to the nearest empty space, taking 1d6 damage per 10 feet of solid material it passes through.

You cannot fuse with creatures like swarms or troops which are generally described as being composed of multiple creatures.

Homogenize

Prerequisites: Alteration sphere (Twisted (genotype)), 15th level or higher.

Augment 5 sp: Creatures you damage with Twisted (genotype) that have less than 100 hit points must succeed on a Constitution saving throw or be slain, reducing them to a homogenous pool of organic material.

Permanent Transformation [curse]

Prerequisites: Alteration sphere, Universal sphere (Extended (metasphere)), 17th level or higher.

Augment 4 sp: When applying a *shapeshift*, you can change your *shapeshift* into an instantaneous effect, permanently changing the creature into the new form. Because this is an instantaneous effect, it cannot be dispelled once placed, however spells or sphere talents or abilities that explicitly remove curses can end the *shapeshift* with a successful spellcasting ability check. The target is still under the effect of a *shapeshift*, however, and any caster attempting to apply a new *shapeshift* to the target (except the original caster himself) must pass a spellcasting ability check as usual; the second *shapeshift* replaces the first instead of adding to it. When the second *shapeshift*'s duration expires, the first *shapeshift* returns. A second application of a Permanent (genotype) can be used to counter the first Permanent Transformation, returning the target to its original form or granting it a new one.

Variants

Flesh Warper

You cannot target yourself with *shapeshift*. You cannot possess both this and the Lycanthropic variant. You gain Twisted Body as a bonus talent.

Lycanthropic

You can only target yourself with your *shapeshift* ability. You cannot combine *shapeshift* with the Mass (metasphere) or Reaching (metasphere) talents from the Universal Sphere. You cannot possess both this and the Flesh Warper variant. You gain a bonus talent from the Alteration sphere.

Material Weakness

Choose silver or wood (or another special material with GM's explicit approval). When struck by a weapon primarily composed of the chosen material, the target of your *shapeshift* must make a Wisdom saving throw with a DC equal to 5 + the damage taken or have the effect dispelled. The target may not be the target of your *shapeshift* again for 1 hour. If the target is under the effect of a Permanent Transformation, the effect is suppressed for 1 hour, instead of dispelled. You gain a bonus Alteration sphere talent.



Conjuration Sphere

You have made contracts with extra-planar creatures, calling them to your side when you are in need.

When you first gain the Conjuration sphere, you gain the summon sphere ability, a single companion, and a (base) talent of your choice.

Summon

Casting Time: 10 minutes

Range: Touch

Duration: Concentration, up to 1 hour

Target: Unoccupied space sufficient to contain the companion

Cost: 0 sp

You can summon a creature (called a companion) using stats from a (base) talent you possess, causing it to appear in an adjacent square, ready to act on your following turn.

In combat, your companion shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction and bonus actions on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block or the Dash, Disengage, Help, Hide, or Search action.

Augment 1 sp: The casting time of summon becomes an action.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Companions

Companions can take many forms; a caster could contract with sympathetic angels or demons, elemental spirits, or primordial beings only given form after the contract is made. A companion's shape does not affect its statistics, and thus (within the bonds of its base form), a companion could have the form of a knight in armor, a demonic dog, a flying anthropomorphic cat, or indeed virtually any other form. You cannot choose a companion with the exact same appearance as another specific creature.

If a companion is conjured multiple times during a day, they do not regain hit points or other resources spent. If a companion is reduced to 0 hit points, they instantly disappear and cannot be summoned until you finish a long rest. A companion may be dismissed on your turn without any action required.

When a companion's ability calls for a saving throw, it uses the caster's sphere DC (8 + proficiency bonus + key ability modifier).

Companions may not carry equipment or items back and forth when summoned and so cannot be used to store items in their home plane or bring items to the caster's plane. The exception to this rule is equipment gained through Conjuration talents. Equipment granted to the companion by Conjuration sphere talents disappear one round after leaving the companion's possession, though may be re-summoned by the companion as a bonus action.

If a companion spends at least 1 hour unsummoned, it counts as having completed a short rest. During a short rest a companion can spend Hit Dice to regain hit points (the companion has a number of Hit Dice [d6s] equal to your level). A companion is only considered to have completed a long rest if the caster also completes a long rest, regardless if the companion is summoned at the time or not. Companions that are summoned must still rest to complete a long rest.

Companions have whatever alignment best matches your own or fits their concept.

Some talents are marked (form) talents. These talents, instead of granting you new powers or augments, grant one of your companions a new ability or benefit. Whenever you select a (form) talent as a magic talent, apply its effects to only a single companion. You can select (form) talents multiple times, but no more than once per companion unless the talent says otherwise.

Some (form) talents might grant a companion a magic talent (or a martial talent, if using Spheres of Might). A companion can never possess the Conjuration magic sphere, or the Beastmastery or Leadership combat spheres.

Conjuration Basic Talents

Aberration (base)

Your companion is an alien, unnatural creature.

ABERRANT COMPANION

Medium aberration

Armor Class 10 + your proficiency bonus (natural armor)

Hit Points equal the aberration's Constitution modifier + five times your level.

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	16 (+3)	10 (+0)	6 (-2)

Damage Immunities psychic

Senses darkvision 60 ft., passive Perception 10

Languages Deep Speech, understands the languages you speak

Whispering Aura. At the start of each of the aberration's turns, each creature within 5 feet of it must succeed on a Wisdom saving throw or take 1d6 psychic damage, provided that the aberration isn't incapacitated. The amount of psychic damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).

ACTIONS (REQUIRES YOUR BONUS ACTION)

Psionic Assault. *Melee or Ranged Spell Attack:* 3 (Int) + your proficiency bonus to hit, reach 5 ft., or range 30 ft., one creature. *Hit:* 1d6 + 3 (Int) psychic damage.

Beast (base)

Your companion is modeled after a great beast. Your companion gains either the Land Creature, Aerial Creature, Earth Creature, Resilient Companion, Vermin Creature, or Water Creature (form) talent as a bonus talent.

BESTIAL COMPANION

Small beast

Armor Class 13 + your proficiency bonus (natural armor)

Hit Points equal the beast's Constitution modifier + five times your level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	4 (-3)	14 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages you speak

Magical Creature At 5th level, your companion's attacks are considered magic for the purpose of bypassing resistance and immunity to nonmagical bludgeoning, slashing, and piercing damage.

ACTIONS (REQUIRES YOUR BONUS ACTION)

Maul. *Melee Weapon Attack:* 3 (Str) + your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 (Str) piercing damage.

Multiattack. Beginning at 11th level, this companion can make two attacks.

Celestial (base)

Your companion is a being from a celestial sphere.

CELESTIAL COMPANION

Medium celestia

Armor Class 10 + your proficiency bonus (natural armor)

Hit Points equal the celestia's Constitution modifier + five times your level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	8 (-1)	16 (+3)	12 (+1)

Damage Resistances radiant

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 10

Languages Celestial, understands the languages you speak

ACTIONS (REQUIRES YOUR BONUS ACTION)

Smite. *Melee or Ranged Weapon Attack:* 3 (Wis) + your proficiency bonus to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 1d8 + 3 (Wis) radiant damage.

Extend Mercy. As an action, the celestial can touch a living creature and transfer its own hit points to it, healing the target and damaging itself in equal amounts. This cannot reduce the celestial's hit points below 1.

Multiattack. Beginning at 11th level, this companion can make two attacks.

Construct (base)

Your companion is modeled on powerful constructs.

CONSTRUCT COMPANION

Medium construct, neutral

Armor Class 11 + your proficiency bonus (natural armor)

Hit Points equal the construct's Constitution modifier + five times your level

Speed 25 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages you speak

Vigilant. The construct can't be surprised.

ACTIONS (REQUIRES YOUR BONUS ACTION)

Force-Empowered Rend. *Melee Weapon Attack:* 2 (Str) + your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d8 + 2 (Str) force damage.

Multiattack. Beginning at 11th level, this companion can make two attacks.

REACTION

Deflect Attack. The construct imposes disadvantage on the attack roll of one creature it can see that is within 5 feet of it, provided the attack roll is against a creature other than the construct.

Dragon (base)

Your companion is modeled on great dragons. Your companion gains either Aerial Creature (form) or Draconic Creature (form) as a bonus talent.

DRAGON COMPANION

Small dragon

Armor Class 10 + your proficiency bonus (natural armor)

Hit Points equal the dragon's Constitution modifier + five times your level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	12 (+1)	12 (+1)	12 (+1)

Damage Immunity whatever element is chosen for its breath weapon.

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11

Languages Draconic, understands the languages you speak

Magical Creature. At 5th level, your companion's attacks are considered magic for the purpose of bypassing resistance and immunity to nonmagical bludgeoning, slashing, and piercing damage.

ACTIONS (REQUIRES YOUR BONUS ACTION)

Bite. *Melee Weapon Attack:* 2 (Str) + your proficiency bonus to hit, reach 5 ft., one target, *Hit:* 1d10 + 2 (Str) piercing damage.

Multiattack. Beginning at 11th level, this companion can make two attacks.

Elemental (base)

Your companion is an elemental being. Choose whether your companion is an air, earth, fire, or water elemental. Air elementals gain the Aerial Creature (form) talent. Water elementals gain the Water Creature (form) talent. Earth elementals gain the Earth Creature (form) talent. Fire elementals, however, gain the Elemental Creature (form) talent, selecting fire as their element. These talents are already reflected in the stat blocks below:

AIR ELEMENTAL COMPANION

Tiny elemental

Armor Class 12 + your proficiency bonus (natural armor)

Hit Points equal the elemental's Constitution modifier + five times your level

Speed 0 ft., 20 ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Damage Resistances lightning, thunder

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Primordial, understands the languages you speak

Aerial Creature. Per the talent, your companion's fly speed increases by 10 feet at 5th (30ft), 11th (40 ft.) and 17th level (50 ft).

Air Form. Your companion can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Magical Creature. At 5th level, your companion's attacks are considered magic for the purpose of bypassing resistance and immunity to nonmagical bludgeoning, slashing, and piercing damage.

ACTIONS (REQUIRES YOUR BONUS ACTION)

Slam. *Melee Weapon Attack:* 3 (Str) + your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 (Str) bludgeoning damage

Multiattack. Beginning at 11th level, this companion can make two attacks.

Whirlwind (Recharge 4-6). Your companion creates a whirlwind in a 5-foot diameter centered on itself that remains until the start of your next turn. Each creature in the whirlwind must make a Strength saving throw against your sphere DC. Creatures that are not entirely in the whirlwind gain advantage on the saving throw. On a failure, a target takes your companion's slam damage and is flung up to 5 feet away from the elemental in the direction of your choice and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw against your sphere DC or take the same damage and be knocked prone. If the saving throw is successful, the target takes no damage and isn't flung away or knocked prone. The diameter of the whirlwind and the distance of the thrown target increases by 5 feet at 5th level (10-foot diameter, 10 feet thrown), 11th level (15-foot diameter, 15 feet thrown), and 17th level (20-foot diameter, 20 feet thrown).

EARTH ELEMENTAL COMPANION

Tiny elemental

Armor Class 12 + your proficiency bonus (natural armor)

Hit Points equal the elemental's Constitution modifier + five times your level

Speed 25 ft. burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 10 ft, passive Perception 10

Languages Primordial, understands the languages you speak

Earth Creature. Per the talent, the companion's burrow speed and tremorsense grow by 5 feet at 5th (20 ft., tremorsense 15 ft.), 11th level (burrow 25 ft., tremorsense 20 ft.), and 17th level (burrow 30 ft., tremorsense 25 ft.).

Earth Glide. The elemental can Burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to Objects and structures.

Magical Creature. At 5th level, your companion's attacks are considered magic for the purpose of bypassing resistance and immunity to nonmagical bludgeoning, slashing, and piercing damage.

ACTIONS (REQUIRES YOUR BONUS ACTION)

Slam. *Melee Weapon Attack:* 3 (Str) + your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 (Str) bludgeoning damage

Multiattack. Beginning at 11th level, this companion can make two attacks.

FIRE ELEMENTAL COMPANION

Tiny elemental

Armor Class 12 + your proficiency bonus (natural armor)
Hit Points equal the elemental's Constitution modifier + five times your level
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Damage Immunities poison; fire
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Primordial, understands the languages you speak

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee Attack while within 5 ft. of it takes 2 (1d4) fire damage. The amount of damage that fire form deals increases by 1 step at 5th level (1d6), 11th level (1d8), and 17th level (1d10).

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 ft..

Water Susceptibility. For every 5 ft. the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS (REQUIRES YOUR BONUS ACTION)

Inferno (Recharge 4-6). The companion creates a wall of flame in its space until the start of your next turn. The first time a creature starts its turn in or enters that space on a turn, that creature takes 2 (1d4) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 2 (1d4) fire damage at the start of each of its turns. The amount of damage that inferno deals increases by 1 step at 5th level (1d6), 11th level (1d8), and 17th level (1d10).

Touch. *Melee Weapon Attack:* 3 (Str) + your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d4 + 3 (Str) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 2 (1d4) fire damage at the start of each of its turns. The damage of the attack and the ignite effect improves by one step at 5th level (1d6), 11th level (1d8), and 17th level (1d10).

WATER ELEMENTAL COMPANION

Small elemental

Armor Class 12 + your proficiency bonus (natural armor)
Hit Points equal the elemental's Constitution modifier + five times your level
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Damage Resistances acid
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., blindsense 15 feet (only in water), passive Perception 10
Languages Primordial, understands the languages you speak

Water Creature. Per the talent, the companion's swim speed increases by 10 feet and Blindsight increases by 5 feet at 5th level (swim 40 ft., blindsense 20 ft.), 11th level (swim 50 ft., blindsense 25 ft.), and 17th level (swim 60 ft., blindsense 30 ft.).

Water Form. The elemental can enter a Hostile creature's space and stop there. The elemental can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 ft. until the end of its next turn.

Magical Creature. At 5th level, your companion's attacks are considered magic for the purpose of bypassing resistance and immunity to nonmagical bludgeoning, slashing, and piercing damage.

ACTIONS (REQUIRES YOUR BONUS ACTION)

Slam. *Melee Weapon Attack:* 3 (Str) + your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 (Str) bludgeoning damage

Multiattack. Beginning at 11th level, this companion can make two attacks.

Whelm (Recharge 4-6). Your companion creates a vortex in a 5-foot diameter centered on itself that remains until the start of your next turn. Each creature in the vortex must make a Strength saving throw against your sphere DC. Creatures that are not entirely in the vortex gain advantage on the saving throw. On a failure, a target suffers your companion's slam damage. If it is no more than one size larger than your companion, it is also Grappled (escape DC is your sphere DC). Until this grapple ends, the target is Restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. At the start of each of the elemental's turns, the Grappled target suffers its slam damage. Another creature who is outside the vortex but still within reach of a grappled creature inside the vortex can pull the creature out of it by taking an action to make a Strength check against your sphere DC and succeeding. The diameter of the vortex increases by 5 feet at 5th level (10-foot diameter), 11th level (15-foot diameter), and 17th level (20-foot diameter).

Fey (base)

Your companion is a creature of Fairie. It gains either the Magical Companion (form) or Spell-Warded Companion (form) talent as a bonus talent.

FEY COMPANION

Tiny fey

Armor Class 13 + your proficiency bonus (natural armor)

Hit Points equal the fey's Constitution modifier + five times your level

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	10 (+0)	10 (+0)	16 (+3)

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 10

Languages Sylvan, understands the languages you speak

ACTIONS (REQUIRES YOUR BONUS ACTION)

Vicious Mockery. The fey magically unleashes a string of insults laced with enchantments at a creature it can see within 60 feet. If the target can hear the fey (though it need not understand the fey), it must succeed a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn. The damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Invisibility. The fey magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Both Vicious Mockery and Fey Step count as spells for the purpose of ending invisibility. Any equipment the fey wears or carries is invisible with it.

BONUS ACTION

Fey Step. The fey can magically teleport up to 30 feet to an unoccupied space it can see.

Fiend (base)

Your companion resembles a tiny demon or devil. It gains the Spell-Warded Companion (form) talent as a bonus talent.

FIENDISH COMPANION

Tiny fiend (demon or devil; shapechanger)

Armor Class 10 + your proficiency bonus (natural armor)

Hit Points equal the fiend's Constitution modifier + five times your level

Speed 40 ft. (Demon only); 10 ft., fly 30 ft. (Devil only)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	12 (+1)	8 (-1)	16 (+3)



Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Abyssal (Demon only), Infernal (Devil only), telepathy 60 ft., understands the languages you speak

Devil's Sight. Magical Darkness doesn't impede the imp's Darkvision.

Fiendish Venom (5th level). The fiendish companion's bite attacks are magical. When the fiend bites a target, it must succeed on a Constitution saving throw or take 1d4 poison damage and become poisoned for 1 minute. The amount of poison damage increases by 1d4 at 11th level (2d4), and 17th level (3d4).

ACTIONS (REQUIRES YOUR BONUS ACTION)

Bite. *Melee Weapon Attack:* 2 (Str) + your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d4 + 2 (Str) piercing damage.

Shapechanger. The fiend can polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a Spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except that it adopts the speed of that creature while in that form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Giant (base)

GIANT COMPANION

Medium giant, neutral

Armor Class 9 + your proficiency bonus (natural armor)

Hit Points equal the giant's Constitution modifier + five times your level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	15 (+2)	8 (-1)	12 (+1)	10 (+0)

Senses passive Perception 11

Languages Giant, understands the languages you speak

Growth Spurt (5th level). The damage a giant does with any of its slam (or weapons, if gained through Battle Creature) increase by 1d6 (2d6), in addition the companion's size increases by one step (usually Large), increasing the space and reach according to the Size and Reach Table below. The giant's size and damage increases again at 11th level (usually Huge, 3d6) and 17th level (usually Gargantuan, 4d6). The size increases from Growth Spurt stack with those granted by the Alter Size (form) talent, but does not increase the rate at which the giant's weapons increase in damage.

Table: Size and Reach

Size Category	Space	Reach
Large	10 feet	10 feet
Huge	15 feet	15 feet
Gargantuan	20 feet	20 feet

Powerful Build. The giant counts as one size larger when determining its carrying capacity and the weight that it can push, drag, or lift.

Magical Creature. At 5th level, your companion's attacks are considered magic for the purpose of bypassing resistance and immunity to nonmagical bludgeoning, slashing, and piercing damage.

ACTIONS (REQUIRES YOUR BONUS ACTION)

Slam. *Melee Weapon Attack:* 5 (Str) + your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d6 + 5 (Str) bludgeoning damage.

Rock. *Ranged Weapon Attack:* 5 (Str) + your proficiency bonus to hit, range 60/240 ft., one target. *Hit:* 1d6 + 5 (Str) bludgeoning damage. If the target is a creature, it must succeed on a Strength saving throw or be knocked prone.

Humanoid (base)

Your companion is built, and possibly can even pass as, a humanoid. Your companion gains the Battle Companion (form) talent (reflected in their stat block already) and one other (form) talent from the following list as bonus talents: Battle Companion, Magical Companion, Mystical Companion, Roguish Companion, Raging Companion, or Skillful Companion.

HUMANOID COMPANION

Medium humanoid, neutral

Armor Class 13 + your proficiency bonus (natural armor)

Hit Points equal the humanoid's Constitution modifier + five times your level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	12 (+1)	12 (+1)	12 (+1)

Skills any two of your choice (add your proficiency bonus to the check)

Senses passive Perception 11

Languages Common + 1 other language

Basic Training. The humanoid is proficient with simple weapons.

Equipment. The humanoid is summoned with a spear and a shield, which are considered magical for the purpose of bypassing resistance or immunity. If you desire it to have other equipment, change its armor class and attacks as necessary.

ACTIONS (REQUIRES YOUR BONUS ACTION)

Spear. *Melee or Ranged Weapon Attack:* 1 + your proficiency bonus to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d6 + 1 piercing damage (1d8+1 versatile).

Multiattack. Beginning at 11th level, this companion can make two attacks.

Monstrosity (base)

Your companion is a strange abomination.

Augment 1 sp: Whenever you summon a monstrous companion, you can choose a (form) talent that it does not possess, but meet the prerequisites for. Apply that talent to the monstrosity.

MONSTROUS COMPANION

Medium monstrosity

Armor Class 11 + your proficiency bonus (natural armor)

Hit Points equal the monstrosity's Constitution modifier + five times your level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	20 (+5)	6 (-2)	12 (+1)	8 (-1)

Senses passive Perception 11

Languages understands the languages you speak

Bizarre Anatomy. The monstrosity is always treated as possessing required limbs for the purpose of interacting with the Alteration sphere.

Magical Creature. At 5th level, your companion's attacks are considered magic for the purpose of bypassing resistance and immunity to nonmagical bludgeoning, slashing, and piercing damage.

ACTIONS (REQUIRES YOUR BONUS ACTION)

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

Multiattack. Beginning at 11th level, this companion can make two attacks.

Ooze (base)

The ooze gains either the Ravenous Creature (form) or Resilient Companion (form) talent as a bonus talent.

OOZE COMPANION

Medium ooze

Armor Class 8 + your proficiency bonus (natural armor)

Hit Points equal the ooze's Constitution modifier + five times your level

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Damage Resistances acid

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

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

Languages understands the languages you speak

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

Corrosive Touch (5th level). When the ooze hits with its pseudopod attack, it deals an extra 1d6 acid damage (2d6). The damage increases by 1d6 at 11th level (3d6), and 17th level (4d6).

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS (REQUIRES YOUR BONUS ACTION)

Pseudopod. *Melee Weapon Attack:* 3 (Str) + your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 (Str) acid damage.

Plant (base)

PLANT COMPANION

Small plant, neutral

Armor Class 13 + your proficiency bonus (natural armor)

Hit Points equal the plant's Constitution modifier + five times your level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	5 (-3)	10 (+0)	6 (-2)

Damage Vulnerabilities fire

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages understands the languages you speak

False Appearance. While the plant remains motionless, it is indistinguishable from a shrub or tree of the same size.

Magical Creature. At 5th level, your companion's attacks are considered magic for the purpose of bypassing resistance and immunity to nonmagical bludgeoning, slashing, and piercing damage.

ACTIONS (REQUIRES YOUR BONUS ACTION)

Constrict. *Melee Weapon Attack:* 3 (Str) + your proficiency bonus to hit, reach 10 ft., one target. *Hit:* 1d6 + 3 (Str) bludgeoning damage, and a target that is no more than one size category larger than the plant is grappled (escape DC equal to your sphere DC). Until this grapple ends, the target is restrained, and the plant can't constrict another target.

Multiattack. Beginning at 11th level, this companion can make two attacks.

Swarm (base)

SWARM COMPANION

Medium swarm of tiny beasts, unaligned

Armor Class 13 + your proficiency bonus (natural armor)

Hit Points equal the swarm's Constitution modifier + five times your level

Speed 20 ft, climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	5 (-3)	7 (-2)	6 (-2)

Damage Resistance Bludgeoning, Piercing, Slashing
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Blindsight 10 Ft., passive Perception 8
Languages understands the languages you speak

Magical Creature. At 5th level, your companion's attacks are considered magic for the purpose of bypassing resistance and immunity to nonmagical bludgeoning, slashing, and piercing damage.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points except through a long rest, and can't gain temporary hit points.

Swarm Weakness. The swarm has disadvantage on all saving throws against spells, sphere effects, or abilities with an area of effect, instead of targeting a specific number of creatures.

ACTIONS (REQUIRES YOUR BONUS ACTION)

Bites. *Melee Weapon Attack:* +3 (Dex) + your proficiency bonus to hit, reach 0 ft., one target in the swarm's space. *Hit:* (2d4+3) piercing damage, or (1d4+3) piercing damage if the swarm has half of its hit points or fewer.

Multiattack. Beginning at 11th level, this companion can make two attacks.

Undead (base)

UNDEAD COMPANION

Medium undead, neutral

Armor Class 13 + your proficiency bonus (natural armor)

Hit Points equal the undead's Constitution modifier + five times your level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	4 (-3)	10 (+0)	9 (-1)

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, paralyzed, poisoned

Skills Athletics 1 + your proficiency bonus

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Blood Drain. Your companion drains blood at the end of its turn if it grapples a foe, inflicting 1d6 necrotic damage. This damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6). Your companion gains 1 temporary hit point per Hit Die of the grappled creature whenever it uses its blood drain ability, except against creatures of the construct, plant, or undead type. These temporary hit points last for 1 hour.

Magical Creature. At 5th level, your companion's attacks are considered magic for the purpose of bypassing resistance and immunity to nonmagical bludgeoning, slashing, and piercing damage.

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

ACTIONS (REQUIRES YOUR BONUS ACTION)

Claws. *Melee Weapon Attack:* 3 + your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d4 + 3 slashing damage. When using its claws to make weapon attacks, it may use its Strength or Dexterity, whichever is higher.

Multiattack. Beginning at 11th level, this companion can make two attacks.

Form Talents

Altered Size (form)

Your companion increases or decreases permanently by 1 size category. A companion may gain this talent multiple times, and the effects stack. Your companion gains a +2 bonus to Strength (maximum 20) and a -2 penalty to Dexterity each time its size increases by 1 step, and a +2 bonus to Dexterity (maximum 20) and a -2 penalty to Strength each time its size decreases by 1 step.

A change to its Strength modifier changes its attack and damage rolls in equal amounts of Strength-based attacks, while a change in its Dexterity modifier changes its AC in equal amounts (as well as attack and damage rolls of Dexterity-based attacks). These bonuses and penalties to AC, attack, and damage are not in addition to the ability score increases or decreases, but rather a result of having their ability scores adjusted.

Reach is also adjusted according to the Size and Reach Table below.

Table: Size and Reach

Size Category	Space	Reach
Tiny	2 1/2 feet	0 feet
Small	5 feet	5 feet
Medium	5 feet	5 feet
Large	10 feet	10 feet
Huge	15 feet	15 feet
Gargantuan	20 feet	20 feet

Aerial Creature (form)

Your companion gains wings and a 20-foot fly speed. This increases by 10 feet at 5th level (fly 30 ft.), 11th level (fly 40 ft.), and 17th level (fly 50 ft.). Alternatively, your companion may gain flight through magical means: it does not gain wings and may hover. This then becomes a magical ability, and is subject to the *anti-magic field* spell and other such limitations.

Battle Creature (form)

Your companion is learned in the ways of war. It is proficient with shields and all simple weapons and, when summoned, appears with up to 2 shields or weapons of unremarkable

composition that it is proficient with, as well as 50 pieces of ammunition for each weapon that requires it. These weapons are considered magical for the purpose of overcoming damage resistance.

A companion may gain this talent twice. If taken twice, it becomes proficient with all martial weapons.

Draconic Creature (form)

Your companion is draconic in nature. It gains a breath weapon with recharge 5-6. You must decide when this talent is gained whether your companion will breathe a 30-foot cone or a 60-foot line and whether it deals acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder damage. It deals 2d6 damage, and creatures may make Dexterity saving throws for half damage. The damage of the breath weapon increases by 1d6 at 5th level (3d6), 11th level (4d6), and 17th level (5d6).

Earth Creature (form)

Your companion is a creature used to living in the ground. It gains a 15-foot Burrow speed and Tremorsense 10 feet. Its Burrow speed and Tremorsense increase by 5 feet at 5th level (burrow 20 ft., tremorsense 15 ft.), 11th level (burrow 25 ft., tremorsense 20 ft.), and 17th level (burrow 30 ft., tremorsense 25 ft.).

Elemental Creature (form)

Your companion is a being attuned to a particular element. Choose either acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder. Your companion gains resistance to that damage type and deals an additional 1d4 damage of that type with each attack. This damage increases by one die size at 5th level (1d6), 11th level (1d8), and 17th level (1d10). This talent may be taken more than once; each time a different damage type is chosen. The bonus damage does not stack; only the most advantageous type applies.

Exemplary Companion (form)

You can increase one of your companion's ability scores by 2. This bonus increases by +2 at 5th level (+4), 11th level (+6), and 17th level (+8), to a maximum score of 20. This talent may be taken more than once for each companion, choose a different ability score each time.

Explosive Companion (form)

When your companion is reduced to 0 hit points, it explodes in a burst of energy, dealing 2d6 damage to all creatures within a 5-foot radius. This damage and radius increases at 5th level (4d6, 10 ft. radius), 11th level (6d6, 15 ft. radius), and 17th level (8d6, 20 ft. radius). This damage is either acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder, chosen when the talent is gained. A successful Dexterity saving throw halves this damage. An individual creature can only take damage from this talent once per turn, regardless of how many companions are reduced to 0 hit points.

Evolved Companion (form)

Choose a (trait) talent from the Alteration sphere that does not have a minimum level requirement. Pick a trait from that

talent that does not have an augment cost of 1 spell point or more. Your companion permanently gains this trait.

Fortified Companion (form)

Your companion gains proficiency in one type of saving throw with which it is not proficient. This talent may be taken more than once; choose a different saving throw to grant proficiency in each time.

Frightful Presence (form)

As an action, your companion can frighten creatures of its choice within 30 feet of it. Affected creatures who are aware of it must succeed on a Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the companion's Frightful Presence for the next 24 hours. The range of the Frightful Presence increases by 30 feet at 5th level (60 feet), 11th level (90 feet), and 17th level (120 feet).

Land Creature (form)

Your companion gains a +20 foot bonus to its land speed, as well as advantage on all scent-based Wisdom (Perception) checks. It gains an additional +10 foot bonus to its land speed at 5th level (+30 ft.), 11th level (+40 ft.), and 17th level (+50 ft.).

Magical Companion (form)

Your companion gains the magical training feat, selecting the Natural tradition. Your companion uses your levels and proficiency bonus when determining the strength of its spherecasting. Your companion cannot acquire advanced talents.

This talent may be taken more than once; if the companion already possesses this talent, this talent instead grants your choice of the Extra Magic Talent or Extra Spell Points feat.

Mystical Companion (form)

Your companion gains a ki point, supernatural energy it can use to accomplish amazing feats. This pool increases by 1 at 5th level (2 ki points), 11th level (3 ki points), and 17th level (4 ki points). The companion's ki refreshes when it completes a short or long rest. It may spend ki on the following abilities:

- **Flurry of Blows.** Immediately after the companion takes the Attack action on its turn, it can spend 1 ki point to make one additional attack as a bonus action. This attack deals 1d4 + Str bludgeoning damage and does not benefit from creature powers that would otherwise increase damage.
- **Patient Defense.** The companion can spend 1 ki point to take the Dodge action as a bonus action on its turn.
- **Step of the Wind.** The companion can spend 1 ki point to take the Disengage or Dash action as a bonus action on its turn and its jump distance is doubled for the turn.

Raging Companion (form)

Your companion can fight with primal ferocity. On its turn, it can enter a rage as a bonus action.

While raging, it gain the following effects:

- It has advantage on Strength checks and Strength saving throws.
- It has advantage on Strength-based attack rolls.

- It has resistance to bludgeoning, piercing, and slashing damage.
- Attack rolls against it have advantage.

If the companion can cast spells or sphere effects, it can't cast them or concentrate on them while raging. Rage lasts for 1 minute. It ends early if the companion is knocked unconscious or if its turn ends and it hasn't attacked a hostile creature since its last turn or taken damage since then. It can also end its rage on its turn as a bonus action. Once a companion has raged, it cannot do so again until it completes a long rest.

Your companion can use its rage more than once per long rest, but you must pay 1 spell point each time after the first.

Ravenous Creature (form)

If this companion doesn't possess a bite attack it gains one that deals 1d4 damage. In addition, your companion can swallow creatures up to 1 size category smaller than itself. The companion makes a bite attack against a target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is Blinded and Restrained, it has total cover against attacks and other effects outside the companion, and it takes 1d6 acid damage at the start of each of the companion's turns. This improves by 1d6 at 5th (2d6), 11th (3d6) and 17th levels (4d6). The companion can have only one target swallowed at a time.

If the companion dies, a swallowed creature is no longer Restrained by it and remains in the companion's spot after it disappears.

Resilient Companion (form)

Your companion gains a +1 bonus to its AC and increases its hit points by an amount equal to your level plus your key ability modifier.

Roguish Creature (form)

Your companion is a creature of guile. Your companion deals +1d6 sneak attack damage as the rogue class feature, which increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Shadow Creature (form)

Your companion is a being made of shadow. It gains Darkvision 60 feet and has proficiency on Dexterity (Stealth) checks made in dim light or darkness, using your proficiency bonus as its own. If the companion already has proficiency on Dexterity (Stealth) checks, it instead adds its proficiency bonus twice in dim light or darkness. This does not stack with other abilities that would allow adding proficiency twice.

Skillful Companion (form)

Your companion gains any combination of two proficiencies chosen from musical instruments, skills, or tools. When *summoned*, your companion appears with any tools and instruments that they are proficient with. The musical instrument selected cannot be larger than the companion.

This talent may be taken multiple times, granting your companion two additional proficiencies each time.

Spell-Warded Companion (form)

Your companion gains advantage on saving throws against spells, sphere effects, and other magical abilities.

Superior Senses (form)

Choose one of the following benefits:

Your companion gains darkvision 60 feet. If your companion possesses darkvision from another source, increase its range by 30 feet. Depending on the spheres possessed, you can instead choose from the following options:

- **Lifesight:** (augment 2 sp) If you or your companion possesses the Life sphere, your companion may gain lifesense 30 feet. The creature notices and locates living creatures within range, just as if it possessed the blindsight ability.
- **Thoughtsense:** (augment 2 sp) If you or your companion possesses the Mind sphere, your companion may gain thoughtsense 30 feet. This ability functions similarly to blindsight. *Nondetection*, *mind blank*, and similar effects can block thoughtsense. Thoughtsense can distinguish between sentient (Intelligence 5 or greater) and nonsentient (Intelligence 1-5) creatures, but otherwise provides no information about the creatures it detects.
- **Earthsight:** (augment 0 sp) If you or your companion possesses the **earth** package of the Nature sphere, your companion may gain the ability to see through up to 5 feet of dirt and stone.
- **Tremorsense:** (augment 1 sp) If you or your companion possesses the **earth** package of the Nature sphere, your companion may gain tremorsense 30 feet. A companion with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water.
- **Smokesight:** (augment 0 sp) If you or your companion possesses the **fire** package of the Nature sphere, your companion may gain the ability to see through both magical and mundane smoke, ignoring penalties and concealment from these obstructions, up to its normal range of vision.
- **Greensight:** (augment 0 sp) If you or your companion possesses the **plant** package of the Nature sphere, your companion can see through thick plant matter as though it were transparent, with a range of 30 feet. Leaves, vines, greenery, and undergrowth offer no concealment to the companion's sight, though solid wood still blocks its line of sight.
- **Mistsight:** (augment 0 sp) If you or your companion possesses the water package of the Nature sphere, your companion may see through fog, mist, and murky water as if they were perfectly clear, ignoring concealment from these obstructions, up to its normal range of vision.
- **Touchsight:** (augment 2 sp) If you or your companion possesses the Telekinesis sphere, your companion may gain blindsight 30 feet.
- **Darksight:** (augment 1 sp) If you or your companion possesses the Dark sphere, your companion's darkvision is not hindered by magical darkness. (requires darkvision)

A companion may gain this talent multiple times. Each time it gains this talent, select a new sense or increase the range of their darkvision by 30 feet. If a selected ability has an augmentation cost, the caster must choose to grant the ability and pay the cost each time the companion is summoned.

Transformative (form)

Your companion can change its appearance as an Action. This is a magical effect. The companion may add your proficiency bonus to any Charisma (Deception) checks it makes to disguise itself. If the companion lacks the right physical attributes (for example, the right size category or number of legs), the disguise will still fail completely. Your companion may also perfectly imitate voices and sounds with which it is familiar (listened to for at least 10 minutes).

Your companion may gain this talent twice. If gained twice, it may mimic anything, adjusting its form to fit (though not gaining or losing any attacks or traits themselves, though using certain abilities might immediately break the disguise).

Vermin Creature (form)

Your companion may climb virtually any surface, no matter how slick or sheer. It can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The companion gains a climb speed of 30-feet; furthermore, it need not make ability checks to traverse a vertical or horizontal surface (even upside down).

Additionally, your companion gains one of the following benefits. This talent may be gained twice, granting both benefits:

- **Poison.** Requires a bite attack. Creatures damaged by your companion's bite attack must succeed on a Constitution save or be poisoned for 1 minute, taking 3 (1d6) poison damage at the start of each of its turns for as long as it is poisoned. Creatures are permitted a new saving throw at the end of each of their turns to end the poisoned condition.
- **Web (Recharge 5-6).** *Ranged Weapon Attack:* Dex modifier + your proficiency to hit, range 30/60 ft., one creature. *Hit:* The target is Restrained by webbing. As an action, the Restrained target can make a Strength check against your Sphere DC, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). The target ignores movement restrictions caused by webbing, and while in contact with a web, the target knows the exact location of any other creature in contact with the same web. A web may support up to twice the weight of the creating companion. If your companion is dismissed, any webs it created immediately disappear.

Water Creature (form)

Your companion gains a 30-foot Swim speed, the ability to breath underwater, and Blindsight 15 feet (only in water). The Swim speed increases by 10 feet and the Blindsight increases by 5 feet at 5th level (swim 40 ft., blindsense 20 ft.), 11th level (swim 50 ft., blindsense 25 ft.), and 17th level (swim 60 ft., blindsense 30 ft.).



Other Talents

Amorphous Creatures

Augment 0 sp: When summoning a companion whose (base) involves a choice (such as Dragon or Elemental), each time you summon your companion you may change this choice. For example, if your companion is an elemental, you may change it to a water, air, earth, or fire-based companion each time you *summon* it.

Call the Departed

Augment 1 sp: When summoning a companion, you may summon a companion that has already been reduced to 0 hit points. The companion reappears at one quarter of its maximum hit points and takes a -1 penalty to all d20 rolls it makes. Any other conditions or ongoing effects on the companion are removed. This penalty lasts until you complete a long rest but otherwise may not be removed.

Once you have summoned an ally through this augment, you don't need to use this augment again unless it is once again reduced to 0 hit points. Penalties from multiple uses of this ability stack. If the companion would have a penalty greater than your proficiency bonus, you cannot *summon* it again until the penalty is removed.

Extra Companion

You gain an additional companion. Whenever you *summon* a companion, you must select only one of your companions, and you cannot have multiple companions *summoned* at once. You can select this talent multiple times. Each time it is selected, you gain another companion.

This talent cannot be gained through any ability that grants talents temporarily.

Link

You gain a telepathic link to each of your companions. So long as you are on the same plane as one of your companions, you can communicate with that creature over any distance.

Spell Conduit

Your companions can deliver touch spells and sphere abilities for you. If you and one of your companions are in contact at the time you cast a touch spell or sphere ability requiring a melee spell attack, you can designate your companion as the attacker. You can touch a companion within your natural reach (no action required) during your turn to initiate this contact; your companion may do the same during its turn. The companion can then deliver the spell or ability just as you would with the same action cost. If you cast another spell or sphere effect before the effect is delivered, the spell or effect dissipates.

You can take this talent multiple times. If taken twice, the companion may be anywhere within 30 feet of you when you cast the spell or ability and may also deliver ranged spell attacks, using its attack modifiers and serving as the effect's point of origin. Each additional time this talent is taken, increases the range at which this ability functions; increasing to 120 feet, then to 300 feet.

Spell-Linked Companions

You can apply the following augment to any sphere effect you cast that targets you:

Augment 0 Sp: You can apply the effect to one Conjunction sphere companion. The affected companion must be within 30 feet. This augment may be used even on effects that normally can only target the caster.

Conjuration Advanced Talents

Calling

Prerequisites: Conjuration sphere.

Casting Time: 10 minutes

Cost: 2 sp

Range: 30 feet

Duration: special

You can call beings from other planes and bring them into your own. *Calling* takes one of two forms: allies and hostiles. If you call a servant of an extraplanar being with which you have a strong connection (i.e., a cleric calling a servant of its god) they are considered an ally. All other creatures are considered hostiles, regardless of their disposition towards the caster. GMs have the final say in whether or not a character is capable of calling allies.

To call a target, you must choose a location within 30 feet for them to appear, and the kind of creature to be *called* must be known and stated. If you wish to *call* a specific individual, you must use that individual's proper name. You can call multiple creatures with one use of this ability (up to 3 at once)

but the combined CR of all *called* creatures cannot exceed half your level.

Hostiles: If a hostile creature is unwilling to be *called*, it is allowed a Wisdom saving throw to resist. If the saving throw succeeds, the creature is not *called*. If the saving throw fails, the creature is immediately *called*.

When a hostile creature is *called*, it is rooted to a specific location within range (you can decide how much space to give it, up to a 30-foot radius). It cannot leave this area until an agreement with you has been reached. It can escape this location by teleportation or dimensional travel, or with a successful Charisma saving throw. It can try each method once per day. If it breaks loose, it can do as it pleases including fleeing, returning to its home plane, or attacking you.

If the creature does not break free of its prison, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check contested by the creature's Charisma check. The check may have advantage based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones re-offered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to dismiss it (a free action so long as it remains trapped). Impossible demands or unreasonable commands are never agreed to. If you ever roll a natural 1 on the Charisma check, the creature breaks free of the effect and can escape or attack you.

Once the requested service is completed, the creature need only to inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete through its own actions, the effect remains for a maximum of 1 day per level, and the creature gains an immediate chance to break free (with the same chance to resist as when it was trapped). Note that a clever recipient can subvert some instructions.

Allies: Allies are never hostile and do not resist, although additional payment is always expected for their services.

Payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to a quest on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

As a rule of thumb, a task that can be measured in minutes requires a payment worth 100 gp per minute. A task measured in hours requires 1,000 gp per hour. And a task measured in days (up to 10 days) requires 10,000 gp per day. The GM can adjust these payments based on the circumstances under which you cast the spell. If the task is aligned with the creature's ethos, the payment might be halved or even waived. Non-hazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a

greater gift. Creatures rarely accept tasks that seem suicidal. Unlike a companion from the Conjunction sphere that simply returns to its home plane when reduced to 0 hit points, a called creature actually dies when it is killed.

If an agreement cannot be reached, the ally returns to their home plane immediately. If you are not willing to give the requested payment, but attempt to press the target into service anyway, treat the creature as hostile. Pressing a creature in this way may have a detrimental effect on any future attempts to call an allied outsider.

At the end of its task, or when the bargained duration expires, a *called* ally returns to its home plane (after reporting back to you, if appropriate and possible).

Diagram

Prerequisites: Conjunction sphere (Calling).

Augment 0 sp: When using the Calling advanced talent to call hostile creatures, your traps are even harder to break than usual. If you spend 10 minutes and pass a DC 15 Intelligence (Arcana) check to prepare a calling circle before you call a creature, that creature finds it very difficult to escape. You cannot know the result of your check until after the calling is performed, but you can treat the result of the die roll as a 20 by dedicating 4 hours to creating the circle.

If your check is successful, the called creature cannot use any dimensional or teleportation effects, nor can any of its abilities or attacks cross the prison's border. When pitting its Charisma against your trap, the DC increases by 5. While a creature cannot disturb the calling circle, if any outside force disturbs the circle (even a hair falling across it), the called creature is immediately freed.

Divided Companion (form)

Prerequisites: Conjunction sphere.

Your companion is not a single creature, but is rather a group of creatures that all behave together in combat.

The companion takes the form of a troop of creatures of its kind. The troop is composed only of Small or Medium creatures; this cannot be used on a swarm companion and this companion's size cannot be altered by *Altered Size*, *enlarge person*, or other effects. The troop fills a 20-foot square (or cube if flying) and has its normal reach and can occupy another creature's space and vice versa. The companion can move through openings that are large enough for the individual creatures. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

Divided Companion Troop Damage

To determine the damage a troop deals with a natural weapon, unarmed strike, or weapon, increase the attack's damage die by two sizes and multiply the number of rolled dice by x2, or x1 if the troop has half its hit points or fewer. For example, if a companion's attack would normally deal 1d6 damage, it would deal 2d10 damage, or 1d10 if at half hit points or fewer; see **Table: Damage Dice Progression** in the Introduction if you are unsure how to progress a damage die.

Spell attacks, melee or ranged, do not have their damage increased in a troop, nor do they have their damage reduced in a troop if they are at half hit points or fewer.

Ghostly Creature (form)

Prerequisites: Conjunction sphere.

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

Group Summon

Prerequisites: Conjunction sphere (Extra Companion).

Augment 1 sp: You can *summon* an additional companion that you possess. This augment may be applied multiple times to *summon* additional companions. Losing concentration on the *summon* causes all the companions to disappear.

Independent Companion

Prerequisites: Conjunction sphere.

Allied creatures can spend their bonus action in your place to allow a companion to take actions other than the Dodge action. If you have multiple companions *summoned*, you or an ally can spend a single bonus action to allow all companions to take actions other than the Dodge action.

Augment 1 sp: Your *summoned* companions obey any verbal commands that you or an ally issue to them (no action required by you or the ally). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

Augment 2 sp: Your *summoned* companions will obey, but don't require any verbal commands to take any action other than the Dodge action. Your companion will take actions on their own that they believe are in the best interest of you and themselves according to the circumstances of the situation. For example, if you command a *summoned* companion to scout ahead for enemies, and along the way they find a trap, they will also include the trap's location as part of their report; or for example, if during combat you fall unconscious, your companion will take actions to either remove you from harm's way, wake you up, or treat your injuries.

Vanishing Companion (form)

Prerequisites: Conjunction sphere (Shadow Companion), 11th level or higher.

Your companion may use Dexterity (Stealth) to hide even while observed and lacking in concealment.

Variants

Caller

You do not gain the summon ability of the Conjunction sphere. You gain the Calling advanced talent as a bonus talent. This variant may not be selected if the Calling advanced talent is not permitted in your campaign. You cannot possess this variant if you possess any drawback that affects the *summon* ability or companions granted by it.

Constant Link

Maintaining your companion's presence requires great effort. You must spend an action each round to maintain your *summon* with concentration. The cost to *summon* your companion is reduced by 1 sp, to a minimum of 0.

Elongated Summoning

Your *summon* has a casting time of 1 hour, and cannot be augmented to have a reduced casting time. You gain a bonus Conjunction sphere talent.

Figment Companion

Your companions are only semi-real projections. The first time each round a creature is affected by an effect originating from your companions, such as attacks or sphere effects, it may make a Wisdom saving throw to negate the effect and any others originating from your companion before the start of the creature's next turn. Succeeding on this save grants advantage on future saves made against that same companion for the next 24 hours. You gain a bonus Conjunction sphere talent.

Material Weakness

Choose silver or wood (or another special material with GM's explicit approval). When struck by a weapon primarily composed of the chosen material, your companion must make a Wisdom saving throw with a DC equal to 5 + the damage taken or be dismissed from the plane. The companion may not be summoned again for 1 hour. You gain a bonus Conjunction sphere talent.

Object Bound

Choose an object for each companion you possess (for example: a small oil lamp, a ring, or a sword). Such objects count as magic items of the Conjunction sphere.

You must drop or throw this object as part of casting *summon*. This does not affect the casting time, though additional actions may be required to draw the object.

If this object is destroyed, you cannot summon the corresponding companion. While the companion is present, the object is visible on the companion and may be targeted with the attacks, dispel effects, and other effects that can target worn magical items. While part of the companion, the object emits a sign that draws attention to itself, usually glowing. If the object is destroyed or has its magic suppressed, the companion immediately disappears and may not be summoned again until the object is repaired or replaced.

Attuning a new object requires 8 hours, which can be done while taking a long rest. Any damage dealt to the object is also dealt to the companion without being further affected by immunity, resistance, or vulnerability.

You can choose to have a single item for any or all of your companions, but no more than one companion can be summoned using a single item simultaneously.

You gain the Reaching (metasphere) talent from the Universal sphere as a bonus talent.

Unwilling Summons

Your conjunction companion only serves you by compulsion. Should you lose concentration on the *summon*, instead of disappearing, the companion instead remains for the remainder of the maximum duration and attacks or otherwise acts against you to the best of its abilities. You cannot dismiss an uncontrolled companion. You gain a bonus Conjunction sphere talent.



Creation Sphere

You can create and alter physical materials.

When you first gain the Creation sphere, you gain the alter and create sphere abilities.

Alter

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute (unless noted)

Target: One non-magical unattended object

Cost: 0 sp

You can *alter* an object with a touch. The object cannot be larger than Tiny size, although you can target a Tiny-sized portion of a larger object (such as a wall). This increases to Small size at 5th level, Medium size at 11th level, and Large size at 17th level.

You cannot *alter* an animate target (such as a golem or animated object) and the object must be non-magical and unattended (not held, worn, or part of a creature's equipment).

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Augment 1 sp: The size of the object you can *alter* may be up to two sizes larger.

When you gain the Creation sphere, you can *alter* objects in the following ways:

Repair

Duration: Instantaneous

You can repair a damaged object, restoring a number of hit points equal to $1d4 +$ your key ability modifier. This ability cannot restore warped or transmuted items, but it can still repair damage done to such items. The amount of hit points restored increases by $1d4$ at 5th level ($2d4 + KAM$), 11th level ($3d4 + KAM$), and 17th level ($4d4 + KAM$).

Destroy

Duration: Instantaneous

You deal bludgeoning damage to the object equal to $1d4 +$ your key ability modifier. The amount of damage increases by $1d4$ at 5th level ($2d4 + KAM$), 11th level ($3d4 + KAM$), and 17th level ($4d4 + KAM$).

Augment 1 sp: The damage dealt by destroy bypasses the object's damage threshold.

Talents marked (alter) grant you new ways to *alter* objects.

Create

Casting Time: 1 action

Range: touch

Duration: Concentration up to 1 minute

Target: Empty space that you can see that is sufficient to contain the created object

Cost: 0 sp

You can *create* objects out of magic that appear in either your hand or adjacent to you. You may *create* a single non-magical, unattended object out of vegetable matter such as wood, hemp, or cotton that may be no larger than Tiny size, increasing to Small size at 5th level, Medium size at 11th level, and Large size at 17th level.

If you cannot carry, hold, or wield the created object with two hands due to bulk, weight, or size, it must begin in an adjacent square and no part of it can be more than 30 feet away.

You cannot *create* items that require mixing, carry special properties, or knowledge you don't possess (alchemical items, rare herbs, the key to a lock you didn't create, etc.). A DC 10 Intelligence check reveals the object as a magical fake. Fabricated objects have a lingering magical aura that can be detected as magic, although the objects themselves aren't magical.

While simple objects such as candles, folds of cloth, simple furniture, or basic weapons are easy to create, particularly complex objects (mechanics, crossbows, objects with moving parts) require an ability check be made as if crafting that object. Failure means the object comes into being broken and unusable. You cannot *create* an object directly onto a target (summoning manacles onto someone's wrists, etc.).

Augment 1 sp: The size of the object you can *create* may be up to two sizes larger.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Table: Object Materials

Substance	AC	Hit Points Type
Glass	13	Fragile
Paper or Cloth	11	Fragile
Rope	11	Fragile
Ice	13	Fragile
Leather or Hide	11	Fragile
Wood	15	Fragile
Stone	17	Resilient
Iron or Steel	19	Resilient
Mithral	21	Resilient
Adamantine	23	Resilient

Object Hit Points

Size	Fragile	Resilient
Tiny	2 (1d4)	5 (2d4)
Small	3 (1d6)	10 (3d6)
Medium	4 (1d8)	18 (4d8)
Large	5 (1d10)	27 (5d10)
Huge*	*damage threshold 10	*damage threshold 15
Gargantuan*	*damage threshold 15	*damage threshold 20

* *Huge and Gargantuan objects do not have their own hit points, but are instead divided into multiple Large or smaller sections, tracking each section's Hit Points separately. For example, a Gargantuan statue of a human might treat each of its limbs as a separate Large object.* Huge and Gargantuan objects have damage thresholds. An object with a damage threshold has immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the object's damage threshold is considered superficial and doesn't reduce the object's hit points.

Examples

The number of objects a caster could *create* and the uses of those objects are virtually endless, and many details will need to be determined by the DM. However, the following rules and guidelines should help provide specific examples.

Notes on Walls and Coverings: If you *create* a wall (a large but thin object along a single plane) A 5 foot by 5 foot square is considered a Small object. If creating cloth, a 5 foot by 5 foot square is considered a Tiny object.

Notes on Casings: If you try to *create* an encasement over a creature (for example, covering a creature with a stone dome), it counts as creating an object 1 size larger than the intended target. Thus, a casing for a Medium creature is a Large object, a casing for a Large creature is a Huge object, etc. A creature is allowed a Dexterity saving throw to escape such an entrapment, moving them outside the targeted space in a direction of their choosing. Creatures may always attack their own casing.

Notes on Falling Objects: If you *create* an object with the intent that it falls on something else to damage it, this requires a spell attack, and if successful, deals damage based on the object's size according to Table: Object Size. Particularly soft objects might deal no damage (for example, when dropping cloth).

The above assumes you are dropping an object from a height of about 15-60 feet. If dropping from a lesser height, you have advantage on your spell attack but deal half damage. If dropping from a greater height, you have disadvantage on your spell attack but deal double damage. The damage type (bludgeoning, piercing, or slashing) depends on the shape of the object being dropped. Objects not designed to be weapons suffer their own falling damage.

If you drop an object that is larger than what it is landing on, the target (or targets) in the area instead makes a Dexterity check to avoid damage, gaining advantage against a drop from a great height and disadvantage against a drop from a short height.

Table: Object Size

Object Size	Example Objects	Falling Damage (to both object and target)
Tiny	Dagger	1d4
Small	Chair	1d6
Medium	Table	1d8
Large	Statue	1d10
Huge	Wagon	2d6
Gargantuan	Catapult	2d8

Creation Basic Talents

Alter Talents

Change Material (alter)

You can *alter* an object, changing its composition from one material to another. Both the material you are affecting and the material you are changing it into must be materials you can *create* (i.e., you must use the Expanded Materials talent to work with objects other than vegetable matter). When the duration expires, the object returns to its normal material, although any damage sustained while altered remains after it returns to its original material. You cannot change a liquid into a solid or a solid into a liquid, and you cannot *create* or affect gases.

Augment 1 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Forge (alter)

Duration: Instantaneous

Augment 1 sp: You can shape material with a touch. This is an instantaneous effect, as you are literally changing the shape of the material in question. You can only affect materials you can *create* (i.e., you must use the Expanded Materials talent to work with materials other than vegetable matter), and you can only make crude changes such as forming walls, trenches, doors, coffers and other basic shapes. Detailed work (such as forging armor) is not possible, and there is a 30% chance that anything with moving parts simply doesn't work. You can affect targets up to your normal creation size, but when working with a mineral (stone, metals, gems, etc.) the size you can affect is reduced by half.

Transparency (alter)

You can convert any material into a more transparent version of itself.

This does not affect the object's composition, damage threshold, or have any effect other than offer a clear view through the object.

The caster may choose to affect the object's opacity in a way that allows peering through an object while remaining unobserved from the other side. When used in this way, Wisdom (Perception) checks through the object suffer disadvantage, but it requires a Wisdom (Perception) check against your sphere DC to notice that the object can now be seen through from the other side. If you possess Exquisite Detail, it no longer imposes disadvantage and the Wisdom (Perception) DC to notice that the object is transparent gains disadvantage.

Other Talents

Alchemical Creation

Augment 1 sp: You can *create* items that require mixing, such as acid flasks, alchemist's fire, antitoxin, basic poison, and other, similar items at the GM's discretion. You *create* only a single item appropriate for your size.

Altering Burst

Augment 1 sp: You can *alter* all unattended non-magical objects in a 10-foot radius around yourself. You can choose any number of materials that you can *create* within this area to be affected. (For example, you can choose to destroy a stone wall while leaving the wooden dresser resting against it unharmed.)

If you possess the Reaching (metasphere) Universal talent, you can center this effect anywhere within range. When augmenting the effect with Potent Alteration, you can *alter* one worn or held or magical object, increasing by up to one at 5th level (2 objects), 11th level (3 objects), and 17th level (4 objects). These altered worn or held or magical objects are in addition to other objects in the area.

Augment 1 sp: Increase the radius to 20 feet.

Catapult

Your *create* gains the following augments:

Augment 0 sp: When you *create* an item, you may *create* it with momentum. The object flies from the point of creation in a straight line as wide as the object up to 60 feet in a direction you choose before falling to the ground, stopping early if it impacts against 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. When the object strikes something, the object and what it strikes suffer the object's falling damage from a normal height.

In addition, when augmenting *create* with the Catapult talent, you can apply one of the following augments:

Augment 1 sp: When determining the damage that a struck target takes, roll the falling damage twice and add them together.

Augment 2 sp: When determining the damage that a struck target takes, roll the falling damage thrice and add them together.

Complex Creation

Augment 0 sp: When you *create* an object, you can *create* a themed 'creation' that is made up of multiple different objects. For example, you could *create* a quiver full of arrows, or if creating a building you could include chairs, beds, barrels, etc.). You must be able to *create* all materials required for the complex creation.

Augment 1 sp: When you *create* an object two or more sizes smaller than your maximum, you can delay your creation so that rather than creating a single object once, it creates multiple identical objects over time. The total size of all created objects cannot exceed one size above your maximum *create* size. As a general rule, two objects of a similar size count as one size larger (2 Small objects equals a Medium object, 2 Medium objects equals a Large, etc.). You must set a parameter when this effect is created for when and where within range the items are created (for example, creating a new arrow in a quiver whenever the previous arrow is removed, or dropping a new anvil each round onto a target location, determined at the time of casting). This continues for the duration of the *create* effect or until the maximum size (or another limit, subject to GM approval) has been reached, whichever comes first.

Expanded Materials

Augment 1 sp: When you *create* an object, you can work with any solid fragile material that is non-harmful and does not possess any unusual properties, such as glass, ice, or leather. You can also *create* harmless liquids like water (3 cubic feet equals a Small creature), but not gases or flesh. You can also make objects with multiple materials, provided you can *create* all the materials required.

As you gain levels, you also gain the ability to make steadily more materials, as detailed in the table below. Adamantine cannot be created or altered, except for the repair and destroy abilities, and created gems cannot be used as material components.

Table: Classic Substances

Level	Materials
1st	Stone
5th	Basic metals (copper, iron, steel)
11th	Precious metals (gold, silver)
17th	Specialty metals (mithril), gems

Exquisite Detail

Augment 0 sp: Items you *create* are more intricate, and much harder to identify as fakes. You are proficient in ability checks made to *create* detailed or complicated objects and to any DC required to detect objects you *create* as magical fakes. If you are already proficient, you instead add twice your proficiency bonus. This does not stack with similar effects. Those attempting to detect magic on your created objects must pass a spellcasting ability check against your sphere DC to detect any lingering creation auras.

Greater Alter

Augment 0 sp: The damage dealt with your destroy *alter* ability now uses d8's instead of d4's.

Augment 0 sp: The amount healed with your repair *alter* ability now uses d8's instead of d4's.

Magical Creations

Objects you *create* are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Magnify/Minimize

You can *alter* an object's size for 1 minute per level. When using *alter* you can cause any object you can affect to increase or decrease by 1 size category. This doubles or halves the object's height and width and multiplies or divides its weight by 8. Effects which depend upon a target object's size which would not function due to size alterations are automatically suppressed, continuing to count down their duration as normal, when the object no longer meets the size requirements. Worn items that are enlarged hinder their wearer's movements, reducing their movement speeds by 10 feet, to a minimum of 5 feet. This effect fails if used to shrink worn items below a size that their wearer can wear.

If this effect is augmented by Potent Alteration to target a creature per that talent, the target creature gains the same adjustments as if the Size Change Alteration talent had been used on them to adjust them to their size.

Augment 1 sp: You can increase the number of steps you can enlarge or shrink an object by one size category, increasing by one at 5th level (2 steps), 11th level (3 steps), and 17th level (4 steps) (to a maximum of Gargantuan and a minimum of Tiny).

Object of Force

Augment 1 sp: You can *create* objects made of solid force. Force objects have no weight and remain rigid and unmoving in the location they are created, though a creature two sizes larger than the object can move it. Force objects are resilient and have resistance to all non-magical damage, and prevent incorporeal creatures from passing through them. Objects of force are translucent but easily noticeable and require no Perception check to see while imparting disadvantage to Wisdom (Perception) checks to see through them. If you possess Transparency you can make the object invisible (as Illusion sphere's Invisibility) or entirely opaque without spending an additional spell point, chosen at the time of its creation.

Potent Alteration

Augment 1 sp: When altering an object, you can affect magical objects, worn or held objects, or creatures of the construct type. While this means you can repair broken magical items with your repair ability, you cannot restore the magic to such an object. If used against a creature or an attended object, the target creature or the creature wearing or holding the object is allowed a Constitution saving throw to negate the effect.

Precise Destruction

You can destroy moving components and locks in lieu of disabling them more conventionally. When attempting to disable a complex device (such as a trap or lock) you can instead simply target the offending part of the object with destroy. You are treated as possessing thieves tools at all times and being proficient with those thieves tools and may make ability checks to open locks or disable complex devices using your casting ability modifier in place of the usual attribute modifier, but only when the desired action can be achieved by carefully destroying components (thus a door unlocked with this ability would be impossible to lock again without first repairing the lock).

Restrictive Creation

Augment 1 sp: You can *create* non-harmful objects directly on a creature. An unwilling target is entitled a Dexterity saving throw to avoid having an object created directly on it, causing the object to fall harmlessly to the ground. This means you can *create* bindings, manacles, or some other close-fitting prison directly onto the target, making them Restrained on a failed saving throw. Targets can still attack their own bindings (as outlined under Notes on Casings listed above).

If you cover the target completely with a close-fitting prison they can only deal half damage to their bindings, but also have complete cover while inside their casing.

Advanced Creation Talents

Create Materials

Prerequisites: Creation sphere (Forge), Universal sphere (Extended (metasphere)), 11th level or higher.

Augment 2 sp: You can *create* raw materials. This is an instantaneous effect; you *create* the material as self-evident normal material, and thus it cannot be dispelled and has no duration. You cannot *create* complex items, i.e., you can *create* walls, battlements, ramps, or domes, but cannot *create* catapults, armor, or a complete building in this manner, although the material may be crafted as any other material after it is summoned. You can summon any material you can create, with the exception of gems, precious metals (such as gold or silver) or rare metals (such as cold iron or mithril).

Dissolution (alter)

Prerequisites: Creation sphere (Greater Alter, Potent Alteration).

Augment 1 sp: When using destroy on a non-magical, unattended object you can disintegrate it completely. The ability doesn't deal damage and instead simply disintegrates as much as a 10-foot cube of nonliving matter.

Fabricate

Prerequisites: Creation sphere (Forge), 11th level or higher.

Augment 1 sp: When using your Forge talent, you can *create* items of great detail. You must pass the appropriate check to make complex items and work at a rate of 1 round per 10 cubic feet when working in this manner. You can only work with a material which you can create.

Fleshcraft

Prerequisites: Creation sphere (Expanded Materials), 11th level or higher.

You can *create* and *alter* flesh as you would other materials. This means you can *create* the body of a creature, although it is not alive, and you must make an Intelligence check if attempting to *create* a copy of a specific individual. You can also *alter* an unliving body. You can *create* a permanent body through the Create Materials talent.

Augment 1 sp: You can *alter* a living creature. A Constitution saving throw negates this effect.

If used in conjunction with the Change Material talent to affect a living creature, this does not kill the target; however, they do not appear to be alive for effects that would detect such things, and they may be injured as any other object.

When returned to normal the creature is still alive (provided they weren't destroyed in this alternate form), but any injuries or deformities gained in their altered state carry over to their original forms. Using Fleshcraft this way counts as a [curse] effect.

If you possess the Forge talent, you can sculpt a creature's body in one of the following ways:

- You can remove or restore an arm, leg, or tail, or even add some that were not originally there.
- You can remove or restore a sense: sight, hearing, touch, taste, or smell.
- You can attack the target's body, reducing its Constitution by 2d6, or restore a creature to its normal Constitution score.
- If you possess the Fabricate advanced talent, you can change a creature's appearance permanently. Make an Intelligence check if attempting to mimic a specific creature.

Other uses of this talent are up to the GM.

Permanent Change

Prerequisites: Creation sphere (Change Material, Expanded Materials, Forge), 11th level or higher.

Augment 1 sp: When using your Change Material talent, you can make the change an instantaneous effect; the change is permanent and cannot be dispelled. You cannot *create* a permanent change involving gems, precious metals (such as gold or silver) or rare metals (such as mithril). If used on a target in conjunction with the Change Material and Fleshcraft talents, another application of the Fleshcraft and Change Material talents can return them to normal for a limited time. Only another use of the Permanent Change talent, or sufficiently powerful magic such as a *true resurrection* or *wish* spell, can permanently reverse this effect.

State Shift (alter)

Prerequisites: Creation sphere (Change Material), 11th level or higher.

When using Change Material, you can turn liquids and solids into either of the other state. This is a magical effect and the change in form itself has no additional effect on the condition of the target object, dealing no damage to it. When turning a solid into a liquid, the resultant object disperses as normal, but recombines when the effect ends and in the same location unless its component parts have been collected and moved elsewhere. If all pieces of an object are not present, the object still regrows from the largest remaining piece.

If a magical object is converted into a new form, its magical properties cannot be used unless they are still applicable to its new state of matter.

Sustenance

Prerequisites: Creation sphere, level 1st or higher.

Casting Time: 10 minutes

Cost: 1 sp

Duration: Instantaneous

You can *create* enough bland food and drink to sustain a number of Medium-sized creatures equal to your key ability modifier. If you possess Exquisite Detail you can *create* any

normal assortment of food or drink, determining quality by making a key ability modifier check with proficiency in place of any ability check normally required

Augment 1 sp: The casting time is reduced to an action.

Variants

Fission

You cannot use the *alter* ability. If you use the *create* ability of the Creation sphere, you do so by splitting off part of your body: this reduces your maximum hit points by 1d4 + 1d4 per size category of the object to be created above Small. This reduction cannot be healed as long as the object exists. However, you can reabsorb the created object by touching it as a free action, removing hit point reduction equal to that expended to *create* it. If the object is destroyed, you cannot reabsorb it but may heal normally. You can dismiss any object created in this way regardless of distance. Doing so does not restore the hit point reduction but allows you to recover normally as if the object was destroyed. This drawback grants a bonus talent from the Creation sphere. You must possess the Limited Creation (alter) variant to have this variant.

Limited Creation

Choose either *alter* or *create*. You cannot use this ability, nor take talents which augment this ability. You can still gain Expanded Materials if you choose not to be able to *create* objects. You gain a bonus talent from this sphere.

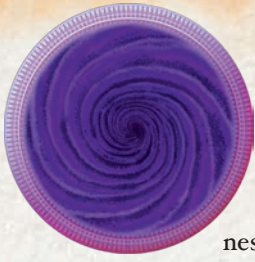
Material Focus

You can only *alter* or *create* objects of a single, fragile special substance such as ice, cloth, bones, etc. You cannot take the Expanded Materials talent. You gain a bonus talent from this sphere.

You can choose a resilient special substance such as common metals or stone as your material, in which case you do not gain a bonus magic talent, and you increase the base spell point cost of your *create* ability by 1 spell point.

Material Mimic

In order to *alter* or *create* objects you must be in physical contact with another object that is composed of the material that will result from the effect and no more than three size categories smaller (e.g. to *create* a Large iron object, you would need to be touching another iron object of Tiny size or larger). If you possess Change Material then this restricts the materials you can change the targeted object into. If you possess the Fleshcraft advanced talent then you cannot use your own body to produce fleshy objects, though you can use other creatures. You gain Expanded Materials as a bonus talent.



Dark Sphere

You can create and manipulate darkness.

When you first gain the Dark sphere, you gain the *darkness* and *meld* sphere abilities

Darkness

Casting Time: 1 action

Range: 120 feet

Duration: concentration, up to 1 minute

Area: 15-foot radius sphere

Cost: 0 sp

You can create a sphere of *darkness*, centered anywhere within range. This *darkness* radiates from a central point, and cannot extend through walls. The *darkness* spreads around corners. A creature with darkvision can see through this *darkness*, but nonmagical light cannot illuminate it.

If a Light sphere effect is created inside your *darkness* effect, the creator of the Light sphere effect must succeed on a spell-casting ability check against your sphere DC. If the check succeeds, your *darkness* effect is countered, and the Light sphere effect functions normally. Otherwise, it functions as any other light source, as described above.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Meld

Casting Time: 10 minutes

Range: touch

Duration: concentration, up to 1 hour.

Target: 1 creature

Saving Throw: none unless listed

Cost: 0 sp

You can grant a creature a single *meld*. Unwilling targets are allowed a Wisdom saving throw to resist gaining a *meld*.

Augment 1 sp: The casting time is reduced to 1 action.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

When you gain the Dark sphere, you gain the following (meld) ability:

Darkvision (meld)

You can grant the target Darkvision 60 feet. If the target already possesses Darkvision, this instead increases the range of their Darkvision by 30 feet.

Augment 2 sp: The range of the Darkvision increases to 120 feet. If the target already possesses Darkvision, this instead increases the range of their Darkvision by 60 feet.

Dark Basic Talents

Talents designated as (darkness) add additional effects to a sphere of *darkness*. Only one such talent may be applied to an individual sphere of *darkness*, but areas of *darkness* with different effects may overlap. Individual *darkness* effects do not stack with themselves. Talents designated as (meld) add alternative effects that you can apply with your *meld* ability.

Darkness Talents

Black Lung (darkness)

Your *darkness* takes on a foul, miasmatic quality that causes creatures to choke and retch. Creatures that enter the *darkness* or start their turn within it must succeed on a Constitution saving throw or become poisoned until they leave the *darkness*. Creatures with the Verbal Casting drawback or attempting to cast a spell with verbal components while poisoned by this ability must succeed on a Constitution saving throw or have the casting fail, losing the action and any spell points or spell slots. Creatures that do not breathe are unaffected by Black Lung.

Augment 1 sp: You can imbue your Black Lung with a dose of contact or inhalation poison held in your hand. Using this ability consumes the dose of poison. Any creature that fails its save against the Black Lung talent must make an additional saving throw against the poison's DC or suffer its effects. Those immune to your Black Lung are also immune to the poison.

Creeping Lethargy (darkness)

Augment 1 sp: Your *darkness* fogs the mind, causing those within to slip towards slumber. Creatures that enter the *darkness* or start their turn within your *darkness* must succeed on a Wisdom saving throw or be able to only take actions or bonus actions each turn, not both, until they start their turn outside of your *darkness*. If a creature suffering this penalty starts its turn within the *darkness*, it must succeed on a Wisdom saving throw or fall asleep for 1 minute or until they start their turn outside of the *darkness*, whichever happens first. Sleeping creatures receive a new saving throw to wake up at the beginning of each of their turns. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Disorienting Darkness (darkness)

You can create a *darkness* effect that has a chance to disorient anyone who enters it. When a creature attempts to enter or leave a space within this *darkness* for the first time on its turn, it must pass an Intelligence saving throw or become disoriented. If the creature fails this saving throw, they must roll a d8 to determine direction: 1 is their intended direction, with 2-8 rotating around the creature in a clockwise direction. The target moves that direction as if it were their intended course. The target does not realize they are off-course until their next turn or until they leave the area of *darkness*.

You can take this talent a second time. Doing so grants the following augmentations:

Augment o sp: You possess a modicum of control over your targets' delusions. When a creature that has failed its save against your Disorienting *Darkness* attempts to move, you can spend a reaction to choose their direction of travel instead of rolling randomly.

Augment i sp: When a creature that has failed its saving throw and become disoriented by your Disorientating *Darkness* makes an attack, casts a targeted spell or sphere effect, or uses another ability with a specified target before the end of the turn in which it failed its saving throw, the attack or ability is randomly directed to another legal target within range. If there is no other legal target within range, the attack or ability is not affected. If the affected spell or ability has more than one target, all its targets are randomly chosen from among the legal targets within range.

Fearful Darkness (darkness)

You can create a *darkness* effect that plays with the fears of any who enter it. Creatures that enter or start their turn within this area of *darkness* must pass a Charisma saving throw or become frightened until they end their turn outside the *darkness*. Creatures who succeed at this saving throw but remain in the *darkness* may save again to end their frightened condition at the start of their subsequent turns.

Hungry Darkness (darkness)

You can create a *darkness* effect that saps away the lifeforce of those inside. When a creature enters or begins its turn within the area of this *darkness*, it must pass a Constitution save or suffer 1 point of necrotic damage per Hit Die it possesses. A creature may only be affected by *Hungry Darkness* once per round, regardless of how many times they enter or exit the area that turn.

Looming Darkness (darkness)

You can create a *darkness* effect that erodes the resolve of those who enter it. All creatures within your *darkness* suffer disadvantage on all Intelligence, Wisdom, and Charisma ability checks and saving throws.

Numbing Darkness (darkness)

You can create a *darkness* that subtly anesthetizes those inside. All creatures within your *darkness* suffer disadvantage on all Strength, Dexterity, and Constitution ability checks and saving throws.

Pure Darkness (darkness)

You can create a *darkness* that reduces Darkvision to 5 feet. In addition, all other senses (blindsight, scent, etc.) are reduced by half. You can also choose to dim sound as well; imposing disadvantage on all Perception checks made to hear noises produced inside or travelling through the area of your *darkness*.

Shadow Slick (darkness)

Your *darkness* takes on a slick, nearly frictionless quality. Any creature attempting to move more than half their speed through the *darkness* must succeed on a Dexterity (Acrobatics) ability check against your sphere DC or fall prone. Creatures within your *darkness* have advantage on all Dexterity ability checks made to escape the grappled condition.

Shadow Tag (darkness, meld)

Anyone passing through your area of *darkness* picks up a bit of your magic in their shadow, allowing you to know their relative direction and status (alive, unconscious, dead) for 8 hours. If used as a (meld) talent, you cast this ability directly upon a creature instead, gaining the same benefits. You can track a number of creatures equal to your proficiency bonus in this way. If you are at this limit, you must cease tracking an old target in order to begin tracking a new one. The effect immediately ends for a target that moves more than one mile away from you.

Snagging Darkness (darkness)

You can create a *darkness* effect filled with dark tendrils that snare anything that passes. When a creature enters or begins its turn inside the *darkness*, it must pass a Dexterity saving throw or become restrained until the start of its next turn. A restrained creature can attempt to escape its entanglement by making a Strength (Athletics) or Dexterity (Acrobatics) check as a bonus action, with a DC equal to the save DC.

Tenebrous Legerdemain (darkness)

You create an area of *darkness* which you can manipulate to perform minor feats of legerdemain. You can attempt to steal a worn or held object from a creature within your *darkness* as a bonus action. You must make either a ranged spell attack roll or a Dexterity (Sleight of Hand) check contested by that creature's Strength (Athletics) or Dexterity (Acrobatics) check. If you succeed, you pull the object away from that creature and can move it to another place within the same area of *darkness*. If an object is secured firmly or held in two hands, you have disadvantage on this check. Objects that are not worn or held by a creature may be moved without a check. This ability can move objects that weigh up to 5 pounds per level.

Thick Darkness (darkness)

You can create a *darkness* effect that counts as difficult terrain. Creatures move at half speed through your *darkness* and cannot take the dash or withdraw actions.



Meld Talents

Blindfold (meld)

Duration: Concentration, up to 1 minute

Saving Throw: Wisdom negates

You concentrate a target's shadow into a band of supernatural *darkness* across their heads, rendering the target blinded and reducing the range of all other senses by half. A creature under the effects of a blindfold receives a new saving throw to end the effect every round at the end of its turn. Darkvision has no effect on Blindfold, but creatures that can see in magical *darkness* are immune.

Clearsight (meld)

You can grant a target immunity to all negative effects from your (darkness) talents. This does not grant the target the ability to see in your *darkness* if it does not already possess the means to do so, but it does allow creatures with Darkvision to see in Pure *Darkness*. Additionally, allies may choose to allow your Clearsight to apply to *darkness* effects they create in addition to your own.

Dark Slaughter (meld)

You can grant the target the ability to make precision strikes. Whenever the target attacks a creature with advantage or that is not able to perceive the target (such as through a successful Dexterity (Stealth) check), it deals an additional 1d6 points of damage to the target. This increases by one die size at 5th (1d8), 11th (1d10), and 17th levels (1d12). This damage is multiplied on a critical hit and stacks with a rogue's sneak attack ability. This only functions while within an area of your *darkness*.

Feed on Darkness (meld)

Duration: Concentration, up to 10 minutes

The target gains temporary hit points equal to your key ability modifier each round it remains within your *darkness*. These hit points last for 1 round after leaving the *darkness*.

Hide In Darkness (meld)

You grant the target the ability to make Dexterity (Stealth) checks to hide in areas of dim light or *darkness* even while clearly visible. This only functions when within an area of your *darkness*.

Shadow Lurk (meld)

Duration: Concentration, up to 10 minutes

You can make a target's shadow split off from them and form a shadow lurk that acts as an independent creature, unwaveringly loyal to you. A shadow lurk appears as a shaded, obviously spurious version of the target. It is weightless and its equipment is entirely illusionary. It has the same skills, feats, and attributes as the target, except that its Strength score is 3 (Unless it would be lower, then use its normal Strength score), and only has a number of hit points equal to your level. The shadow lurk cannot attack, use class or racial abilities, cast spells or sphere effects, or any other abilities, though it can manipulate objects and use skills. A shadow lurk must remain within 300 feet of its original source or it ceases to exist. The target lacks a shadow while this effect is active.

Retracting a shadow lurk is a bonus action. Either the target or the shadow lurk may spend this action. If a shadow lurk is killed or exceeds its range, it winks out of existence and the target's shadow returns to them with a surge of energy that causes them to be stunned until the end of their next turn. In either case, the target immediately gains the knowledge of everything their shadow lurk observed and did while it was detached.

By investing a second talent in Shadow Lurk you master the art of weaving shadowstuff into your shadow lurks, giving them and their equipment increased substance. Your shadow lurks use the full Strength score of their source, have 2 hit points per level, and possess non-magical versions of their source's equipment. It has the same reach as the creature it is created from and may make a single attack per turn using non-magical versions of whatever weapons or natural attacks its source possesses. It attacks using its source's full proficiency bonus, Strength score, and feats, but deals only half damage. A shadowstuff-imbued lurk still may not cast spells or sphere effects, or use its source's class features. Consumable items, such as acid flasks or potions, created as part of your lurks do not function.

Shadow Tag (darkness, meld)

see *Darkness* Talents

Shadowed Mien (meld)

You cloak the target in an aura of menacing shadow that conceals its appearance, subtle movements, and intentions behind a curtain of disconcerting murk. This dark aura hides distinguishing features from observers and grants advantage on Charisma (Deception) checks to lie as well as to Charisma (Intimidation) checks. Wisdom (Insight) checks to discern the target's true intentions suffer disadvantage. The target has no difficulty seeing out of Shadowed Mien, but the effect cannot be penetrated by Darkvision. Clearsight and abilities that allow a creature to see through magical *darkness* allow the target of Shadowed Mien to be seen clearly. Creatures that can see the target clearly are not subject to the effects of this ability.

Augment 1 sp: You can grant substance to the shadowy aura. The target gains a number of temporary hit points equal to your level for the duration of the effect. Exhausting these temporary hit points does not end the other effects of Shadowed Mien.

Step Through Darkness (meld)

You can grant the target and up to a heavy load of carried equipment the ability to step into one patch of *darkness* and emerge in another. While the *melded* target is in dim light or *darkness*, they can as a bonus action teleport up to half their movement speed to an unoccupied space they can see that is also in dim light or *darkness*.

Augment 1 sp: Increase the distance teleported to their full movement speed.

Other Talents

Clinging Darkness

Augment 0 sp: You can center an area of *darkness* on a creature or object rather than an area. If targeting a creature or its worn or held object, that creature may attempt a Wisdom saving throw to negate the effect. Augmented *darkness* effects are anchored to, and move with the target. Affected creatures receive a new saving throw to end the effect each round at the end of their turn.

Directional Darkness

Augment 1 sp: Your area of *darkness* only blocks the light from one vantage point. If your *darkness* is in the form of a wall, it hampers vision from one side and appears clear from the other. If it is spherical, the caster may choose either for those within the area of *darkness* to see outside of it clearly or for those outside to see within clearly. The boundaries of the area of *darkness* remain obvious to those who can see through it unhindered.

Extinguish

Augment 0 sp: You can opt to instantly extinguish all non-magical light sources within your areas of *darkness*, not merely suppress them. This includes fire, incandescence, and alchemical sources. Coals turn cold, glowing-hot metal is made cool, and luminous chemicals are rendered inert. Additionally, your *darkness* can be used to counter or dispel sources of magical flame (such as an Energy Wall consisting of fire) with a spellcasting ability check against the spell or sphere DC of the magical flame. This is an instantaneous counter effect that occurs when the area of *darkness* is created. Creatures made of flame or other luminous materials or energies are not harmed by this talent.

Greater Darkness

Augment 1 sp: When creating an area of *darkness*, its radius increases to 30 feet. If combined with the Wall of *Darkness* talent, this allows you to double the number of 10-foot cubes created.

Obfuscation

Augment 1 sp: Creatures and items within your area of *darkness* or subject to one of your (meld) talents are treated as if shielded by a veneer of lead, and any attempt to locate them via scrying fails. Divination talents benefiting from a single instance of Penetrating Divination may bypass obfuscation with a successful spellcasting ability check against your sphere DC. Those benefiting from a second instance of Penetrating Divination bypass Obfuscation automatically. Obfuscation does not affect the caster's own divinations.

Obscure Passage

Casting Time: 1 action

Target: see text

Range: 30 feet

Cost: 1 sp

Duration: Concentration, up to 1 minute

You place a black circle on a surface, creating a temporary hole with a diameter in feet equal to your proficiency bonus and a depth of 5 feet, increasing by 5 feet at 5th (10 feet), 11th (15 feet), and 17th level (20 feet). Obscure Passage can not

penetrate a surface with exceptional hardness, such as adamantine. Attempting to create an obscure passage through a target that is too thick or too hard causes the effect to fail and all spell points spent to be lost. An Obscure Passage leaves the surface whole and unmarred when it expires. Light does not pass through an obscure passage, nor does low-light vision or darkvision allow a creature to peer through it, though Clear-sight and any effect that allows a creature to see in magical *darkness* do. A creature standing above an obscure passage as it opens may attempt a Dexterity saving throw to avoid falling in, moving to the nearest safe space if successful.

Rolling Blackout

Augment 0 sp: You gain the ability to move your areas of *darkness*. You can move one instance of *darkness* up to 30 feet as an action or bonus action, within the maximum range of the effect. If moving an area of *darkness* causes a creature to leave its area of effect, any ongoing effects the creature is under due to being inside that area of *darkness* end immediately.

Shadow Stash

Casting Time: 1 bonus action

Target: 1 object

Range: self

Cost: 0 sp

Duration: instantaneous

You can stash items in your shadow, storing each as a bonus action. The items appear on your shadow as if you were wearing or using them. A small item (a ring or a key) might be unnoticeable, while a larger item (a greatsword, a shield) would be quite obvious. You can store up to 5 pounds of non-living material per level. Items have no weight while stashed and can not be used, activated, or provide passive bonuses.

You can retrieve an item as a bonus action. Items stored in your shadow stash cannot be stolen or otherwise targeted unless the creature attempting to do so also has the Shadow Stash talent. If your shadow is removed or animated, you cannot access your shadow stash until your shadow returns. If you die, the contents of your shadow stash immediately appear in the nearest unoccupied space.

Augment 1 sp: You can retrieve items from your shadow stash with no action, if done during your turn, or as a reaction.

Wall of Darkness

Augment 0 sp: Rather than create a sphere of *darkness*, you can arrange your *darkness* as a number of 10-foot Cubes equal to twice your proficiency bonus. These cubes must be arranged contiguously, but otherwise may assume any shape. You must be able to perceive all areas your *darkness* will inhabit.

Dark Advanced Talents

Animated Shadow (meld)

Prerequisites: Dark sphere (Shadow Lurk), 5th level or higher.

You lend your shadow animation and substance, allowing it to move and manipulate objects as if they were an additional set of limbs. Your animated shadow has two arms and a reach of 10 feet. It can retrieve and use stored items, wield and attack with weapons, activate magical items, accomplish delicate tasks like disabling a lock, and deliver spell attacks, all

using your own statistics and bonuses. These arms can not be used to make additional attacks above your normal maximum or grant additional actions. You cannot use other abilities or talents that allow you to use your shadow to manipulate objects while Animated Shadow is active.

Eternal Darkness

Prerequisites: Dark sphere, 11th level or higher

Augment 2 sp: You can turn your *darkness* into a permanent effect that lasts until it is dispelled. Once created, this *darkness* is unmoving. It cannot be centered on a creature or object with the Clinging *Darkness* talent, and cannot be moved with the Rolling Blackout talent.

Lightless Penumbra (meld)

Prerequisites: Dark sphere (Shadowed Mein), 1st level or higher.

Augment 1 sp: You can render your Shadowed Mein entirely opaque, protecting the target from harm from daylight, magical or normal, and granting advantage on saves against light and vision-based effects. You are always treated as having your eyes averted with respect to gaze attacks, though you suffer none of the associated penalties. Creatures with extreme vulnerability to daylight, such as vampires, are protected from daylight by this talent.

Midnight (darkness)

Prerequisites: Dark sphere (Greater Darkness), 11th level or higher.

Augment 2 sp: You can increase the area of your *darkness* to a 2 mile radius. You cannot add the effects of any (darkness) talents to *darkness* augmented in this way.

One With The Void

Prerequisites: Dark sphere (Step Through *Darkness*), 11th level or higher.

Casting Time: 1 action

Duration: concentration, up to 10 minutes

Target: self

Cost: 2 sp

You can become an area of your own *darkness*. You become incorporeal, allowing you to enter and move through the spaces of other creatures, and gain a fly speed of 30 feet. You cannot make attacks in this form and gain resistance to non-magical sources of bludgeoning, slashing, and piercing damage, though you can still cast spells and use sphere effects (provided you do not require somatic, focus, or other components you cannot provide in this form). While incorporeal, you can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object. You can't fall and remain hovering in the air even when stunned or otherwise incapacitated.

You can adjust your size as a bonus action from a 5-foot radius sphere up to the maximum volume of your *darkness*, and you can imbue yourself with one (darkness) talent at its normal spell point cost. Changing your active (darkness) talent is an action, and you must pay any spell point cost associated with the new talent. You cannot manipulate objects or use your own items in this form. Ending this effect early is a bonus action allowing you to rematerialize in any unoccupied space within your personal area of *darkness*.

Pitch Black

Prerequisites: Dark sphere (Pure *Darkness*), 5th level or higher

Augment 1 sp: You can add Pure *Darkness* in addition to any other (darkness) talent you apply to an area of (darkness) you create.

Shadow Walker (meld)

Prerequisites: Dark sphere (Step Through *Darkness*), 11th level or higher.

Augment 1 sp: A target must be within an area of dim light or *darkness* for you to apply this (meld) talent to them. When this talent is applied, the target temporarily steps out of the Material Plane and into the place where it borders the Plane of Shadow. While within this region of shadow, the target may move at a rate of 50 miles per hour, seeing their relative place in the Material Plane, although it appears blurry and lacking in details. At any time, the target may step back into the Material Plane, at which point the effects of this (meld) talent immediately end.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, the target can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making this ability ill-suited for scouting or spying. Furthermore, when stepping back into the Material Plane, the target is shunted 1d10 x 100 feet in a random horizontal direction from the desired endpoint. If this would place the target within a solid object, they are shunted 1d10 x 1,000 feet in the same direction. If this would still place them within a solid object, they are shunted to the nearest empty space available, but the strain of this activity increases the creature's exhaustion level by 1.

Variants

Meld into Dark

You cannot create *darkness*, and you can only target yourself when granting a (meld) talent. You can only select (meld) talents from the *Darkness* sphere. However, you can also use (meld) talents in all dim light and *darkness*, not just areas of your *darkness*. You cannot have both this and the Shadow Dependence variant. You gain a (meld) talent as a bonus talent.

Shadow Dependence

Rather than summon *darkness* from nothing, you draw upon your own shadow to produce your magic. You stretch and manipulate your shadow to create areas of *darkness* and may only have one active at any given time. When your *darkness* is active you do not cast a shadow and can't use or be the target of abilities or talents that depend on possessing a shadow. You cannot have both this and the Meld into Dark variant. You gain a bonus (darkness) talent.



Death Sphere

You can command the powers of unlife.

When you first gain the Death sphere, you gain the *ghost strike* and *reanimate* sphere abilities, and one (undead) talent of your choice.

Ghost Strike

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

Target: one creature

Saving Throw: varies

Cost: 0 sp

You can make a ghost strike, summoning negative energy and throwing it at a target within range. A *ghost strike* has no effect on creatures of the undead or construct type (although some talents provide exceptions). Ghost strike effects do not stack with themselves unless noted.

You gain the following *ghost strike* when you gain the Death sphere:

Exhausting Strike

Saving Throw: Constitution

The subject of your *ghost strike* has its exhaustion level increased by one for 10 minutes. A successful Constitution saving throw negates this increase. Multiple applications of this *ghost strike* stack, but cannot increase a creature's exhaustion level higher than your proficiency bonus.

Augment 1 sp: Instead of lasting for 10 minutes, the duration of the exhaustion level becomes instantaneous, making it a true increase in their exhaustion.

Reanimate

Casting Time: 1 action

Range: 30 feet

Target: 1 dead creature

Cost: 0 sp

Duration: Concentration, up to 10 minutes

You can target the dead remains of an aberration, beast, dragon, humanoid, giant, or monstrosity to *reanimate* it as a type of undead chosen from among any (undead) talents you possess. The reanimated creature does not possess any of its original statistics or abilities, except for size, hit points, and movement modes (though the talent can modify these as well).

On each of your turns, you can use a bonus action to mentally command any undead you made with this ability if the creature is within *reanimate* range (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to

guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

Most basic reanimated undead cannot speak, have no memory of their past, or lack the ability for complex thought. This makes it difficult or impossible for the undead to answer questions or reveal anything it knew in life. On the other hand, reanimated undead chosen from (undead) advanced talents generally have the ability to speak and possess some fragmented memories of who they were in life, but are under no obligation to share what they know or remember. When the duration expires, the body collapses (or fades away if a spirit) until reanimated again. It does not regain hit points between reanimations. If reduced to 0 hit points, the undead is destroyed; it cannot be reanimated again.

You can have a total number of reanimated creatures active at any one time equal to your proficiency bonus. If you attempt to *reanimate* creatures that would push your total beyond this limit, you must release control of reanimated creatures of your choice until the total is low enough to permit the new reanimated creatures. You cannot *reanimate* a target with a Challenge Rating greater than one-fourth your level.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment can be applied after the effect is cast on your turn without an action.

Monsters And Death

Most GMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws. When using Death sphere talents or abilities (including attacks or abilities that reanimated undead possess) you can choose to treat any monster that has died within the last three rounds as a creature who is at 0 hit points and is still alive. Such creatures can still make saving throws against such effects as if they were still alive.

Reanimated Undead And Challenge Rating

Undead reanimated with the Death sphere do not contribute when determining experience or treasure awards. If however, a spell, sphere talent, or ability has an effect on a creature based on its challenge rating, players and GMs should treat undead reanimated with the Death sphere to possess a challenge rating equal to the challenge rating of the original target, or twice the challenge rating of the original target if a swarm or troop of reanimated undead.

Death Basic Talents

Some Death sphere talents are designated (ghost strike), which provide you with additional types of ghost strikes. Death sphere talents designated (undead) grant you different options in regards to the types of undead you can reanimate. Death sphere talents that are designated (reanimate) augment, modify, or supplement your *reanimate* ability. If there is an ability that you want to grant an undead, but cannot find it in any existing (reanimate) talents, it might be available by using the Monstrous (reanimate) talent.

Ghost Strike Talents

Command Undead (ghost strike)

Saving Throw: Charisma

Ghost Strike 0 sp: You can make a *ghost strike* that grants you a measure of control over an undead creature. If an undead creature fails a Charisma saving throw, it is charmed by you for as long as you concentrate, up to 10 minutes or until you or your allies do anything harmful to it.

Augment 1 sp: For the duration, each round you can issue a command to the undead as a bonus action. The command can contain a number of words no greater than your proficiency bonus. The target must succeed a Charisma saving throw or must attempt to obey the command to the best of its ability until the start of your next turn. If the target is given a command that it is incapable of completing, the bonus action is wasted. You must be able to communicate with the undead to issue commands (visual commands require that the undead can see you, verbal commands require that the undead can hear you, etc.).

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment can be applied after the effect is cast on your turn without an action.

Augment 2 sp: The duration increases to 24 hours.

Curse (ghost strike) [curse]

Saving Throw: Wisdom

Ghost Strike 1 sp: You can make a *ghost strike* that bestows a permanent curse on the target. A successful Wisdom saving throw negates this effect. Curses can be removed with the Break Enchantment Life sphere talent, upon your death, or by your choice, requiring no action, but otherwise cannot be dispelled. Choose one of the following effects to bestow upon the target (with GM permission you can invent your own curse, but it should not be more powerful than these): the target suffers 3 (1d6) points of radiant damage every minute spent in bright light; the target becomes blind except when in areas of dim light or darkness; the target must eat and drink twice as much as normal or begin suffering from starvation; the target becomes vulnerable to a single damage type (this cannot affect a creature already immune to that damage type; creatures with resistance instead lose that resistance).

Inflict Disease (ghost strike)

Saving Throw: Constitution

Ghost Strike 2 sp: Your *ghost strike* causes the target to make a Constitution saving throw or contract a disease, suffering its effects at the start of its next turn. At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for 10 minutes, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the effect ends. With GM permission, you can choose to induce a disease not listed below.

Since this *ghost strike* induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

Blinding Sickness. Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

Filth Fever. A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

Flesh Rot. The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

Mindfire. The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the confusion spell during combat.

Seizure. The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.



Augment 1 sp: The duration of the disease increases to 1 day. This duration increases by 2 days at 5th (3 days), 11th (5 days), and 17th levels (7 days).

Lich Strike (ghost strike)

Saving Throw: Constitution

Ghost Strike 2 sp: You can make a *ghost strike* that paralyzes the target for 1 round on a failed Constitution saving throw. A creature that succeeds on its saving throw is immune to this effect originating from you until you complete a long rest. Anyone paralyzed by a lich strike seems dead, though a DC 20 Wisdom (Perception) check or a DC 15 Wisdom (Medicine) check reveals that the victim is still alive. The paralysis duration increases by 1 round at 5th level (2 rounds), then again at 11th level (3 rounds) and 17th level (4 rounds).

Manipulate Undeath (ghost strike)

Saving Throw: Wisdom

Ghost Strike 0 sp: You can make a *ghost strike* that harms undead, dealing 1d12 necrotic damage, increasing by 1d12 at 5th (2d12), 11th (3d12), and 17th level (4d12). This damage bypasses all resistance and immunity to necrotic damage possessed by creatures of the undead type. Affected targets can avoid this damage with a successful Wisdom saving throw, but if the final spell point cost of your *ghost strike* is 1 or more spell points, a successful save instead reduces the damage by half.

Augment 1 sp: You instead heal the undead for this amount.

Necrotic Feeding (ghost strike)

Saving Throw: Constitution

Ghost Strike 1 sp: You can make a *ghost strike* that, when it strikes a target with 0 hit points, kills it instantly; a Constitution saving throw negates this effect. If the target fails their saving throw, you heal a number of hit points equal to twice the target's Hit Dice. If the target's CR was no less than half your level, you also gain advantage on one Strength or Dexterity ability check per Hit Die of the slain creature made within the next 10 minutes.

Sickening (ghost strike)

Saving Throw: Constitution

Ghost Strike 0 sp: You can make a *ghost strike* that causes the target to be poisoned for a number of rounds equal to your proficiency bonus. A successful Constitution saving throw negates this effect.

Augment 1 sp: The target is poisoned for 10 minutes on a failed save and takes disadvantage on Constitution saving throws until the end of your next turn on a successful save.

Vampiric Strike (ghost strike)

Saving Throw: Constitution

Ghost Strike 1 sp: You can make a *ghost strike* that deals 1d6 necrotic damage, with a Constitution saving throw reducing the damage by half. You gain an equal number of temporary hit points. You cannot gain more temporary hit points in this manner than the subject's current hit points. If you affect multiple targets at once with the same vampiric strike (for example, through the Greater Ghost Strike talent), only the highest value applies. The amount of necrotic damage your *ghost strike* deals increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Augment 1 sp: The necrotic damage dealt changes to 1d6 + 1d6 per 2 levels (minimum 2d6).

Augment 1 sp: Instead of temporary hit points, you instead heal a number of hit points equal to the damage dealt.

Vulnerability (ghost strike)

Saving Throw: Constitution

Ghost Strike 0 sp: You can make a *ghost strike* that forces the target to succeed on a Constitution saving throw or become vulnerable to bludgeoning, piercing, and slashing damage for as long as you concentrate, up to 1 minute. If the creature has immunity, it is instead reduced to resistance. If it has resistance, it instead loses that resistance. In addition, for the duration of the ghost strike, creatures that failed their saving throw against the effect take an additional 1d6 damage from any weapon attack.

Augment 2 sp: This effect lasts for 1 minute without concentration.

Reanimate Talents

Additional Attacks (reanimate)

Your undead gains one of the actions below, chosen at the time of using reanimate. You can select this talent multiple times, each time granting an additional action.

Bite. Melee Weapon Attack: Str or Dex plus your proficiency bonus to hit, one target. *Hit:* 1d6 + Str or Dex piercing damage.

If the undead already has a bite attack, increase the damage to 1d10 + Str or Dex piercing damage; swarms or troops with this increased damage deal 4d8 + Str or Dex piercing damage, or 2d8 + Str or Dex piercing damage if at half hit points or less.

Claws. Melee Weapon Attack: Str or Dex plus your proficiency bonus to hit, one target. *Hit:* 1d6 + Str or Dex slashing damage.

If the undead already has a claws attack, increase the damage to 1d10 + Str or Dex slashing damage; swarms or troops with this increased damage deal 4d8 + Str or Dex slashing damage, or 2d8 + Str or Dex slashing damage if at half hit points or less.

Slam. Melee Weapon Attack: Str or Dex plus your proficiency bonus to hit, one target. *Hit:* 1d6 + Str or Dex bludgeoning damage.

If the undead already has a slam attack, increase the damage to 1d10 + Str or Dex bludgeoning damage; swarms or troops with this increased damage deal 4d8 + Str or Dex bludgeoning damage, or 2d8 + Str or Dex bludgeoning damage if at half hit points or less.

Augment 1 sp: Multiattack. Your undead can make two weapon attacks, melee or ranged, as an action.

Frightful (reanimate)

Your undead gain one of the following fear abilities or traits:

Dreadful Glare. As an action, the undead targets one creature it can see within *reanimate* range of the undead. If the target can see the undead, it must succeed on a Wisdom saving throw or be frightened until the end of your next turn. A target that succeeds on the saving throw is immune to this undead's Dreadful Glare for the next 24 hours.

Augment 1 sp: If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration.

Frightful Wail. As an action, each non-undead creature within *reanimate* range of the undead (other than you) that can hear it must succeed on a Wisdom saving throw or be frightened until the end of your next turn. A target that succeeds on the saving throw is immune to this undead's Frightful Wail for the next 24 hours.

Augment 1 sp: If the target fails the saving throw by 5 or more, it also takes 1d6 psychic damage and is deafened for 1 minute. The amount of psychic damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Horrifying Visage. As an action, each non-undead creature within *reanimate* range of the undead (other than you) that can see it must succeed on a Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this undead's Horrifying Visage for the next 24 hours.

Augment 1 sp: If the saving throw fails by 5 or more, the target also ages 1d4 x 10 years. The aging effect can be reversed with a Greater Restore from the Life sphere (or a similar effect such as a *greater restoration* spell), but only within 24 hours of it occurring.

Grotesque (reanimate)

Undead that you *reanimate* gain one of the following abilities or traits, chosen at the time of reanimation:

Bile. *Ranged Spell Attack:* Int, Wis, or Cha plus your proficiency bonus to hit, range 30 ft., one target. *Hit:* 1d6 poison damage. The amount of poison damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6). Swarms or troops with this spell attack do not have its damage increased, nor is it reduced if the swarm or troop has half of its hit points or fewer.

Stench. Any creature that starts its turn within reach of the undead must succeed on a Constitution saving throw or be poisoned until the start of your next turn. On a successful saving throw, the creature is immune to the undead's Stench ability for 24 hours.

Horde Of The Dead (reanimate)

Instead of reanimating individual undead, you can *reanimate* a target as a swarm or troop. You cannot *reanimate* a target as a swarm or troop with a Challenge Rating greater than one-eighth your level. You can *reanimate* any swarm or troop of undead that you possess the (undead) talent for. When reanimating undead as a swarm or a troop, you must be within *reanimate* range of a catacomb, crypt, graveyard, mass grave, mausoleum, or similar location with a plethora of targets for the *reanimate* ability.

For the purpose of how many undead you can reanimate, a swarm or troop of undead counts as a number of undead equal to your maximum. Stat-blocks for swarms and troops of undead can be found in the Appendix.

Incorporeal (reanimate)

You can augment undead that you reanimate, granting them incorporeal traits and characteristics.

Augment 1 sp: Ethereal Sight. The undead can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Augment 2 sp: Incorporeal Movement. Undead you create with *reanimate* can become incorporeal while moving and pass through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it is shunted to the nearest unoccupied space and takes 1d10 force damage for every 5 feet traveled.

Augment 3 sp: Possession. (requires Incorporeal Movement) One creature that the undead can see within 5 feet of it must succeed on a Charisma saving throw or be possessed by the undead; the undead then disappears, and the target is incapacitated and loses control of its body. The undead now controls the body but doesn't deprive the target of awareness. The undead can't be targeted by any attack, spell, or other effect, except ones that turn undead or explicitly target creatures possessing another creature or object, and retains its alignment, Intelligence, Wisdom, Charisma, and immunities. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. Once each round during a possession, the target can spend a Hit Die without spending an action to make an additional Charisma saving throw to end the effect; Creatures that are not controlled by players generally have a number of Hit Dice as determined by their stat block.

The possession lasts until the body drops to 0 hit points, the undead ends it as a bonus action, or the undead is turned or forced out by an effect like the Exorcism (word) talent from the Fate sphere. When the possession ends, the undead reappears in an unoccupied space within 5 feet of the body. The target is immune to this undead's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Creatures such as swarms or troops are immune to the effect of the undead's Possession.

Monstrous (reanimate)

Pick a (trait) or (genotype) talent from the Alteration sphere, each time that you reanimate, you can apply a number of traits from that talent equal to half your proficiency bonus. Traits that have spell point costs must be paid as an augment to your reanimate. You can take this talent multiple times, each time picking an additional (trait) or (genotype) talent to apply traits from.

Physique (reanimate)

Undead that you *reanimate* gain one of the following abilities or traits, chosen at the time of reanimation:

Limber And Flexible. Increase the reach of the undead by 5 feet. This increases by 5 feet at 5th level (10 feet), 11th level (15 feet), and 17th level (20 feet).

Muscle And Sinew. The undead gain a bonus to attack and damage rolls equal to half your proficiency bonus, and becomes proficient in Strength saving throws, adding your proficiency bonus to such rolls.

Stimulated Nerve Endings. The undead gain a bonus to armor class and initiative equal to half your proficiency bonus, and becomes proficient in Dexterity saving throws, adding your proficiency bonus to such rolls.

Tough Stitching. The undead gain 10 additional hit points, and become proficient in Constitution saving throws, adding your proficiency bonus to such rolls. The number of additional hit points increases by 10 at 5th level (20 hit points), 11th level (30 hit points), and 17th level (40 hit points).

Undead Fortitude. If damage reduces the undead to 0 hit points, you can make a spell attack roll against a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the undead drops to 1 hit point instead.

Additionally, you gain the following augments for undead that you reanimate:

Augment 1 sp: Increase any movement speeds your reanimated undead possess by 20 feet.

Augment 1 sp: Your reanimated undead gain a 30 feet climb speed.

Augment 1 sp: Your reanimated undead gain a 30 feet swim speed.

Augment 2 sp: Your reanimated undead gain a 20 feet burrow speed.

Augment 2 sp: Your reanimated undead gain a 20 feet fly speed.

Resistant (reanimate)

You can augment undead that you reanimate, granting them certain resistances.

Augment 1 sp: Choose a damage type that your undead has damage vulnerability to, it no longer possesses that damage vulnerability.

Augment 1 sp: Undead you *reanimate* gain your choice of one of the following damage resistances: acid, cold, fire, force, lightning, necrotic, poison, psychic, or thunder. Alternatively, you can choose damage resistance to nonmagical bludgeoning, piercing, and slashing damage. You cannot choose a damage type that your undead currently has damage vulnerability to. You can select an additional damage resistance at 5th level (2 damage types), 11th level (3 damage types), and 17th level (4 damage types).

Augment 1 sp: Turning Resistance. Undead you *reanimate* have advantage on saving throws against the effects of the Turn Undead feature and similar abilities.

Skilled (reanimate)

You can augment undead that you reanimate, granting them some minor semblance of sapience.

Augment 1 sp: Undead that you *reanimate* gain a number of proficiencies (individual armor, languages, shields, skills, tools, vehicles, or weapons) equal to your proficiency bonus. Undead add your proficiency bonus to any relevant checks or rolls with those proficiencies.

Trained (reanimate)

If you *reanimate* a creature with class levels, your undead gains all nonmagical features from those levels. This talent has no effect on swarms or troops that you reanimate.

Undead Talents

Crawling Claw (undead)

Target: The severed limb of a creature

When you use *reanimate*, you can create a crawling claw. The size of the crawling claw is two sizes smaller than the creature the severed limb belonged to. Use the stat-block below for the crawling claw:

CRAWLING CLAW

Undead, unaligned

Armor Class equal to your sphere DC

Hit Points equal to one fourth the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 20 feet.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	4 (-3)	10 (+0)	6 (-2)

Skills Stealth +2 plus your proficiency bonus

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages Understands the languages you speak

ACTIONS

Claw. *Melee Weapon Attack:* +2 plus your proficiency bonus to hit, one target. *Hit:* 4 (1d4+2) slashing damage.

Ghoul (undead)

Target: A fresh corpse

When you reanimate, you can create a ghoul.

GHOUL

Undead, unaligned

Armor Class equal to your sphere DC

Hit Points equal to the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	10 (+0)	6 (-2)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands the languages you speak

ACTIONS

Claws. *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, one target. *Hit:* 7 (1d6+3) slashing damage.

Poltergeist (undead)

Target: An object of the deceased

When you reanimate, you can create a poltergeist, using the stat-block below.

POLTERGEIST

Undead, unaligned

Armor Class equal to your sphere DC

Hit Points equal to half the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

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

Damage Vulnerabilities radiant

Damage Immunities necrotic

Condition Immunities grappled, petrified, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Understands the languages you speak

Sunlight Weakness. While in sunlight, the poltergeist has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Telekinetic Thrust. *Ranged Weapon Attack:* +3 plus your proficiency bonus to hit, range 30 ft., one target. *Hit:* 7 (1d6+3) bludgeoning damage.

Invisibility. As an action, the poltergeist magically becomes invisible until it attacks, uses magic, or until its concentration ends (as if concentrating on a spell or sphere effect).

Shadow (undead)

Target: A prized object of a deceased

When you use reanimate, you can create a shadow.

SHADOW

Undead, unaligned

Armor Class equal to your sphere DC

Hit Points equal to half the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	4 (-3)	12 (+1)	8 (-1)

Damage Vulnerabilities radiant

Damage Immunities necrotic

Condition Immunities grappled, petrified, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Understands the languages you speak

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

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Slam. *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, one target. *Hit:* 7 (1d6+3) bludgeoning damage.

Skeleton (undead)

Target: The bones of a dead creature

When you use reanimate, you can create a skeleton utilizing the stat-block below:

SKELETON

Undead, unaligned

Armor Class equal to your sphere DC

Hit Points equal to the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	4 (-3)	8 (-1)	6 (-2)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Understands the languages you speak

ACTIONS

Slam. *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, one target. *Hit:* 7 (1d6+3) bludgeoning damage.



Specter (undead)

Target: An object of the deceased

When you reanimate, you can create a specter, using the stat-block below.

SPECTER

Undead, unaligned

Armor Class equal to your sphere DC

Hit Points equal to half the target's original maximum hit points

Speed 0 ft., fly 20 ft. (hover)

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

Damage Vulnerabilities radiant

Damage Immunities necrotic

Condition Immunities grappled, petrified, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Understands the languages you speak

Incorporeal Movement. The specter can become incorporeal while moving and pass through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it is shunted to the nearest unoccupied space and takes 1d10 force damage for every 5 feet traveled.

Sunlight Weakness. While in sunlight, the specter has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Claws. *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, one target. *Hit:* 7 (1d6+3) slashing damage.

Will-O'-Wisp (undead)

Target: A creature at 0 hit points

The target must make a Constitution saving throw or die. If the target dies, you can create a Will-O'-Wisp, using the stat-block below:

WILL-O'-WISP

Tiny undead, unaligned

Armor Class equal to your sphere DC

Hit Points equal to the target's original maximum hit points

Speed 0 ft., fly 40 ft. (hover)

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

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 12

Languages Understands the languages you speak

Ephemeral. The will-o'-wisp can't wear or carry anything.

Variable Illumination. The will-o'-wisp sheds bright light in a 5 to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +1 (Cha) plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 5 (1d8) lightning damage.

This lightning damage increases by 1d8 at 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Invisibility. The will-o'-wisp and its light magically becomes invisible until it attacks, uses magic, or until its concentration ends (as if concentrating on a spell or sphere effect).

Zombie (undead)

Target: The corpse of a dead creature

When you use reanimate, you can create a zombie utilizing the stat-block below:

ZOMBIE

Undead, unaligned

Armor Class equal to your sphere DC

Hit Points equal to the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 20 feet.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands the languages you speak

ACTIONS

Bite. *Melee Weapon Attack:* +2 plus your proficiency bonus to hit, one target. *Hit:* 6 (1d6+2) piercing damage.

Other Talents

Corpse Bomb

You can make any of your ghost strikes against any corpse capable of being raised as a skeleton or zombie, or against any corporeal undead under your control. The target explodes in a 20-foot radius, affecting all creatures in range as if they had been struck by the chosen ghost strike; if the *ghost strike* does not allow a saving throw, creatures affected are allowed a Dexterity saving throw to negate its effects. The corpse or undead collapses and is destroyed; it cannot be reanimated or targeted by another Corpse Bomb.

Corpse Manipulation

Casting Time: 1 action

Target: 1 corpse

Range: Touch

Cost: 0 sp unless noted

Duration: Instantaneous unless noted

You can alter a corpse in one of the following ways:

You grow flesh on a decomposed or skeletonized corpse, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did just before death. The new flesh is not fit for eating.

You decompose the flesh from a corpse, leaving behind a perfectly cleaned skeleton.

Augment 1 sp: You can touch a collapsed or destroyed undead corpse, mending it so it is a valid target to be reanimated again.

Augment 1 sp: You can preserve the remains of a dead creature for 1 day per level so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead. Time spent under the influence of this effect doesn't count against the time limit. Additionally, this makes transporting a slain (and thus decaying) comrade less unpleasant. This ability also works on severed body parts and the like.

You can reshape the dead body to look like another creature or even a specific person so long as you have firsthand knowledge of how that creature or person actually looks. You can change its apparent type, gender, or age. Creatures interacting with the corpse can make an Intelligence (Investigation) check against your sphere DC to detect the deception. If you choose to make the corpse look like a specific individual, anyone who knows that individual can make an Intelligence (Investigation) check against your sphere DC to realize that the corpse is not actually that person. However, if a creature succeeds on its check by 5 or less they believe the corpse is that of someone who closely resembled the person they knew rather than a deliberate fake.

Dark Sacrifice

Casting Time: 1 reaction

Target: 1 undead creature under your control

Range: 30 feet

Cost: 1 sp

Duration: Instantaneous

Whenever you would take hit point damage that would reduce you to 0 hit points, you can sacrifice an undead creature you control within range (or the range of your Master's Presence, whichever is greater), destroying it instantly; reducing the damage you take by the sacrificed undead's current hit points (to a minimum of 0).

Gravetongue

Casting Time: 1 action

Target: 1 corpse or undead creature

Range: 30 feet

Cost: 1 sp

Duration: 10 minutes

You gain the ability to speak with undead and corpses. You can communicate with, ask questions of, and receive answers from them. A basic undead or corpse spoken to with gravetongue does not maintain any memory of its life or death - only the time that has elapsed since its death. A normal corpse's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make undead creatures any more friendly or cooperative than normal. Undead that you control will always answer truthfully, though their ability to answer more than simple questions is limited. You do not need to share a language with the target.

Greater Ghost Strike

Augment 1 sp: You form your *ghost strike* into a 30-foot cone.

Icy Grip

Augment 0 sp: When you use a ghost strike, instead of unleashing an attack yourself, you can have an undead you control within range deliver the attack as part of a melee weapon attack before the start of your next turn. The first successful melee weapon attack the undead makes before the start of your next turn deals damage as normal in addition to delivering the effects of the ghost strike.

Augment 1 sp: You can grant a use of this *ghost strike* to a number of undead that you control within range not exceeding your proficiency bonus. Multiple undead cannot affect the same creature with that same *ghost strike* that round.

Master's Presence

You can telepathically order and communicate with undead creatures within 300 feet that you control. You do not need to see or have a clear path to maintain this connection.

Necrotic Senses

Casting Time: 1 action

Target: 1 undead you control within 120 feet

Cost: 0 sp

Duration: Concentration, up to 10 minutes

You perceive the target creature's surroundings as if you were standing where that creature was. While you can use the creature's special sense (i.e., Darkvision, etc.), you must use your own attributes and proficiencies if making a Wisdom (Insight), Intelligence (Investigation), or Wisdom (Perception) check. Only targets completely under your control are valid; charmed undead are not truly under your control, and as such as such do not qualify. When using this ability, until the start of your next turn, any creature attacking you has advantage on the attack and you take disadvantage on Dexterity saving throws.

Death Advanced Talents

Astral Projection

Prerequisites: Death sphere (Project Spirit), 11th level or higher.

Augment 1 sp: When using the Project Spirit advanced Death talent, you can project your spirit into the Astral Plane instead of the Ethereal Plane. You can bring up to 1 additional willing creature per 2 levels with you, provided these creatures are linked in a circle with you at the time. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by an incorporeal silver cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. Unlike a regular use of the Project Spirit talent, you and your companions can travel through the Astral Plane in this manner indefinitely, until you either choose to end the effect (which returns you to your body) or it is ended by some outside means. This effect can be dispelled like any other sphere effect by targeting either your astral form or your physical body. Dispelling this effect immediately returns you to your body.

Astral Travel

Prerequisites: Death sphere (Astral Projection, Project Spirit), 15th level or higher.

Augment 1 sp: When projecting yourself and/or your allies into the Astral Plane, you can allow you and your allies to travel astrally to any of the other planes that border the Astral Plane. If you choose to enter one of these planes, you form a new physical body (and equipment) on that plane of existence, exactly like your true form, although the silver cord remains invisibly attached to this new body, and magic items used still count against the item's total uses. You are still subject to the weaknesses of an astral form (you can be dispelled, your cord can be broken, etc.). If your new form is killed, you are returned to your original body.

Deadly Attacks (reanimate)

Prerequisites: Death sphere (Additional Attacks (reanimate)), 1st level or higher

You can modify one of your undead's attacks, chosen when you use reanimate:

Necrotic Touch. (requires Bite, Claws, or Slam) The bite, claws, or slam attack deals necrotic damage.

Augment 2 sp: Paralyzing Touch. (requires Claws) Creatures damaged by your claws attack must succeed on a Constitution saving throw or be paralyzed for 1 round.

Augment 1 sp: Sanguine Feeding. (requires Bite) The undead regains a number of hit points equal to half the damage dealt by its bite attack.

Sickenng Touch. (requires Slam) Creatures damaged by your slam attack must succeed on a Constitution saving throw or be poisoned for 1 minute.

Flameskull (undead)

Prerequisites: Death sphere (Skilled (reanimate), Crawling Claw (undead))

Target: The severed head of a spellcaster or spherecaster

When you use reanimate, you can create a flameskull. The size of the flameskull is two sizes smaller than the creature the severed head belonged to. Use the stat-block below for the flameskull:

FLAMESKULL

Undead, unaligned

Armor Class equal to your sphere DC

Hit Points equal to one fourth the target's original maximum hit points

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	14 (+2)	16 (+3)	10 (+0)	12 (+1)

Damage Immunities fire, poison

Condition Immunities poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages speaks any languages it knew in life, understands the languages you speak

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

Magic Resistance. The flameskull has advantage on saving throws against magic sphere effects, spells, and other magical effects.

ACTIONS

Fire Ray. *Ranged Spell Attack:* +3 plus your proficiency bonus to hit, range 30 ft., one target. *Hit:* 4 (1d6) fire damage. This fire damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Ghast (undead)

Prerequisites: Death sphere (Skilled (reanimate), Ghoul (undead))

Target: A fresh corpse

When you reanimate, you can create a ghast.

GHAUST

Undead, unaligned

Armor Class equal to your sphere DC

Hit Points equal to the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 40 feet.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	10 (+0)	12 (+1)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages speaks any languages it knew in life, and understands the languages you speak

Turning Defiance. The ghast, and any ghouls and troops of ghouls within *reanimate* range of a ghast under your control have advantage on saving throws against effects that turn undead (and similar effects).

ACTIONS

Claws. *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, one target. *Hit:* 7 (1d6+3) slashing damage.

Ghost (undead)

Prerequisites: Death sphere (Skilled (reanimate); Poltergeist (undead), Shadow (undead), or Specter (undead))

Target: An object of the deceased

When you reanimate, you can create a ghost.

GHOST

Undead, unaligned

Armor Class equal to your sphere DC

Hit Points equal to half the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	18 (+4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic

Condition Immunities grappled, paralyzed, poisoned, restrained

Senses darkvision 60 ft., passive Perception 11

Languages speaks any languages it knew in life, and understands the languages you speak

Incorporeal Movement. The ghost can become incorporeal while moving and pass through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it is shunted to the nearest unoccupied space and takes 1d10 force damage for every 5 feet traveled.

Ghost Weaknesses. The ghost has one of the following flaws, chosen by the spherecaster when it is reanimated:

Haunt. A ghost is bound to a specific location, creature, or object that held significance to it in its life. A ghost cannot travel further than 500 feet from his haunt. If the haunt is destroyed, the ghost is no longer tethered and fades away to its respective afterlife. The GM should determine who, what, or where a ghost haunts.

Instruments Of Its Demise. A ghost has vulnerability to any damage dealt by that which killed it in life. For example, if a creature died burning at the stake, then the ghost would have vulnerability to fire damage. The GM should determine how such a creature died before becoming a ghost, and what qualifies for the damage vulnerability.

Unfinished Business. A ghost yearns to complete some unresolved task from its life. Once that task is complete, it fades away to its respective afterlife. The GM should determine what loose threads a ghost has.

ACTIONS

Withering Touch. *Melee Spell Attack:* +4 (Cha) plus your proficiency bonus to hit, one target. *Hit:* 4 (1d6) necrotic damage. This necrotic damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Immortal (reanimate) [curse]

Prerequisites: Death sphere (Vigor (reanimate))

You can curse undead that you reanimate, preventing their bodies or souls from gaining peace even if their undead form is destroyed.

Augment 1 sp: Rejuvenation. If the undead is reduced to 0 hit points, it is not destroyed, but merely collapses (or fades away if a spirit). The undead cannot be reanimated again until after you have completed a long rest, but during such time they regain all hit points between reanimations. In addition to spells and sphere talents or abilities that can remove curses, sprinkling holy water on the collapsed remains of the cursed undead will free their body or soul from the curse.

Immunity (reanimate)

Prerequisites: Death sphere (Resistant (reanimate))

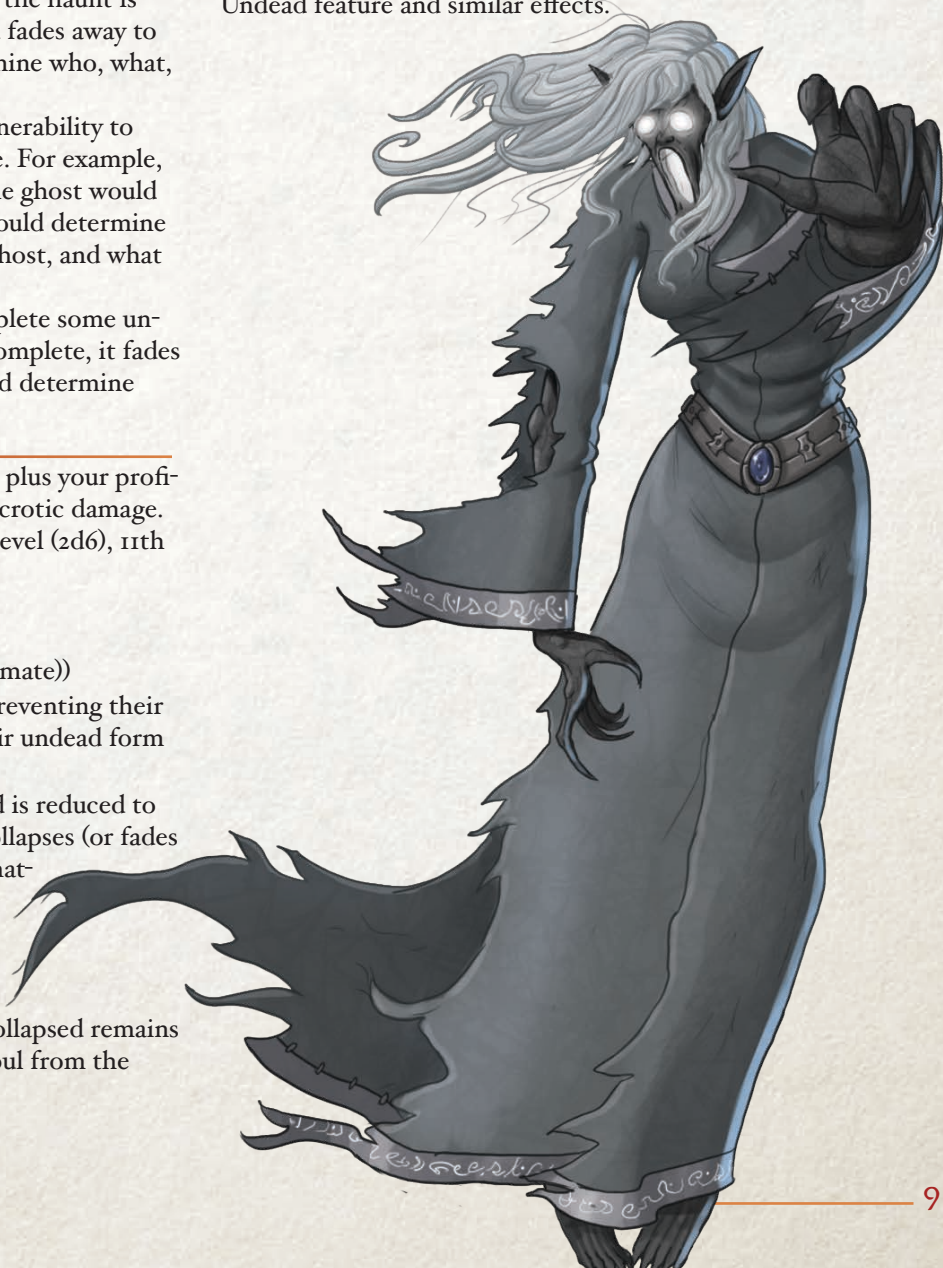
You can augment undead that you reanimate, granting them certain condition or damage immunities.

Augment 1 sp: Undead you *reanimate* gain your choice of one of the following condition immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious. You can select an additional condition immunity at 5th level (2 conditions), 11th level (3 conditions), and 17th level (4 conditions).

Augment 1 sp: Each time that you use *reanimate*, pick a damage type that your undead currently has damage resistance to, your undead now has damage immunity to that type of damage. If your undead currently has damage resistance to nonmagical bludgeoning, piercing, and slashing damage, you can instead choose immunity to those damage types.

Augment 2 sp: Undead you *reanimate* gain damage resistance to radiant damage.

Augment 2 sp: Turn Immunity. Undead you *reanimate* that have either the Turning Defiance or Turning Resistance abilities or traits, also become immune to the effects of the Turn Undead feature and similar effects.



Killing Curse (ghost strike)

Prerequisites: Death sphere

Saving Throw: Constitution

Your *ghost strike* outright kills those who fail their saving throw, provided they have hit points equal to or lower than the ghost strike's threshold. If multiple creatures fail their saving throw against your ghost strike, augmenting with this talent targets the creature with the lowest hit point total. This *ghost strike* can only be augmented by a single threshold augment.

Ghost Strike 2 sp: (Threshold) The killing curse has a threshold of 5 hit points.

Ghost Strike 3 sp: (Threshold) The killing curse has a threshold of 10 hit points.

Ghost Strike 4 sp: (Threshold) The killing curse has a threshold of 40 hit points.

Ghost Strike 5 sp: (Threshold) The killing curse has a threshold of 70 hit points.

Ghost Strike 6 sp: (Threshold) The killing curse has a threshold of 100 hit points.

Mummy (undead)

Prerequisites: Death sphere (Skilled (reanimate); Skeleton (undead) or Zombie (undead))

Target: The preserved corpse of a dead creature

When you use reanimate, you can create a mummy utilizing the stat-block below:

MUMMY

Undead, unaligned

Armor Class equal to your sphere DC

Hit Points equal to the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 20 feet.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	6 (-2)	16 (+3)	12 (+1)

Damage Vulnerabilities fire

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages speaks any languages it knew in life, and understands the languages you speak

ACTIONS

Slam. *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, one target. *Hit:* 7 (1d6+3) bludgeoning damage.

Permanent Undead

Prerequisites: Death sphere, Universal sphere (Extended (metasphere)), 5th level or higher.

Augment 3 sp: When you *reanimate* an undead, you can make the reanimation an instantaneous effect. The undead creature exists independent of your concentration, has no duration, and cannot be dispelled. These undead still count against the total number of undead you can have reanimated at any one time. If you create more undead than your total, old permanent undead are not destroyed; instead, they are

simply released from service and will behave as is normal for the undead of their type (most will simply attack you or any other nearby living creature). Your maximum spell point total is reduced by the number of spell points spent creating these undead; this reduction goes away when the created undead are destroyed, though the spell points are not regained until such a time as you would normally regain them.

Plague Of The Dead (reanimate)

Prerequisites: Death sphere (Horde Of The Dead)

When reanimating swarms or troops of undead with the Horde Of The Undead talent, each swarm or troop counts as a single undead for the purpose of how many undead you can have animated.

Possession

Prerequisites: Death sphere (Project Spirit), 11th level or higher.



Augment 2 sp: When you project your spirit by use of the Project Spirit advanced Death talent, as an action you can move into the same space as a material creature and attempt to possess it. The target is allowed a Charisma saving throw to negate the attempt. If their saving throw fails, the target's soul is repressed, and yours assumes control of the body. You can only possess a physical creature with a soul (this includes most living creatures and intelligent undead but not constructs or unintelligent undead (those with an Intelligence score of 4 or lower)). The target is immune to any future attempt you make to possess it using the Project Spirit advanced talent for 24 hours after succeeding on the saving throw or after the possession ends.

You can only attempt to possess a creature once during any individual projection of your spirit. If you are successful, your life force occupies the host body. You keep your Intelligence, Wisdom, Charisma, level, class, proficiencies, proficiency bonus, alignment, mental abilities, and magical abilities such as spells and sphere abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. You cannot choose to activate the body's special abilities. The creature's spells and other casting abilities do not stay with the body. Once each round during a possession, the target can spend a Hit Die without spending an action to make an additional Charisma saving throw to end the effect; Creatures that are not controlled by players generally have a number of Hit Dice as determined by their stat block. You can possess a body for up to 1 hour per level, but can always end the effect early as an action. If the host body is reduced to 0 hit points, you return to your body. As is usual when projecting your spirit, this effect can be dispelled at either your body or the host's body.

Creatures such as swarms or troops are immune to the effect of Possession.

Practitioner Training (reanimate)

Prerequisites: Death sphere (Training (reanimate))

When reanimating a creature that possessed martial spheres or talents from Spheres of Might, your undead gains a number of those talents not exceeding twice your proficiency bonus, and is able to acquire martial focus. This talent has no effect on undead reanimated as swarms or troops.

Project Spirit

Prerequisites: Death sphere, 11th level or higher.

Casting Time: 1 action

Target: self

Cost: 2 sp

Duration: 1 minute

You can project your spirit out of your body. During this time, your body falls into a state of suspended animation; it requires neither food nor water and does not age, although it can be slain through normal means.

Your spirit manifests as an ethereal version of you with your hit points and abilities, and carries a copy of all of your equipment. It is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. It can move through solid objects, including living creatures, and can see and hear its surroundings, although as it is on the

Ethereal Plane, it can only see and hear the Material Plane to a distance of 60 feet. When the time limit expires, your spirit immediately returns to your body. Using magic items (such as scrolls, wands, potions, and other items with a limited number of charges or uses per day) while ethereal counts against the item's total remaining uses when you return to your body.

Your spirit cannot attack or otherwise affect creatures and objects on the Material Plane nor generally be affected by them, although some effects (such as force damage) affect ethereal creatures when used by material creatures. Certain material creatures or objects also have attacks or effects that can specifically affect creatures on the Ethereal Plane. These effects do not work in reverse to allow your spirit to affect material creatures.

Your spirit treats other ethereal creatures and ethereal objects as if they were material. Your spirit can use any magic you possess, but such magic can only affect other ethereal things. If your spirit self is slain, your spirit instantly returns to your body, reviving it from its state of suspended animation.

Prolific (reanimate)

Prerequisites: Death sphere, 1st level or higher

Each time you use reanimate, your undead gain the Create Spawn ability, and your choice of Life Drain or Strength Drain.

Life Drain. (Ghost, Ghoul, Mummy, Skeleton, Vampire, Wight, or Zombie only) Whenever your undead deals damage with a melee weapon attack, the damaged creature must succeed a Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Strength Drain. (Ghost, Poltergeist, Shadow, Specter, Will-O'-Wisp, or Wraith only) Whenever your undead deals damage with a melee weapon attack, the damaged creature must succeed a Strength saving throw or have its Strength score reduced by 1d4. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its Strength score to 0.

Create Spawn. As an action, your undead can target a non-undead creature that has died as a result of the Life Drain or Strength Drain abilities. The creature is reanimated as a type of undead chosen from any basic (undead) talents you possess. This undead is under your control unless you have reached your limit on controlled undead. Undead created in this way remain for as long as the creature that used Create Spawn remains reanimated.

Soul Trap

Prerequisites: Death sphere, 15th level or higher.

Casting Time: 1 action

Target: 1 creature that died within the last minute that you can see

Range: Touch

Cost: 3 sp

Duration: Instantaneous

When adjacent to a creature that has died very recently you can trap their soul into a gem. The target is allowed a Charisma saving throw to negate the effect, and the gemstone's value

must be at least 1,000 gp per Hit Die of the creature you are attempting to trap. If successful, the creature's soul becomes trapped within the gemstone. A trapped creature cannot be resurrected or have its spirit summoned, unless the caster is in possession of this gemstone. The creature trapped inside the gemstone always fails its saving throws if the holder of the gemstone uses the Summon Spirit advanced Death talent on it. If the gemstone is broken, the spirit is released. If the spirit is called through the Summon Spirit advanced Death talent, the caster can choose to release the spirit, in which case it travels to the afterlife, leaving the gem empty and reusable.

Spellcaster Training (reanimate)

Prerequisites: Death sphere (Training (reanimate))

Choose one of the following traits when using *reanimate* on a creature with magical abilities.

Innate Casting. When reanimated a creature that possessed innate psionics or spellcasting, your undead gains all those abilities as if it were still the base creature.

Spellcaster. When reanimating a creature that cast spells from spell slots, your undead creature gains any spells known or prepared whose spell level does not exceed your proficiency bonus, and a number of spell slots equal to half your proficiency bonus. This talent has no effect on undead reanimated as swarms or troops.

Spherecaster. When reanimating a creature that possessed magical spheres or talents, your undead gains a number of those talents not exceeding your proficiency bonus, and a number of spell points equal to your proficiency bonus. This talent has no effect on undead reanimated as swarms or troops.

Summon Spirit

Prerequisites: Death sphere, 1st level or higher.

Casting Time: 1 hour

Cost: 2 sp

Duration: varies

You can summon the soul of a dead creature in spirit form. You must know the exact creature you are trying to summon and be able to designate them (such as their name or place and time of death, etc.) and the more familiar you are with the spirit and the more recently they died, the more likely they are to appear. The soul you are trying to summon is allowed a Charisma saving throw with the following modifiers depending on your knowledge and connection to the target, as well as its time of death:

Table: Familiarity (Spirit)

Knowledge	Charisma Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

*You must have some sort of connection (see below) to a creature of which you have no knowledge.

Table: Connection (Spirit)

Connection	Charisma Save Modifier
Likeness or picture	-2
Possession or garment	-4
Corpse/remains	-10

Table: Time Deceased

Time the Creature has been Dead	Charisma Save Modifier
1 year	+2
10 years	+4
100 years	+6
1000 years	+8

On a successful saving throw, the target does not appear and can choose to retaliate spiritually, increasing your exhaustion level by 1. While friends can choose to purposefully fail their saving throw and come willingly, in most other cases being ripped from the afterlife is a horrible experience and can turn even the nicest of spirits hostile. If a soul makes their saving throw against this effect they cannot be summoned again by the same caster for 1 month. Sometimes, the souls of heroes, kings, and others are protected by a Deity and are simply unable to be summoned.

Summoned souls will generally remain for as long as you concentrate, up to 8 hours. If you possess a suitable vessel for the soul, such as a specially prepared phylactery, and if the soul enters willingly, the soul can remain indefinitely until either released or the vessel is broken.

Augment 1 sp: Once a soul has been summoned, you can do any of the following:

- You can ask one question per two levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers can be brief, cryptic, or repetitive. A creature who would have opposed you in life can make a new Charisma saving throw to refuse to answer or to lie with the Charisma (Deception) skill.
- You can use the spirit as a component when creating an animated object or undead creature (a Charisma saving throw negates if unwilling; if the spirit makes its save, it immediately returns to the afterlife as if it had made its original saving throw). You must create the undead creature or animated object as usual, but by placing the spirit into the target, the spirit is brought back to life within this new body. The object or undead creature gains the mental attributes, personality, memories, etc. of the selected spirit, but otherwise is normal for its new creature type. (At the GM's discretion, a spirit bound to a permanent animated object or undead creature can recover or gain class levels over time, but loses at least 1 level per CR of its new form.) An undead creature or animated object created in this way is not automatically under your control.

- If you possess the Resurrection advanced Life talent, you can place the spirit into a new body, bringing the soul back to life, even if you do not have the target's body, it is missing vital components, or the target has been dead for up to 1 year per level. You must possess either a soulless body (such as one created through the Fleshcraft and Create Materials advanced Creation talents), or else a body assembled from other, recently slain bodies. (Assembly requires either the target's body with one additional body for every replaced vital component, or else a minimum of six different bodies—one for each limb, the torso including head, and the brain. In some cases, more bodies might be necessary. Special unguents and bindings worth 500 gp are also required.) You can bring the target back to life with the Resurrection advanced Life talent. The target retains its ability scores and class levels but its race and appearance depend on the body possessed.

Vampire Spawn (undead)

Prerequisites: Death sphere (Skilled (reanimate); Ghoul (undead) or Zombie (undead))

Undead, unaligned

Target: A creature at 0 hit points

The target must make a Constitution saving throw or die. If the target dies, you can create a vampire spawn, using the stat-block below:

VAMPIRE SPAWN

Armor Class equal to your sphere DC

Hit Points equal to the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	10 (+0)	10 (+0)	8 (-1)	12 (+1)

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical sources

Senses darkvision 60 ft., passive Perception 10

Languages speaks any languages it knew in life, and understands the languages you speak

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws: Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Bite. *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, one target. *Hit:* 7 (1d6+3) piercing damage.



WRAITH

Vigor (reanimate)

Prerequisites: Death sphere, 5th level or higher

You can augment undead you *reanimate* giving them traits and abilities that allow them self-heal.

Augment 1 sp: Consume Life. As a bonus action, your undead can target a creature within reach at 0 hit points and is still alive. The target must succeed a Constitution saving throw or die. If the target dies, the undead regains 2d6 hit points. The amount of hit points regained increases by 1d6 at 11th level (3d6), and 17th level (4d6).

Augment 2 sp: Regeneration. Choose a damage type other than radiant that your undead do not have resistance or immunity to. The undead regains 5 hit points at the start of its turn if it has at least 1 hit point. If the undead takes radiant damage or the chosen type of damage, this trait doesn't function at the start of the undead's next turn. The regeneration increases by 5 hit points regained at 11th level (10 hit points), and 17th level (15 hit points).

Wight (undead)

Prerequisites: Death sphere (Skilled (reanimate)); Skeleton (undead) or Zombie (undead))

Target: A fresh corpse

When you reanimate, you can create a wight.

WIGHT

Undead, unaligned

Armor Class equal to your sphere DC

Hit Points equal to the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Damage Resistances necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages speaks any languages it knew in life, and understands the languages you speak

Sunlight Weakness. While in sunlight, the wight has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Claws. *Melee Weapon Attack:* +2 plus your proficiency bonus to hit, one target. *Hit:* 6 (1d6+2) slashing damage.

Wraith (undead)

Prerequisites: Death sphere (Skilled (reanimate)); Poltergeist (undead), Shadow (undead), or Specter (undead))

Target: An object of the deceased

When you reanimate, you can create a wraith.

Undead, unaligned

Armor Class equal to your sphere DC

Hit Points equal to half the target's original maximum hit points

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Damage Immunities necrotic

Condition Immunities grappled, paralyzed, poisoned, restrained

Senses darkvision 60 ft., passive Perception 11

Languages speaks any languages it knew in life, and understands the languages you speak

Incorporeal Movement. The wraith can become incorporeal while moving and pass through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it is shunted to the nearest unoccupied space and takes 1d10 force damage for every 5 feet traveled.

Sunlight Weakness. While in sunlight, the wraith has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Slam. *Melee Weapon Attack:* +2 plus your proficiency bonus to hit, one target. *Hit:* 6 (1d6+2) bludgeoning damage.

Variants

Necromantic Limit

Choose either *ghost strike* or *reanimate*. You cannot use this ability, nor take talents which only augment this ability. If you choose to lose the *reanimate* sphere ability, you also do not gain the free (undead) talent, but if you later buy-off this variant, you gain the (undead) talent back. You gain a bonus talent from the Death sphere.

Soul Keeper (requires reanimate)

You can only have one undead creature reanimated at a time, and can only target souls contained within a phylactery. When you first gain this variant, you acquire a phylactery containing a single soul with a CR no greater than one fourth your level, as well as the knowledge of how to create a new phylactery as a one-hour ritual should it ever be lost or broken. When you target a soul in a phylactery, you can *reanimate* it as any type of undead that you possess the (undead) talent for; if reanimated as a corporeal undead, and there is no suitable body available, its body will be created out of a combination of negative energy and nearby materials. The reanimated undead will always have a hit point maximum equal to the undead's Constitution modifier + five times your level. Unlike other undead, if the reanimated creature is reduced to 0 hit points, you can always target the phylactery again to *reanimate* the soul again. You gain the Summon Spirit advanced talent as a bonus talent. You cannot have both this and the Necromantic Limit (reanimate) variant.

Undead Trainer (requires reanimate)

Choose a creature type: aberration, beast, dragon, giant, or monstrosity, or two humanoid races. You can only *reanimate* dead creatures of the chosen type (or races). You gain a (reanimate) or (undead) talent of your choice as a bonus talent. You cannot have both this and the Necomantic Limit (reanimate) variant.

Appendix: Undead Swarms and Troops

Equipping A Troop

A troop can ride a mount, wear armor if it is proficient, or use a different type of weapon if it is proficient, so long as 20 copies of the mount or item have been supplied to outfit the troop. To determine the damage a troop deals with a weapon, increase a weapon's damage die by two sizes and multiply the number of rolled dice by x2, or x1 if the troop has half its hit points or fewer.

Spell attacks, melee or ranged, do not have their damage increased in a troop, nor do they have their damage reduced in a troop if they are at half hit points or fewer.

SWARM OF CRAWLING CLAWS

Medium swarm of Tiny, Small, or Medium undead, unaligned

Armor Class 12

Hit Points equal to the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 20 feet.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	4 (-3)	10 (+0)	6 (-2)

Skills Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages Understands the languages you speak

Swarm. The swarm can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size crawling claw in the swarm. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target.

Hit: 10 (2d8+2) slashing damage, or 7 (1d8+2) slashing damage if the swarm has half of its hit points or fewer.

SWARM OF FLAMESKULLS

Medium swarm of Tiny, Small, or Medium undead, unaligned

Armor Class 14

Hit Points equal to the target's original maximum hit points

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	14 (+2)	16 (+3)	10 (+0)	12 (+1)

Damage Immunities fire, poison

Condition Immunities poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages speaks any languages it knew in life, understands the languages you speak

Illumination. The flameskulls shed either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. They can switch between the options as an action.

Magic Resistance. The flameskulls have advantage on saving throws against magic sphere effects, spells, and other magical effects.

Swarm. The swarm can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size flameskull in the swarm. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Fire Ray. *Ranged Spell Attack:* +6 to hit, range 30 ft., one target. *Hit:* 4 (1d6) fire damage. This fire damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6). This damage is not reduced if the swarm has half of its hit points or fewer.

SWARM OF WILL-O'-WISPS

Medium swarm of Tiny undead, unaligned

Armor Class 13

Hit Points equal to four times the target's original maximum hit points

Speed 0 ft., fly 40 ft. (hover)

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

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 12

Languages Understands the languages you speak

Ephemeral. The will-o'-wisps can't wear or carry anything.

Swarm. The swarm can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Tiny will-o'-wisp. The swarm can't regain hit points or gain temporary hit points.

Variable Illumination. The will-o'-wisps shed bright light in a 5 to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisps can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +4 (Cha) to hit, reach 0 ft., one target. *Hit:* 5 (1d8) lightning damage. This lightning damage increases by 1d8 at 5th level (2d8), 11th level (3d8), and 17th level (4d8). This damage is not reduced if the swarm has half of its hit points or fewer.

Invisibility. The will-o'-wisps and their light magically becomes invisible until they attack, use magic, or until their concentration ends (as if concentrating on a spell or sphere effect).

TROOP OF GHOSTS

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 13

Hit Points equal to four times the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 40 feet.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	10 (+0)	12 (+1)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, and understands the languages you speak

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size undead in the troop. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

Turning Defiance. The ghost troop, and any ghouls and troops of ghouls within *reanimate* range of a ghost under your control have advantage on saving throws against effects that turn undead (and similar effects).

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, one target. *Hit:* 13 (2d10+3) slashing damage, or 9 (1d10+3) slashing damage if the troop has half of its hit points or fewer.

TROOP OF GHOULS

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 13

Hit Points equal to four times the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	10 (+0)	6 (-2)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands the languages you speak

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size undead in the troop. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 13 (2d10+3) bludgeoning damage, or 9 (1d10+3) bludgeoning damage if the troop has half of its hit points or fewer.

TROOP OF GHOSTS

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 12

Hit Points equal to twice the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	18 (+4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic

Condition Immunities grappled, paralyzed, poisoned, restrained

Senses darkvision 60 ft., passive Perception 11

Languages speaks any languages it knew in life, and understands the languages you speak

Incorporeal Movement. The troop can become incorporeal while moving and pass through other creatures and objects as if they were difficult terrain. If the troop ends their turn inside an object, they are shunted to the nearest unoccupied space and take 1d10 force damage for every 5 feet traveled.

Ghost Weaknesses. The ghost has one of the following flaws, chosen by the spherecaster when it is reanimated:

Haunt. The ghosts are bound to a specific location, creature, or object that held significance to them in their life. The ghosts cannot travel further than 500 feet from their haunt. If the haunt is destroyed, the ghosts are no longer tethered and fade away to their respective afterlife. The GM should determine who, what, or where the ghosts haunt.

Instruments Of Its Demise. A troop of ghosts has vulnerability to any damage dealt by that which killed them in life. For example, if the creatures died from exposure while crossing a tundra, then the ghosts would have vulnerability to cold damage. The GM should determine how such creatures died before becoming ghosts, and what qualifies for the damage vulnerability.

Unfinished Business. The ghosts yearns to complete some unresolved task from its life. Once that task is complete, it fades away to its respective afterlife. The GM should determine what loose threads the troop of ghosts has.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size undead in the troop. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

Withering Touch. *Melee Spell Attack:* +7 to hit, one target. *Hit:* 4 (1d6) necrotic damage. This necrotic damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6). This damage is not reduced if the swarm has half of its hit points or fewer.

TROOP OF MUMMIES

Huge troop of Large, Medium, or small undead, unaligned

Armor Class 9

Hit Points equal to four times the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 20 feet.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	6 (-2)	16 (+3)	12 (+1)

Damage Vulnerabilities fire

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages speaks any languages it knew in life, and understands the languages you speak

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size undead in the troop. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, one target. *Hit:* 13 (2d10+3) bludgeoning damage, or 9 (1d10+3) bludgeoning damage if the troop has half of its hit points or fewer.

TROOP OF POLTERGEISTS

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 13

Hit Points equal to twice the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

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

Damage Vulnerabilities radiant

Damage Immunities necrotic

Condition Immunities grappled, petrified, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Understands the languages you speak

Invisibility. The troop is invisible.

Sunlight Weakness. While in sunlight, the troop has disadvantage on attack rolls, ability checks, and saving throws.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large

enough for the largest-size undead in the troop. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

Telekinetic Thrust. *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target. *Hit:* 13 (2d10+3) bludgeoning damage, or 9 (1d10+3) bludgeoning damage if the troop has half of its hit points or fewer.

Invisibility. As an action, the poltergeists magically becomes invisible until they attack, use magic, or until their concentration ends (as if concentrating on a spell or sphere effect).

TROOP OF SHADOWS

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 13

Hit Points equal to twice the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	4 (-3)	12 (+1)	8 (-1)

Damage Vulnerabilities radiant

Damage Immunities necrotic

Condition Immunities grappled, petrified, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Understands the languages you speak

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

Sunlight Weakness. While in sunlight, the troop has disadvantage on attack rolls, ability checks, and saving throws.



Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size undead in the troop. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 13 (2d10+3) bludgeoning damage, or 9 (1d10+3) bludgeoning damage if the troop has half of its hit points or fewer.

TROOP OF SKELETONS

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 11

Hit Points equal to four times the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	4 (-3)	8 (-1)	6 (-2)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Understands the languages you speak

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size undead in the troop. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 13 (2d10+3) bludgeoning damage, or 9 (1d10+3) bludgeoning damage if the troop has half of its hit points or fewer.

TROOP OF SPECTERS

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 13

Hit Points equal to twice the target's original maximum hit points

Speed 0 ft., fly 20 ft. (hover)

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

Damage Vulnerabilities radiant

Damage Immunities necrotic

Condition Immunities grappled, petrified, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Understands the languages you speak

Incorporeal Movement. The specter troop can become incorporeal while moving and pass through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it is shunted to the nearest unoccupied space and takes 1d10 force damage for every 5 feet traveled.

Sunlight Weakness. While in sunlight, the specter troop has disadvantage on attack rolls, ability checks, and saving throws.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size undead in the troop. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, one target. *Hit:* 13 (2d10+3) slashing damage, or 9 (1d10+3) slashing damage if the troop has half of its hit points or fewer.

TROOP OF VAMPIRE SPAWN

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 15 (natural armor)

Hit Points equal to four times the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	10 (+0)	10 (+0)	8 (-1)	12 (+1)

Damage Vulnerabilities piercing from wooden sources

Damage Resistances necrotic; bludgeoning and slashing from nonmagical sources

Senses darkvision 60 ft., passive Perception 9

Languages speaks any languages it knew in life, and understands the languages you speak

Spider Climb. The vampire troop can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size undead in the troop. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

Vampire Weaknesses. The vampire troop has the following flaws:

Forbiddance. The vampire troop can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire troop takes 20 acid damage when it ends its turn in running water.

Sunlight Hypersensitivity. The vampire troop takes 20 ra-

diant damage when it starts their turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, one target. *Hit:* 13 (2d10+3) piercing damage, or 9 (1d10+3) piercing damage if the troop has half of its hit points or fewer.

TROOP OF WIGHTS

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 12

Hit Points equal to four times the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Damage Resistances necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages speaks any languages it knew in life, and understands the languages you speak

Sunlight Weakness. While in sunlight, the troop has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, one target. *Hit:* 12 (2d10+2) slashing damage, or 8 (1d10+2) slashing damage if the troop has half of its hit points or fewer.

TROOP OF WRAITHS

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 12

Hit Points equal to twice the target's original maximum hit points

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Damage Immunities necrotic

Condition Immunities grappled, paralyzed, poisoned, restrained

Senses darkvision 60 ft., passive Perception 11

Languages speaks any languages it knew in life, and understands the languages you speak

Incorporeal Movement. The troop can become incorporeal while moving and pass through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it is shunted to the nearest unoccupied space and takes 1d10 force damage for every 5 feet traveled.

Sunlight Weakness. While in sunlight, the troop has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, one target. *Hit:* 12 (2d10+2) bludgeoning damage, or 8 (1d10+2) bludgeoning damage if the troop has half of its hit points or fewer.

TROOP OF ZOMBIES

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 10

Hit Points equal to four times the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 20 feet.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands the languages you speak

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size undead in the troop. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d10+2) piercing damage, or 8 (1d10+2) piercing damage if the troop has half of its hit points or fewer.





Destruction Sphere

You can use destructive power.

When you first gain the Destruction sphere, you gain the destructive blast sphere ability. In addition, you gain a (blast type) and a (blast shape) talent of your choice. Your first (blast type) talent does not need to be associated with a sphere that you already possess. The Extra Blast Type talent grants access to additional blast types.

Destructive Blast

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

Target: 1 creature or object

Cost: 0 sp

Choose a blast type and blast shape you possess. Affected targets take 1d8 damage of a type determined by the (blast type) talent being applied to the *destructive blast*. The *destructive blast*'s damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Augment 1 sp: The *destructive blast* instead deals 1d8 damage + 1d8 damage per 2 levels.

When augmenting a *destructive blast* with Destruction sphere talents, you can only apply 1 (blast type) talent and 1 (blast shape) talent to each individual *destructive blast*.

Destruction Basic Talents

Blast Type Talents

If you possess certain other spheres, you gain additional ways to employ your *destructive blast*. For each sphere you possess, you also gain one free (blast type) available to that sphere from the list below.

Regardless of how many talents or packages you possess, or later possess, in an individual sphere you only ever get one free (blast type) talent from that sphere. If you already possess all the (blast type) talents associated with that sphere, you can instead choose another blast type in its place, or exchange one instance of the Extra Blast Type talent for another talent in the Destruction sphere.

Some blast types also require you to possess particular options within that sphere, such as those associated with the Nature sphere requiring certain geomancy packages. The Extra Blast Type talent grants access to additional blast types.

Blast Type Rider Effects

Most (blast type) talents do two things. First, they determine the damage type of a *destructive blast*. Second, they offer a secondary effect that occurs if a creature is damaged by the *destructive blast*. These secondary effects are called rider effects.

Blast Types and Thematic Casters

Spheres of Power was inspired to help players and GMs alike create thematic casters. The blast types below have specific (blast types) sorted by recommended theme; However, not all (blast types) match up perfectly to how that particular player may be building their character. GMs should work with their players when working with the Destruction sphere. For example, the Bramble (blast type) could easily be renamed Crystal (blast type), replacing all instances of the word 'bramble' from the talent text with the word 'crystal'; making it an [earth geomancy] blast type instead of [plant geomancy]. If a particular (blast type) doesn't fit the theme of a character possessing that sphere, the GM should work with the player to re-fluff or replace the (blast type) with another blast type from another sphere. Except in the switching of physical damage types (bludgeoning, piercing, slashing), GMs generally should avoid modifying what type of damage a (blast type) does when re-fluffing a (blast type) to fit a specific theme.

Alteration Sphere

Form-Breaking (blast type)

Your blast causes affected targets to have their body bend and twist in unhealthy ways, dislocating bones, pinching nerves, and tearing tendons.

Your *destructive blast* deals bludgeoning damage. Any (blast shape) talent that allows a Dexterity saving throw instead allows a Strength saving throw. Any creature damaged by the blast has disadvantage on Strength (Athletics) and Dexterity (Acrobatics) checks until the start of your next turn.

Augment 1 sp: Damaged creatures have disadvantage for 1 minute. Affected creatures are allowed a new saving throw to end the effect on themselves at the end of each of their turns.

Poison (blast type)

A venom spews forth from your form, poisoning those it comes into contact with.

Your *destructive blast* deals poison damage. Any (blast shape) talent that allows a Dexterity saving throw instead allows a Constitution saving throw. Any creature damaged by the blast is poisoned until the start of your next turn.

Augment 1 sp: Damaged creatures are instead poisoned for 1 minute. Affected creatures are allowed a new saving throw to end the effect on themselves at the end of each of their turns.

Conjuration Sphere

Restraining (blast type)

Limbs and tentacles reach through a hole in space, bludgeoning and grasping your target.

Your *destructive blast* deals bludgeoning damage. Any blast shape talent that allows a Dexterity saving throw instead allows a Strength saving throw. Any creature damaged by the blast is grappled until the end of your next turn.

Spectral (blast type)

Otherworldly summons solidify briefly to make a flanking attack before fading away into the aether.

Your *destructive blast* deals slashing damage. Any creature damaged by the blast is treated as if there were always an non-incapacitated enemy within 5 feet of it until the start of your next turn.

Creation Sphere

Corrosive (blast type) [alter power]

Deconstructive energies break apart and disintegrate slowly everything it touches.

Your *destructive blast* deals acid damage. Any creature damaged by the blast takes additional acid damage equal to the number of damage dice rolled at the beginning of its next turn; This additional acid damage does not count as part of the *destructive blast's* initial damage for the purpose of interacting with other feats or abilities that would increase its damage.

Augment 1 sp: Acidic slime adheres to the ground underneath the target or the area of effect for 1 minute. Any creature that enters these squares takes acid damage equal to the number of damage dice rolled. A target can only be affected once per round.

Physical (blast type) [create power]

You summon an object that flies at the target and strikes them before disappearing.

Each time you apply this (blast type) talent, choose bludgeoning, piercing, or slashing. Your *destructive blast* deals damage of the chosen type. Your *destructive blast* doesn't count as magic for effects that grant resistance, immunity, or other benefits against magic.

Augment 1 sp: The object or objects break apart and remain for 1 minute, making the square or squares where the *destructive blast* affected difficult terrain for 1 minute.

Dark Sphere

Beshadowed (blast type)

Shadows numb the nerves and dull the senses of enemy creatures.

Your *destructive blast* deals cold damage. Any creature damaged by the blast treats all creatures as having half cover (+2 AC and Dexterity saving throws) and takes disadvantage on all Perception checks that rely on vision until the start of your next turn. Creatures with darkvision or the ability to see through magical darkness ignore this effect.

Augment 1 sp: Creatures without darkvision are instead blinded for a number of rounds equal to your proficiency bonus. Creatures with darkvision treat all creatures as having half cover (+2 AC and Dexterity saving throws) for a number of rounds equal to your proficiency bonus. Creatures able to see through magical darkness suffer no penalty. A successful Wisdom saving throw reduces these durations to 1 round.

Ink (blast type)

Dark energy lingers on those it touches.

Your *destructive blast* deals necrotic damage. Any creature damaged by the blast has disadvantage on saves against effects of the Dark sphere until the end of your next turn. Any blast

shape talent that allows a Dexterity saving throw instead allows a Wisdom saving throw.

Augment 1 sp: The duration of the disadvantage increases to 1 minute.

Death Sphere

Draining (blast type)

Life drains away from the creature leaving the target an empty husk.

Your *destructive blast* deals necrotic damage. Any creature damaged by the blast must succeed on a Constitution saving throw or have its exhaustion level increased by 1 for a number of rounds equal to your proficiency bonus. This does not stack with itself. Any (blast shape) talent that allows a Dexterity saving throw instead allows a Constitution saving throw.

Augment 2 sp: Any creature damaged by the blast is no longer allowed a saving throw to avoid having its exhaustion level increased.

Necrotic (blast type)

Negative energy saturates the target making them susceptible to death magic.

Your *destructive blast* deals necrotic damage. Any creature damaged by the blast has disadvantage on saves against effects of the Necromancy school and Death sphere until the end of your next turn. Any blast shape talent that allows a Dexterity saving throw instead allows a Constitution saving throw.

Augment 1 sp: The duration of the disadvantage increases to 1 minute.

Divination Sphere

Psionic (blast type)

Surface thoughts are ripped from the target, and momentarily flashed into your mind, granting insight into their future attacks.

Your *destructive blast* deals psychic damage. Any creature damaged by the blast has disadvantage on attack rolls made against you until the end of your next turn. Any blast shape talent that allows a Dexterity saving throw instead allows an Intelligence saving throw.

Augment 1 sp: You also have advantage on saving throws made against creatures damaged by the blast.

Psychic Deluge (blast type)

Sensory information overloads the target's mind, resulting in inaction.

Your *destructive blast* deals psychic damage. Any creature damaged by the blast must make an Intelligence saving throw or else for 1 round on its turn it can use either an action or a bonus action, not both. Any blast shape talent that allows a Dexterity saving throw instead allows an Intelligence saving throw.

Augment 1 sp: The duration that a damaged creature must choose to use an action or bonus action increases to 1 minute. Affected creatures are allowed a new saving throw to end the effect on themselves at the end of their turn.

Enhancement Sphere

Degrading (blast type)

The fortitude of the creature weakens, making it more susceptible to your ally's attacks.

Your *destructive blast* deals force damage. Any creature damaged by the blast has all attacks made against it treated as magical until the start of your next turn.

Augment 1 sp: Damaged creatures must succeed on a Constitution saving throw or not benefit from regeneration until the start of your next turn.

Hindering (blast type)

The limbs and muscles of the creature atrophy, making movement difficult.

Your *destructive blast* deals necrotic damage. Any creature damaged by the blast has its move speed reduced by 10 feet (to a minimum of 5 feet) for 1 minute. Multiple applications of this penalty stack.

Augment 1 sp: Choose one ability score; damaged creatures must succeed on a Constitution saving throw or take disadvantage on ability checks of the chosen type for 1 minute.

Fate Sphere

Cursed (blast type) [curse]

Cosmic energy tug at the destiny and fate of those it touches.

Your *destructive blast* deals necrotic damage. Any creature damaged by the blast has disadvantage on its next ability check or saving throw made before the end of your next turn.

Augment 1 sp: The disadvantage applies to all attack rolls, ability checks, and saving throws made before the end of your next turn.

Tribunal (blast type) [curse]

Judgement is pronounced upon those targeted by your blast.

Your *destructive blast* deals radiant damage. Any creature damaged by the blast has disadvantage on saves against effects of the Fate sphere until the end of your next turn. Any blast shape talent that allows a Dexterity saving throw instead allows a Charisma saving throw.

Augment 1 sp: The duration of the disadvantage increases to 1 minute.

Illusion Sphere

Bewildering (blast type)

Illusionary destructive elements lash out causing psychosomatic burns, bruises, and cuts.

Your *destructive blast* deals psychic damage. Any creature damaged by the blast has disadvantage on saves against effects of the Illusion school and Illusion sphere until the end of your next turn. Any blast shape talent that allows a Dexterity saving throw instead allows an Intelligence saving throw.

Augment 1 sp: The duration of the disadvantage increases to 1 minute.

Shadow (blast type)

Shadowstuff is blended into your blast, giving your illusion substance.

Each time you apply this (blast type) talent, choose a damage type. Your *destructive blast* deals damage of the chosen type, but it deals half damage. Any blast shape talent that allows a Dexterity saving throw instead allows an Intelligence saving throw.

Augment 1 sp: Your *destructive blast* deals normal damage instead of half damage.

Life Sphere

Invigorating (blast type)

Healing energy is drawn inward toward you as radiant energy burns your foes.

Your *destructive blast* deals radiant damage. Whenever you damage creatures with your blast, you gain temporary hit points equal to the number of damage dice rolled that last until the beginning of your next turn.

Augment 1 sp: The temporary hit points last for 1 minute.

Augment 1 sp: Instead of gaining temporary hit points, you regain hit points.

Vivacity (blast type)

Positive energy pulses out, burning the flesh of those it touches.

Your *destructive blast* deals radiant damage. You have advantage on any attack rolls made as part of the *destructive blast* if the target is undead. Undead have disadvantage on any saving throws made against your *destructive blast*. Any blast shape talent that allows a Dexterity saving throw instead allows a Wisdom saving throw.

Augment 1 sp: Undead creatures that take damage must succeed a Wisdom saving throw or be turned until the start of your next turn. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.



Light Sphere

Illuminating (blast type)

Luminescent energy clings to those it touches, revealing their movement.

Your *destructive blast* deals radiant damage. Any creature damaged by the blast gains disadvantage on all Stealth checks and is made visible in dim light or only lightly obscured in darkness. These effects last until the start of your next turn.

Augment 1 sp: Creatures that take damage are made visible in areas of darkness, instead of just lightly obscured.

Radiant (blast type)

Blinding light makes your enemies' attacks less effective.

Your *destructive blast* deals radiant damage. Choose one creature damaged by your *destructive blast*. That creature has disadvantage on all attack rolls made before the end of your next turn.

Augment 1 sp: The creature is instead blinded until the end of your next turn.

Mind Sphere

Charming (blast type)

Invasive psychic energy fills the creature's mind and heart with the power of friendship.

Your *destructive blast* deals psychic damage. Any creature damaged by the blast must make a Charisma saving throw or be charmed until the start of your next turn. A creature charmed by this blast receives a new saving throw to end the condition any time they take damage. Any blast shape talent that allows a Dexterity saving throw instead allows a Charisma saving throw.

Augment 1 sp: Creatures that fail their saving throw are instead charmed for 1 minute. Affected creatures are allowed a new saving throw to end the effect on themselves at the end of their turn.

Frightful (blast type)

Doubt and insecurity consume the creature, leaving them in a state of dread.

Your *destructive blast* deals psychic damage. Any creature damaged by the blast must make a Wisdom saving throw or be frightened until the start of your next turn. Any blast shape talent that allows a Dexterity saving throw instead allows a Wisdom saving throw.

Augment 1 sp: Creatures that fail their saving throw are instead frightened for 1 minute. Affected creatures are allowed a new saving throw to end the effect on themselves at the end of their turn.

Nature Sphere

Bludgeoning (blast type) [earth geomancy]

Earth bludgeons and bombards the creature, pushing them away from the blast.

Your *destructive blast* deals bludgeoning damage. Any creature damaged by the blast is pushed 5 feet from the point of origin of the effect (usually yourself). This movement does not provoke opportunity attacks. Any blast shape talent that allows a Dexterity saving throw instead allows a Strength saving throw. If the target is knocked into another creature or a solid object, the target and creature or solid object suffer

If using a talent such as the Explosive Orb (blast shape), the point of origin would be the center of the blast. If using the Wall (blast shape), each square of wall is considered the center of effect for those who enter that section. If using Guided Strike, you can choose from which direction you want to push the target, even pushing them up or down if you should desire. Pushing a target into the ground knocks them prone.

1d6 bludgeoning damage, + 1d6 for every 5 feet the target would have continued past the barrier.

Draw on nature (Augment 0 sp): If there is a 5-foot cube (or equivalent volume) of dirt, sand, or stone within your *destructive blast* range, you can choose to have your *destructive blast* not count as magic for the purpose of affecting creatures with a bonus against, or resistance or immunity to, magic. You can use the augment granted by the Create Nature talent of the Nature sphere as part of casting to apply this augment.

Augment 1 sp: The distance creatures are pushed increases by up to 20 feet.

Bramble (blast type) [plant geomancy]

Thorny vines writhe and entangling anything it touches, holding them in place.

Your *destructive blast* deals piercing damage. Any creature damaged by the blast must succeed on a Dexterity saving throw or be grappled. This condition lasts until the creature succeeds on a new Dexterity saving throw made as an action or until the bramble is destroyed. Each 5-foot square of bramble has 3 hit points per level of the caster and an AC of 10. The bramble disappears when destroyed or after the creature escapes. An affected creature whose space has been at least half cleared of the bramble has advantage on their saving throws to escape and may attempt them as a bonus action.

Draw on nature (Augment 0 sp): If there is a 10-foot radius of plantlife within your *destructive blast* range, you can choose to have your *destructive blast* not count as magic for the purpose of affecting creatures with a bonus against, or resistance or immunity to, magic. You can use the augment granted by the Create Nature talent of the Nature sphere as part of casting to apply this augment.

Augment 1 sp: Creatures that fail their saving throw are instead restrained.

Drowning (blast type) [water geomancy]

Bone chilling ice water soaks the target of your blast.

Your *destructive blast* deals cold damage. Any creature damaged by the blast has disadvantage on saves against effects of the water package of the Nature sphere and is considered wet until the end of your next turn. In addition, any area or space that your blast touches is considered doused for the purpose of extinguishing open flames. Any blast shape talent that allows a Dexterity saving throw instead allows a Constitution saving throw.

Draw on nature (Augment 0 sp): If there is a 5-foot cube of water (or equivalent volume) within your *destructive blast* range, you can choose to have your *destructive blast* not count as magic for the purpose of affecting creatures with a bonus

against, or resistance or immunity to magic. You can use the augment granted by the Create Nature talent of the Nature sphere as part of casting to apply this augment.

Augment 1 sp: The duration of the disadvantage increases to 1 minute.

Fire (blast type) [fire geomancy]

Flames linger as they suffer from the smoldering embers of your blast.

Your *destructive blast* deals fire damage. Any creature damaged by the blast must succeed on a Dexterity saving throw or catch fire, taking 1d8 fire damage per round at the end of its turn until the flames are extinguished. The fire damage from being on fire increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8). Being on fire does not count as part of the *destructive blast's* initial damage for the purpose of interacting with other feats or abilities that would increase its damage. Creatures may attempt a Dexterity saving throw to extinguish the flames at the end of each of their turns before the damage is incurred. Using an action to roll on the ground or to use a blanket to smother the flames automatically extinguishes the flame.

Draw on nature (Augment 0 sp): If there is a fire of at least medium size within your *destructive blast* range, you can choose to have your *destructive blast* not count as magic for the purpose of affecting creatures with a bonus against, or resistance or immunity to magic. You can use the augment granted by the Create Nature talent of the Nature sphere as part of casting to apply this augment.

Augment 1 sp: Creatures that are on fire are frightened until the flames are extinguished.

Razor Wind (blast type) [air geomancy]

Sharp winds cut away at the defenses of anything in its path.

Your *destructive blast* deals slashing damage. Any creature damaged by the blast is imposed with a -1 penalty to AC until the end of your next round. Multiple applications of this penalty stack. Any blast shape talent that allows a Dexterity saving throw instead allows a Constitution saving throw.

Draw on nature (Augment 0 sp): If there is a 5-foot cube of air (or equivalent volume) within your *destructive blast* range, you can choose to have your *destructive blast* not count as magic for the purpose of affecting creatures with a bonus against, or resistance or immunity to magic. You can use the augment granted by the Create Nature talent of the Nature sphere as part of casting to apply this augment.

Augment 1 sp: The penalty to AC lasts for 1 minute.

Shrapnel (blast type) [metal geomancy]

Armor piercing shrapnel litter the area, leaving behind caltrops in the wake of your blast.

Your *destructive blast* deals piercing damage. All affected squares (or squares directly below the affected area) become covered in caltrops until the end of your next turn. These caltrops use your Destruction sphere DC and deal damage equal to the number of damage dice of your *destructive blast*.

Draw on nature (Augment 0 sp): If there is a 5-foot cube (or equivalent volume) of metal within your *destructive blast* range, you can choose to have your *destructive blast* not count as magic for the purpose of affecting creatures with a bonus against, or resistance or immunity to magic. You can use the

augment granted by the Create Nature talent of the Nature sphere as part of casting to apply this augment.

Augment 1 sp: The caltrops remain for 1 minute. Creatures moving through the affected area are subject to the Dexterity saving throw regardless of speed.

Caltrops

As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

Protection Sphere

Confining (blast type)

A weak barrier forms around those hit, impeding any movement towards you.

Your *destructive blast* deals force damage. Any creature damaged by the blast must succeed on a Strength saving throw or be unable to move any closer to you until the start of your next turn.

Augment 1 sp: Affected creatures also take additional force damage equal to the number of damage dice rolled if they willingly move from their current space before the start of your next turn.

Warding (blast type)

A weak barrier forms around those hit, impeding their next attack against you.

Your *destructive blast* deals bludgeoning damage. Choose a creature you damaged with your blast. You gain resistance to the first damaging attack or effect that creature makes that affects you before the start of your next turn.

Augment 1 sp: You may choose up to a number of damaged creatures equal to your proficiency bonus.

Telekinesis Sphere

Gravity (blast type)

A mass of dense energy surrounds those it touches, shifting gravity to pull in attacks toward it.

Your *destructive blast* deals force damage. Choose a creature you damaged with your blast. Other creatures have advantage on attack rolls made against that creature until the start of your next round.

Augment 1 sp: Any creature damaged by the blast has disadvantage on saves against effects of the Telekinesis sphere until the end of your next round.

Kinetic (blast type)

Telekinetic force knocks your foes off balance.

Your *destructive blast* deals force damage. Any creature damaged by the blast must succeed on a Strength saving throw or become prone.

Augment 1 sp: For 1 minute, any creature made prone by the blast cannot stand up without first succeeding on a Strength saving throw made as an action or bonus action. A successful saving throw ends this effect.

Time Sphere

Entropic (blast type)

Creatures suffer the pains and disadvantages of age.

Your *destructive blast* deals necrotic damage. Any creature damaged by the blast must make a Constitution saving throw or suffer disadvantage on physical saving throws (Strength, Dexterity, Constitution) for 1 round. Any blast shape talent that allows a Dexterity saving throw instead allows a Constitution saving throw. Creatures who explicitly do not suffer ill effects from aging are immune to this effect.

Augment 1 sp: Creatures that fail their saving throw, suffer disadvantage on all saving throws, not just physical.

Slowing (blast type)

Temporal energy envelops the creature, slowing down its actions.

Your *destructive blast* deals force damage. Any creature damaged by the blast must make a Wisdom saving throw or else for 1 round on its turn it can use either an action or a bonus action, not both. Any blast shape talent that allows a Dexterity saving throw instead allows a Wisdom saving throw.

Augment 1 sp: Creatures that fail their saving throw are instead stunned for 1 round.

Universal Sphere

Chromatic (blast type) [wild magic]

Prismatic energy that is continuously in flux, producing a random effect everytime the blast is used.

Roll a d6, your *destructive blast* deals a type of damage corresponding to the die roll; 1 - acid, 2 - cold, 3 - fire, 4 - lightning, 5 - poison, 6 - thunder. You can choose to roll on the Cantrips: Wild Magic table and apply the result's effects in addition to the blast.

Augment 1 sp: The corresponding die roll is now as follows: 1 - force, 2 - necrotic, 3 - psychic, 4 - radiant, 5 or 6 - your choice of acid, bludgeoning, cold, fire, lightning, piercing, poison, slashing, or thunder.

Augment 1 sp: You can choose to roll on the General: Wild Magic table, instead of the Cantrips: Wild Magic table.

Disrupting (blast type) [dispel]

Disruptive energy surrounds and distracts those that use magic.

Your *destructive blast* deals force damage. Creatures damaged by your blast suffer disadvantage on all concentration checks until the start of your next turn.

Augment 1 sp: Until the start of your next turn, creatures damaged by your blast must make a concentration check to use any spell or magical effect.

Siphoning (blast type) [mana]

Magical energy is siphoned from a creature and into yourself.

Your *destructive blast* deals psychic damage. If your *destructive blast* successfully deals damage to one or more spellcasters, spherecasters, or creatures with innate spellcasting or psionics, you gain a temporary spell point. If the final spell point cost of your *destructive blast* is 1 or more spell points, you gain a temporary spell point whenever you damage one or more creatures with your *destructive blast*. You cannot gain more than 1 spell point from any *destructive blast*, and if you strike targets with multiple Siphoning *destructive blasts* in the same round, you cannot gain more temporary spell points this way

in a single round than half your proficiency bonus. All temporary spell points gained through this blast type disappear at the start of your next turn.

Warp Sphere

Dismissing (blast type)

Anti-planar energy punishes those not native to the current plane.

Your *destructive blast* deals force damage. You have advantage on any attack rolls made as part of the *destructive blast* if the target is conjured or summoned (such as with the Conjunction sphere or a spell from the Conjunction school). Conjured or summoned creatures have disadvantage on any saving throws made against your *destructive blast*. Any blast shape talent that allows a Dexterity saving throw instead allows a Charisma saving throw.

Augment 1 sp: Dismissing works on any target that is not on their native plane, not just summoned or conjured creatures.

Augment 4 sp: Damaged conjured or summoned creatures (or any target that is not on their native plane if augmented with 1 sp), must succeed a Charisma saving throw or be banished, returning to their home plane.

Teleporting (blast type)

Space warps around those that come into contact with your blast, brutally teleporting them to a nearby location.

Your *destructive blast* deals force damage. Any creature damaged by the blast must pass a Wisdom saving throw or be teleported 5 feet in the direction of your choosing, but must end their movement on a surface capable of supporting them and may not be moved into solid objects or intrinsically dangerous spaces.

Augment 1 sp: The teleportation distance increases to up to 20 feet.

Weather Sphere

Special: Possessing the Weather sphere grants the option of taking Nature sphere's Razor Wind blast type as if you possessed air geomancy in place of the below options.

Gale (blast type)

Powerful winds howl at your target, leaving them vulnerable to other wind effects.

Your *destructive blast* deals thunder damage. Any creature damaged by the blast has disadvantage on saves against effects of the air package of the Nature sphere and (wind) talents of the Weather sphere until the end of your next turn. Any blast shape talent that allows a Dexterity saving throw instead allows a Constitution saving throw.

Draw on nature (Augment 0 sp): If you are within an area of wind severity of 1 or higher, or if there is a 5-foot cube of air (or equivalent volume) within your *destructive blast* range, you can choose to have your *destructive blast* not count as magic for the purpose of affecting creatures with a bonus against, or resistance or immunity to magic. You can use the augment granted by the Create Nature talent of the Nature sphere as part of casting to apply this augment.

Augment 1 sp: The duration of the disadvantage increases to 1 minute.

Ice (blast type)

Ice freezes over the limbs of your target hampering their movements.

Your *destructive blast* deals cold damage. Any creature damaged by the blast has its move speed reduced by 10 feet (to a minimum of 5 feet) for 1 minute. Any blast shape talent that allows a Dexterity saving throw instead allows a Constitution saving throw.

Draw on nature (Augment 0 sp): If you are within an area of precipitation and cold severity each of 1 or higher, or if there is a 5-foot cube of water (or equivalent volume) within your *destructive blast* range, you can choose to have your *destructive blast* not count as magic for the purpose of affecting creatures with a bonus against, or resistance or immunity to magic. You can use the augment granted by the Create Nature talent of the Nature sphere as part of casting to apply this augment.

Augment 1 sp: Damaged creatures are encased in ice instead of simply slowed, leaving them restrained for a number of rounds equal to your proficiency bonus. Restrained creatures may make a Strength saving throw as an action to end the restraint. Dealing 3 damage per level to the ice frees the creature. The ice has an AC of 10.

Lightning (blast type)

Electrical energy courses through the nerves of the target, causing muscles to tense up.

Your *destructive blast* deals lightning damage. You have advantage on any attack rolls made as part of the *destructive blast* if the target is wearing armor made of metal. Targets wearing armor made of metal also have disadvantage on any saving throws made against your *destructive blast*. Any creature that takes damage can't take reactions until the start of its next turn.

Draw on nature (Augment 0 sp): If you are within an area of precipitation and wind severity each of 1 or higher, you can choose to have your *destructive blast* not count as magic for the purpose of affecting creatures with a bonus against, or resistance or immunity to magic.

Augment 1 sp: Affected creatures must succeed on a Constitution saving throw or be stunned until the start of your next turn.

Scorching (blast type)

Extreme heat causes nerve damage and exhausts the creature.

Your *destructive blast* deals fire damage. Any creature damaged by the blast takes an additional amount of damage equal to your proficiency bonus; this additional damage is not subject to damage resistance, immunity, or vulnerability. Any blast shape talent that allows a Dexterity saving throw instead allows a Constitution saving throw.

Draw on nature (Augment 0 sp): If you are within an area of aridity and heat severity each of 1 or higher, or if there is a fire of at least medium size within your *destructive blast* range, you can choose to have your *destructive blast* not count as magic for the purpose of affecting creatures with a bonus against, or resistance or immunity to magic. You can use the augment granted by the Create Nature talent of the Nature sphere as part of casting to apply this augment.

Augment 1 sp: Creatures damaged by the blast must succeed on a Constitution saving throw or gain 1 level of exhaus-

tion until they take a long or short rest; this exhaustion does not stack with other magical sources of exhaustion.

Thunder (blast type)

A concussive clap of thunder echoes in the ears of your target, deafening them.

Your *destructive blast* deals thunder damage. Any creature damaged by the blast must succeed on a Constitution saving throw or be deafened for 1 minute. Any (blast shape) talent that allows a Dexterity saving throw instead allows a Constitution saving throw.

Draw on nature (Augment 0 sp): If you are within an area of wind and either aridity or precipitation, each of 1 or higher, you can choose to have your *destructive blast* not count as magic for the purpose of affecting creatures with a bonus against, or resistance or immunity to magic.

Augment 1 sp: Creatures that fail their saving throw are instead stunned until the start of your next turn.

Blast Shape Talents

Aura (blast shape)

Duration: 1 round.

Your *destructive blast* becomes an aura that you can surround yourself with that extends 10 feet from you. While this aura is active, you can spend a bonus action to affect all creatures within the aura with your *destructive blast*. Affected targets may avoid this damage with a successful Dexterity saving throw, but if the final spell point cost of your *destructive blast* is 1 or more spell points, a successful save instead reduces the damage by half and negates any rider effects the (blast type) would otherwise inflict upon its target. As this is a single, ongoing blast, the blast type and other parameters are set at the time of casting.

Augment 1 sp: The duration increases to Concentration, up to 1 minute.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Blade (blast shape)

Casting Time: 1 action or bonus action, chosen at the time of casting.

Duration: Concentration, up to 1 minute

Your *destructive blast* targets and imbues weapons and ammunition. Choose one melee weapon, natural weapon, unarmed strike, or up to 20 pieces of ammunition within range. The damage dealt by the weapon or ammunition changes to that of the chosen blast type. Attacks made in this way do not inflict any additional damage or effects of the blast type, except as described below:

After damaging a creature with an imbued weapon or ammunition, the wielder may spend a bonus action to apply the blast type's rider effect to the damaged creature as if they were damaged by the *destructive blast*. Critical hits made with imbued weapons or ammunition deal an additional 1d6 damage of the chosen blast type, increasing by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6). This additional damage is not rolled twice, but rather added to the total damage dealt.

Augment 1 sp: You can affect a number of additional melee weapons, natural weapons, unarmed strikes, or sets of 20 pieces of ammunition equal to your proficiency bonus.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Chain Blast (blast shape)

Your *destructive blast* arcs toward a target of your choice that you can see within range. A target may avoid this damage with a successful Dexterity saving throw, but if the final spell point cost of your *destructive blast* is 1 or more spell points, a successful save instead reduces the damage by half and negates any rider effects the (blast type) would otherwise inflict upon its target.

Augment 1 sp: When a target fails their saving throw against your *destructive blast*, as a bonus action you can cause the *destructive blast* to leap to another target. You can have the *destructive blast* leap to a total number of targets in a round equal to your proficiency bonus. Each target must be within 30 feet of the previous target and within your *destructive blast* range. No target may be struck by the blast more than once. This augment is chosen when the first target fails their saving throw.

Explosive Orb (blast shape)

Your *destructive blast* targets a 5-foot cube. Affected targets may avoid this damage with a successful Dexterity saving throw, but if the final spell point cost of your *destructive blast* is 1 or more spell points, a successful save instead reduces the damage by half and negates any rider effects the (blast type) would otherwise inflict upon its target.

Augment 0 sp: [Globe] The explosive orb materializes in your hand as a tiny globe about the size of a sling stone. At any time, you or a creature you give the globe to can throw the globe (to a normal range of 20 feet, long range of 60 feet) or hurl it with a sling (to the sling's normal range). It shatters on impact, with the same effect as the normal casting of the *destructive blast*. Even if thrown through a weapon, it deals only the *destructive blast* damage, and the attack cannot be used with the Striking (metasphere) talent. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes. A creature may shatter a globe within its reach as an action or bonus action or by spending 5 feet of movement while moving through the globe's space. Creatures unaware of the globe that move through its space have a 50% chance of shattering it. You cannot have more globes made at a time than your proficiency bonus, and you can treat a globe as if it were an Alchemy sphere formula that may be thrown for the purpose of interacting with the Trap sphere.

Augment 1 sp: When using the globe augment, the globe persists for 8 hours. If you are within *destructive blast* range of the globe, you can cause it to explode as a reaction. At the end of this time, it explodes or dissipates. This choice is made at the time of casting.

Augment 1 sp: The affected area is instead a sphere with a radius of up to 20 feet.

Leap (blast shape)

Your *destructive blast* becomes a 5 foot wide by 10 foot long line. When you use this blast shape, you appear in the last square of the line after the effect is resolved (or the nearest

available space). Affected targets may avoid this damage with a successful Dexterity saving throw, but if the final spell point cost of your *destructive blast* is 1 or more spell points, a successful save instead reduces the damage by half and negates any rider effects the (blast type) would otherwise inflict upon its target. You do not count as having passed through any intermediate space and do not provoke opportunity attacks for moving.

Augment 1 sp: Increase the length of the line by any amount you wish, up to your *destructive blast* range.

Augment 1 sp: You can arrive at any point along the line after the effect is resolved, provided it is an unoccupied space.

Ray (blast shape)

You can shoot your *destructive blast* as a ray, making a ranged spell attack. You can make a melee spell attack instead, if the target is within your natural reach.

Augment 1 sp: You can shoot 2 rays. The number of rays you can shoot increases by 1 at 5th level (3 rays), 11th level (4 rays), and 17th level (5 rays), but no creature or object can be targeted by more than a single ray.

Retribution (blast shape)

Augment 1 sp: You may use this *destructive blast* as a reaction, which you take in response to being damaged by a creature within range that you can see. Your *destructive blast* surrounds and affects the creature that damaged you. The affected target can make a Dexterity saving throw to reduce the damage by half and negates any rider effects the (blast type) would otherwise inflict upon its target.

Sculpt (blast shape)

Range: self

Area: varies; see augment

Augment 0 sp: Your *destructive blast* affects a 5-foot radius area, centered within range. You can exclude yourself from this area. Affected targets may avoid this damage with a successful Dexterity saving throw, but if the final spell point cost of your *destructive blast* is 1 or more spell points, a successful



save instead reduces the damage by half and negates any rider effects the (blast type) would otherwise inflict upon its target.

Augment 1 sp: Your *destructive blast* becomes either a 30-foot cone or a 120-foot by 5-foot line, each emanating from a point within range. Affected targets may avoid this damage with a successful Dexterity saving throw, but if the final spell point cost of your *destructive blast* is 1 or more spell points, a successful save instead reduces the damage by half and negates any rider effects the (blast type) would otherwise inflict upon its target.

Sphere (blast shape)

Duration: 1 round

Your *destructive blast* takes the form of a 5-foot-diameter sphere, appearing in an unoccupied space of your choice within range. Any creature that enters the sphere's space is affected by your *destructive blast*. Affected targets may avoid this damage with a successful Dexterity saving throw, but if the final spell point cost of your *destructive blast* is 1 or more spell points, a successful save instead reduces the damage by half and negates any rider effects the (blast type) would otherwise inflict upon its target.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature may attempt a Dexterity saving throw to negate the sphere's damage and the sphere stops moving this turn, ending its movement in the space immediately prior to the creature. The sphere flies and is never at risk of falling.

Augment 1 sp: The duration increases to Concentration, up to 1 minute.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Tether (blast shape)

Duration: Concentration, up to 1 minute

Your *destructive blast* tethers the target to you. Make a melee (if the target is within your natural reach) or ranged spell attack against a creature or object within 30 feet to deal your *destructive blast* damage and tether the target to you. The target cannot move away from you unless you allow it. For as long as the tether persists, neither you nor the target can move more than 30 feet away from each other. Either may attempt to drag the other, requiring a contested Strength check; if the moving creature wins the check, it may move up to half its speed, dragging the other. Creatures two or more sizes larger can't be dragged and may move freely at full speed, dragging the smaller creature. For as long as the tether remains, you can deal *destructive blast* damage to the tethered target as a bonus action. Tethered targets may avoid this damage with a successful Dexterity saving throw, but if the final spell point cost of your *destructive blast* is 1 or more spell points, a successful save instead reduces the damage by half and negates any rider effects the (blast type) would otherwise inflict upon its target. As this is a single, ongoing blast, the blast type and other parameters are set at the time of casting.

The tether has AC equal to 10 + your proficiency bonus and 3 hit points per level, which refresh at the beginning of your

turn. The tether has immunity to psychic damage and the damage type matching that of the *destructive blast*.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Wall (blast shape)

Duration: concentration, up to 1 minute

Your *destructive blast* becomes a 5-foot-by-5-foot panel wall that lasts for the duration. Panels of the wall must be placed on a flat surface. Creatures passing through your wall suffer your *destructive blast*'s damage and effects. Creatures standing in the wall's space when it is created are allowed a Dexterity saving throw to avoid this damage, but if the final spell point cost of your *destructive blast* is 1 or more spell points, a successful save instead reduces the damage by half and negates any rider effects the (blast type) would otherwise inflict upon its target. Upon a successful save, the creature may choose which side of the wall to be on, otherwise you choose (the creature must be able to fit in the available space on the chosen side). The wall does not block line of effect, sight, projectiles, or thrown objects. An individual creature cannot be damaged by a *destructive blast* with this blast shape more than once per turn, regardless of how many times they enter or pass through a panel. The maximum number of panels you can create doubles at 5th level (2 panels), 11th level (4 panels), and 17th level (8 panels). Each panel must be contiguous with another panel.

Augment 0 sp: You can instead create a sphere or hemispherical dome with a maximum radius no greater than the width or height of your panel.

Augment 1 sp: The maximum width and height of each panel increases by 5 feet (10-foot-by-10-foot), increasing again at 5th level (15-foot-by-15-foot), 11th level (20-foot-by-20-foot), and 17th level (25-foot-by-25-foot).

Augment 1 sp: You can create twice as many panels; 1st level (2 panels), 5th level (4 panels), 11th level (8 panels), and 17th level (16 panels).

Augment 1 sp: the wall blocks sight and moving through the wall requires 5 feet of movement. If you are of 11th level or higher, non-magical projectiles that pass through the wall are destroyed.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Other Talents

Blaster Adept

Choose one damage type. When you roll damage for a *destructive blast* dealing the chosen damage type, you can add your key ability modifier to the damage dealt.

Augment 1 sp: As a reaction, when you roll damage for a *destructive blast* that deals damage of the chosen type, you can treat any 1 or 2 on a damage die as a 3 for that round.

You may take this talent multiple times, each time choosing a different damage type.

Energy Weapon

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

Cost: 0 sp

You conjure a weapon that you are proficient with, which appears to be made out of solidified energy. If you conjure a ranged weapon, it also produces an amount of ammunition each round equal to your proficiency bonus. Instead of dealing bludgeoning, piercing, or slashing damage, the weapon deals a type of damage that matches a (blast type) talent you possess. Regardless of what type of damage the weapon deals, it counts as magical for the purpose of damage immunity or resistance.

If you drop the weapon or throw it, it dissipates at the end of the turn. Any ammunition conjured by this effect also dissipates at the end of the turn. Thereafter, while the effect persists, you can use a bonus action to cause the weapon to reappear in your hand.

Augment 1 sp: For the duration, when making attacks with the weapon, you can choose to make a spell attack roll instead of a weapon attack roll.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment can be applied after the effect is cast on your turn without an action.

Epicenter

You are immune to any damage and other effects of your own *destructive blasts*. This includes ignoring difficult terrain created by a blast type and immunity to your own (blast shape) talents with a non-instantaneous duration.

Extra Blast Type

Choose three (blast type) talents that you don't possess; you gain those blast types. You do not need to possess the base sphere (or sphere packages) associated with those blast types. This talent may not be used to select advanced talents. You can select this talent more than once; each time you gain three additional (blast type) talents.

Guided Strike

Augment 1 sp: You have advantage on spell attack rolls made as part of your *destructive blast*. Augments that grant additional attack rolls as part of the *destructive blast* (such as with the Ray (blast shape) talent), grant advantage to all spell attack rolls made for the casting. If you would already have advantage on your spell attack roll, you can reroll one of the dice once.

Selective Blast

Augment 0 sp: When using a *destructive blast* with an instantaneous duration, you can exclude one creature; it suffers no damage or effects.

Augment 1 sp: You can exclude a number of creatures equal to your proficiency bonus.

Destruction Advanced Talents

Calamity (blast shape)

Prerequisites: Destruction sphere (Sculpt), 11th level or higher.

Augment 1 sp: When using the Sculpt blast shape, the line becomes 500 feet long, the cone becomes 90 feet long, or you affect everything within 30 feet of you.

Disintegrate (blast type)

Prerequisites: Destruction sphere, 5th level or higher.

Augment 1 sp: Your *destructive blast* deals force damage and deals additional damage equal to your level. Any creature reduced to 0 hit points by your *destructive blast* is entirely disintegrated, leaving behind only a trace of fine dust, although their magic items are unaffected. The creature can be restored to life only by means of the Greater Resurrection talent, or the true resurrection or wish spells. This blast type does double damage to objects.

When targeting a non-magical object that is not worn or held, the *destructive blast* simply disintegrates as much as a 10-foot cube of matter. Thus, it disintegrates only part of any very large object or structure targeted. The blast affects even objects constructed entirely of force, but not magical effects such as a globe of invulnerability, an antimagic field, or the Barrier ward of the Protection sphere.

Cloud (blast shape)

Prerequisites: Destruction sphere (Sphere (blast shape)), 5th level or higher.

Duration: Concentration, up to 10 minutes

Augment 3 sp: You can make your *destructive blast* into a roiling cloud of destruction. The cloud covers a 15-foot radius, 15-foot tall cylinder and is stationary unless you direct it to move as a bonus action, which it does at a rate of 40 feet. The area within the cloud is heavily obscured. Any creatures who enter or begin their turn inside the cloud suffer the effects of your *destructive blast*. Affected targets must make a Dexterity saving throw. On a successful save, they take half damage and negate any rider effects the (blast type) would otherwise inflict upon its target. The radius and height of the cylinder increases by 5 feet at 11th level (20-foot radius, 20-foot tall), and 17th level (25-foot radius, 20-foot tall).

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Penetrating Blast

Prerequisites: Destruction sphere, 5th level or higher.

Augment 1 sp: Your *destructive blast* ignores any resistance to its damage type that affected creatures and objects possess. Creatures and objects with immunity to the damage type are instead treated as having resistance.

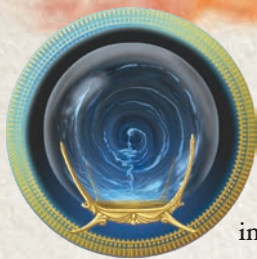
Variants

Dedicated Evoker

You do not gain additional (blast type) talents for possessing other spheres. You gain the Blaster Adept talent as a bonus talent. You may not possess both this and the Nature Bound variant.

Nature Bound

You cannot choose any (blast type) talent of your choice when you gain the Destruction sphere, but are instead limited to (blast type) talents associated with the Nature and Weather spheres and can only cast them if applying the draw on nature augment. You gain any one Destruction talent as a bonus talent. You may not possess both this and the Dedicated Evoker variant.



Divination Sphere

You can predict the future and gain information not available to the usual 5 senses.

When you first gain the Divination sphere, you gain the divine and sense sphere abilities. In addition, you gain a (divine) and a (sense) talent of your choice. Your first (divine) talent does not need to be associated with a sphere that you already possess. The Expanded Divinations talent grants access to additional alternate divinations.

Divine

Casting Time: 10 minutes

Cost: 0 sp

Area: 120 feet

Range: self

Duration: Concentration up to 10 minutes

Choose a (divine) talent you possess; the effect of divine is determined by the chosen talent. Unless explicitly stated otherwise, you generally cannot pinpoint the location of a hidden creature or object simply by sensing the presence or general direction of their aura. Divine can penetrate most barriers, but it is blocked by sufficiently dense objects, unless otherwise noted. Refer to Table: Density Categories and Common Substances below to see what objects can block divining. Many (divine) talents have a recall lore augment, which allow the diviner to gain additional information about a subject or target.

Augment 1 sp: The casting time of divine becomes an action.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Sense

Casting Time: 1 action

Cost: 0 sp

Range: self

Duration: Concentration up to 1 hour

You can grant yourself paranormal senses with a range of 30 feet. Choose and gain the effects of one (sense) talent you possess.

Augment 1 sp: Your sense acts out to a range of 120 feet.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Table: Density Categories and Common Substances

Density Category	Example Substance	Amount that blocks Divine
Weightless	Feathers or Balsa Wood	30 feet
Light	Coal or Wood	3 feet
Somewhat Dense	Flesh or Stone (such as Granite)	A foot
Dense	Common Metal (such as Copper, Iron, and Steel)	An inch
Very Dense	Uncommon or Rare Metal (such as Adamantium, Lead, Gold, Platinum)	A thin sheet

Divination Basic Talents

Talents designated as (divine) talents grant you additional ways to employ your divine ability, while (sense) talents expand your sense ability.

Alternate Divinations

If you possess certain other spheres, you gain additional ways to employ your divine ability. For each sphere you possess, you also gain one (divine) talent available to that sphere from the list below. If you already possess all the (divine) talents associated with that sphere, you can instead choose another alternate divination in its place, even if you do not possess that sphere. Some talents also require you to possess particular options within that sphere, such as those associated with the Nature sphere requiring certain geomancy packages.

Alteration

Detect Monstrosity (divine)

For the duration, you can potentially divine the presence of monstrosities within its area. If a creature of the monstrosity creature type fails a Charisma saving throw, you can see a faint monstrosity aura surrounding them, allowing you to determine whether or not the creature is a monstrosity. An aura can only be seen while the creature is also visible; however, even if you



cannot see the creature, you do sense the presence and general direction of those auras.

Recall Lore (Augment 1 sp): You can focus on a visible monstrosity aura for 1 minute and make a DC 20 Intelligence (Nature) check. With a successful check, you learn what kind of monstrosity the creature is. You can apply this augment multiple times during the same casting of Detect monstrosity, each time focusing on a different monstrosity aura.

Detect Shapechanger (divine)

For the duration, you can potentially divine the presence of shapechangers within its area. If a creature with the shapechanger tag, shapeshifter ancestry (such as a changeling), or a creature affected by a petrification or polymorph effect (such as the shapeshift Alteration sphere ability) fails a Charisma saving throw, you can see a faint shapeshifter aura surrounding them, allowing you to determine whether or not the creature has morphic qualities. An aura can only be seen while the creature is also visible; however, even if you cannot see the creature, you do sense the presence and general direction of those auras.

Recall Lore (Augment 1 sp): You can focus on a visible shapeshifter aura 1 minute and make a DC 20 Intelligence (Arcana) check. With a successful check, you learn what kind of shapechanger the creature is, what their primary shapechanger heritage is, or how the creature was petrified or polymorphed as well as their original form. You can apply this augment multiple times during the same casting of Detect Shapechanger, each time focusing on a different shapeshifter aura.

Conjuration

Detect Aberrations (divine)

For the duration, you can potentially divine the presence of aberrations within its area. If a creature of the aberration creature type fails a Charisma saving throw, you can see a faint aberration aura surrounding them, allowing you to determine whether or not the creature is an aberration. An aura can only be seen while the creature is also visible; however, even if you cannot see the creature, you do sense the presence and general direction of those auras.

Recall Lore (Augment 1 sp): You can focus on a visible aberration aura for 1 minute and make a DC 20 Intelligence (Arcana) check. With a successful check, you learn what kind of aberration the creature is. You can apply this augment multiple times during the same casting of Detect Aberrations, each time focusing on a different aberration aura.

Detect Summons (divine)

For the duration, you can potentially divine the presence of extraplanar creatures within its area. If an extraplanar or summoned creature fails a Charisma saving throw, you can see a faint conjuration aura surrounding them, allowing you to determine whether or not the creature is extraplanar or summoned. An aura can only be seen while the creature is also visible; however, even if you cannot see the creature, you do sense the presence and general direction of those auras.

Recall Lore (Augment 1 sp): You can focus on a visible conjuration aura for 1 minute and make a DC 20 Intelligence

(Arcana) check. With a successful check, you learn what kind of extraplanar or summoned creature is, and what their home plane is. You can apply this augment multiple times during the same casting of Detect Summons, each time focusing on a different conjuration aura.

Creation

Detect Constructs (divine)

For the duration, you can potentially divine the presence of constructs and similar creatures within its area. If a creature of the construct creature type or with construct ancestry (such as warforged) fails a Charisma saving throw, you can see a faint construct aura surrounding them, allowing you to determine whether or not the creature has construct anatomy. An aura can only be seen while the creature is also visible; however, even if you cannot see the creature, you do sense the presence and general direction of those auras.

Recall Lore (Augment 1 sp): You can focus on a visible construct aura for 1 minute and make a DC 20 Intelligence (History) check. With a successful check, you learn what kind of construct the creature is, or what their primary construct heritage is. You can apply this augment multiple times during the same casting of Detect Constructs, each time focusing on a different construct aura.

Detect Oozes (divine)

For the duration, you can potentially divine the presence of oozes within its area. If a creature of the ooze creature type fails a Charisma saving throw, you can see a faint ooze aura surrounding them, allowing you to determine whether or not the creature is an ooze. An aura can only be seen while the creature is also visible; however, even if you cannot see the creature, you do sense the presence and general direction of those auras.

Augment 1 sp: You can focus on a visible ooze aura for 1 minute and make a DC 20 Intelligence (Arcana) check. With a successful check, you learn what kind of ooze the creature is. You can apply this augment multiple times during the same casting of Detect Oozes, each time focusing on a different ooze aura.

Object Reading (divine)

You can perform psychometry on a target object you touch, gaining information about its history or previous owners. In addition to the information you acquire below, you gain advantage on checks to discern the value of the object for as long as you continue to divine the object. For every 1 minute you divine the object you gain one additional piece of information found in the following order: Last owner's race, last owner's gender, last owner's age, last owner's alignment, how the last owner lost or gained the object.

Augment 1 sp: You can continue to divine the object, learning information on the owner before the last at the same rate in the same order. This augmentation is applied when the previous information is completely divined. Should this effect be interrupted for 2 or more consecutive rounds, you must start again at the beginning unless you spend 1 spell point per past owner.

Dark

Detect Fiends (divine)

For the duration, you can potentially divine the presence of fiends, half-fiends, and similar creatures within its area. If a creature of the fiend creature type or with fiendish ancestry (such as half-fiends and tieflings) fails a Charisma saving throw, you can see a faint fiendish aura surrounding them, allowing you to determine whether or not the creature has fiend essence. An aura can only be seen while the creature is also visible; however, even if you cannot see the creature, you do sense the presence and general direction of those auras.

Recall Lore (Augment 1 sp): You can focus on a visible fiendish aura for 1 minute and make a DC 20 Intelligence (Arcana) check. With a successful check, you learn what kind of fiend the creature is, or what their primary fiendish heritage is. You can apply this augment multiple times during the same casting of Detect Fiends, each time focusing on a different fiendish aura.

Detect Shadows (divine)

For the duration, you can potentially divine the presence of creatures or objects touched by the plane of shadow within its area. If a creature or object native to the plane of shadow or under the effects of a (meld) talent from the Dark sphere (or similar shadow magic effect) fails a Charisma saving throw, you can see a faint shadow aura surrounding them. An aura can only be seen while the creature or object is also visible; however, even if you cannot see the creature or object, you do sense the presence and general direction of those auras.

Augment 1 sp: You can focus on a visible shadow aura for 1 minute and make a DC 20 Intelligence (Arcana) check. With a successful check, you learn whether the creature or object is native to the plane of shadow or if it is merely imbued by it. If the creature is native to the plane of shadow, you learn what type of creature it is. If the creature or object is merely imbued by shadow plane energy, you learn what (meld) talents or shadow magic effects are affecting it. You can apply this augment multiple times during the same casting of Detect Shadows, each time focusing on a different shadow aura.

Death

Detect Curse (divine)

For the duration, you can potentially divine the presence of curses within its area. Objects or areas that are under the effects of a curse, have a faint curse aura around them that you can see. If a creature under the effect of a curse fails a Charisma saving throw, you can see a faint curse aura surrounding them, allowing you to determine whether or not the creature is cursed. An aura can only be seen while the creature is also visible; however, even if you cannot see the creature, you do sense the presence and general direction of those auras.

Augment 1 sp: You can focus on a visible curse aura for 1 minute and make a DC 20 Intelligence (Religion) check. With a successful check, you can also divine its properties and duration, and if the curse was created by a spell or sphere effect, you learn which spell or sphere effect created it. You can apply this augment multiple times during the same casting of Detect Curse, each time focusing on a different curse aura.

Detect Undead (divine)

For the duration, you can potentially divine the presence of undead and similar creatures within its area. If a creature of the undead creature type or with undead ancestry fails a Charisma saving throw, you can see a faint undead aura surrounding them, allowing you to determine whether or not the creature is infused with negative energy. An aura can only be seen while the creature is also visible; however, even if you cannot see the creature, you do sense the presence and general direction of those auras.

Recall Lore (Augment 1 sp): You can focus on a visible undead aura for 1 minute and make a DC 20 Intelligence (Religion) check. With a successful check, you learn what kind of undead the creature is, or what their primary undead heritage is. You can apply this augment multiple times during the same casting of Detect Undead, each time focusing on a different undead aura.

Destruction

Detect Dragons (divine)

For the duration, you can potentially divine the presence of dragons, half-dragons, and similar creatures within its area. If a creature of the dragon creature type or with draconic ancestry (such as dragonborn and half-dragons) fails a Charisma saving throw, you can see a faint draconic aura surrounding them, allowing you to determine whether or not the creature has dragon blood. An aura can only be seen while the creature is also visible; however, even if you cannot see the creature, you do sense the presence and general direction of those auras.

Recall Lore (Augment 1 sp): You can focus on a visible draconic aura for 1 minute and make a DC 20 Intelligence (Arcana) check. With a successful check, you learn what kind of dragon the creature is, or what their primary draconic heritage is. You can apply this augment multiple times during the same casting of Detect Dragons, each time focusing on a different draconic aura.

Detect Hostility (divine)

For the duration, you can divine whenever a creature or an object within its area has taken hit point damage. In addition to you gain knowledge as to the amount and type of damage dealt and from what direction the damage was dealt from. If the source of the damage is from a creature within the area of your divine effect, it must succeed on a Charisma saving throw or have its space have a faint hostility aura that you can see. If the source of the damage is not from a creature, but is inside the area of your divine effect, you can see a faint hostility aura in the space of the source.

Augment 1 sp: You can focus on a hostility aura as a bonus action and make a DC 20 Intelligence (Investigation) check. With a successful check, the hostility aura will continue to follow the movement of the source for the remainder of the duration, granting any creature who can see the aura advantage on any attack rolls made against the source. You can apply this augment multiple times during the same casting of Detect Hostility, each time focusing on a different hostility aura.

Enhancement

Detect Enhancement (divine)

For the duration, you can divine the presence of short-term bonuses or penalties on creatures or objects within its area. If a creature (or an object attended to by a creature) that is benefiting from temporary bonuses or imposed with temporary penalties fails a Charisma saving throw, you can see a faint enhancement aura surrounding them. An aura can only be seen while the creature or object is also visible; however, even if you cannot see the creature or object, you do sense the presence and general direction of those auras.

Recall Lore (Augment 1 sp): You can focus on a visible enhancement aura for 1 minute and make a DC 20 Intelligence (Arcana) check. With a successful check, you learn the sources of the bonuses or penalties (magical, alchemical, etc.), what they are affecting, and their respective durations. You can apply this augment multiple times during the same casting of Detect Enhancement, each time focusing on a different enhancement aura.

Detect Information (divine)

Casting Time: 1 reaction

Cost: 1 sp

You divine for information. This grants you the ability to reroll a failed Intelligence check. You can only divine for information once per Intelligence check.

Augment 1 sp: You can divine for information to reroll an Intelligence check which you have already used this ability on.

Fate

Detect Alignment (divine)

For the duration, you can divine for a specific part of the alignment spectrum of a creature within its area: evil, good, lawful, or chaotic. You learn whether the creature targeted by this effect possess the chosen alignment unless they succeed on a Charisma saving throw. An individual creature can only be targeted with your Detect Alignment once per 24 hours.

Augment 1 sp: You can focus on an individual creature for 1 minute, allowing you to target them an additional time, but they gain advantage on their Charisma saving throw against the effect. You can apply this augment multiple times during the same casting of Detect Alignment, each time allowing you to target an individual an additional time.

Detect Background (divine)

For the duration, you can divine the characteristics of a creature within its area. When you cast this divine ability, choose your choice of: personality traits, ideals, bonds, or flaws; you learn that individual creature's characteristic unless they succeed on a Charisma saving throw. Creatures of low intelligence (7 Intelligence and lower) generally do not have more than a couple of character traits (if any).

Augment 1 sp: You can focus on an individual creature who failed their saving throw as a bonus action, allowing you to learn all their personality traits, ideals, bonds, and flaws. You can apply this augment multiple times during the same casting of Detect Alignment, each time allowing you to target a different individual.

Illusion

Detect Illusions (divine)

For the duration, you can divine for illusions. This grants you a free Intelligence (Investigation) check against the save DC of any illusions within the area. A successful check against an invisible creature or object will also make them visible to you for the duration.

Detect Secrets (divine)

Cost: 1 sp

You can divine for things expressly designed to be hidden. This includes secret doors, hidden caches, and secret compartments. Not only does this detect the presence of such secrets, but it also gives you knowledge of their trigger mechanisms. This only detects doors, passages, and openings specifically designed to avoid detection.

Life

Detect Affliction (divine)

For the duration, you can potentially divine the presence of disease and poison within its area. You can see a faint affliction aura around objects or areas that are poisoned or under the effects of a disease. If a creature that is poisoned or under the effects of a disease fails a Charisma saving throw, you can see a faint affliction aura surrounding them. An aura can only be seen while the creature or object is also visible; however, even if you cannot see the creature or object, you do sense the presence and general direction of those auras.

Augment 1 sp: You can focus on a visible affliction aura for 1 minute and make a DC 20 Wisdom (Medicine) check. With a successful check, you can also divine its type, properties, and remaining duration. If the disease or poison was created by a spell or sphere effect, you learn which spell or sphere effect created it. You can apply this augment multiple times during the same casting of Detect Affliction, each time focusing on a different affliction aura.

Detect Life (divine)

For the duration, you can divine the location of nearby living creatures. If a living creature fails a Charisma saving throw, you see a faint health aura surrounding them. An aura can only be seen while the creature is also visible; however, even if you cannot see the creature, you do sense the presence and general direction of those auras.

Augment 1 sp: You can focus on all visible health auras within its area as a bonus action and make a DC 20 Wisdom (Medicine) check. With a successful check, you determine the condition and vitality of each creature with a health aura as described below. You can apply this augment multiple times during the same casting of Detect Life, each time allowing an additional check to learn the condition and vitality of creatures with health auras.

- **Normal:** Has at least 90% of full normal hit points.
- **Fair:** 30% to 90% of full normal hit points remaining.
- **Poor:** Less than 30% of full normal hit points remaining or suffering from a debilitating injury.
- **Weak:** 0 hit points, crippled, or suffering from a severe, immediately life-threatening condition.

Light

Detect Celestials (divine)

For the duration, you can potentially divine the presence of celestials, half-celestials, and similar creatures within its area. If a creature of the celestial creature type or with celestial ancestry (such as aasimar and half-celestials) fails a Charisma saving throw, you can see a faint celestial aura surrounding them, allowing you to determine whether or not the creature has celestial essence. An aura can only be seen while the creature is also visible; however, even if you cannot see the creature, you do sense the presence and general direction of those auras.

Recall Lore (Augment 1 sp): You can focus on a visible celestial aura for 1 minute and make a DC 20 Intelligence (Arcana) check. With a successful check, you learn what kind of celestial the creature is, or what their primary celestial heritage is. You can apply this augment multiple times during the same casting of Detect Celestials, each time focusing on a different celestial aura.

Ultravision (divine)

For the duration, you can divine with an added level of perception. You gain advantage on Wisdom (Perception) checks and may actively make one such check each turn with no additional action required.

Mind

Detect Charm (divine)

For the duration, you can potentially divine the presence of charm, compulsion, domination, possession, and Mind sphere effects within its area. If a creature under such effects or abilities fails a Charisma saving throw, you can see a faint charm aura surrounding them. An aura can only be seen while the creature is also visible; however, even if you cannot see the creature, you do sense the presence and general direction of those auras.

Augment 1 sp: You can focus on a visible charm aura for 1 minute and make a DC 20 Intelligence (Arcana) check. With a successful check, you learn what charm, compulsion, domination, possession, or Mind sphere effects or abilities are affecting the creature, if any. You can apply this augment multiple times during the same casting of Detect Charm, each time focusing on a different charm aura.

Detect Psionic Potential (divine)

For the duration, you can potentially divine the presence of creatures with psionic and psychic abilities within its area. Psionic and psychic abilities include the following: innate spellcasting (psionics), ki, mind blast, mind link, psychic defense, telepathy, or other abilities or features deemed appropriate by the GM or setting. If a creature with one of these abilities fails a Charisma saving throw, you can see a faint psychic aura surrounding them, allowing you to determine whether or not the creature currently has psionic potential. An aura can only be seen while the creature is also visible; however, even if you cannot see the creature, you do sense the presence and general direction of those auras.

Augment 1 sp: You can focus on a visible psychic aura for 1 minute and make a DC 20 Intelligence (Arcana) check. With a successful check, you learn what psychic or psionic abilities

the creature has. You can apply this augment multiple times during the same casting of Detect Psionic Potential, each time focusing on a different psychic aura.

Detect Thoughts (divine)

You can divine the emotions of creatures you can see within its area, gaining advantage on Wisdom (Insight) checks made in regards to that creature. A creature may attempt a Charisma saving throw; success prevents you from gaining any information about that creature for the duration of the current casting. You do not know the motivation or source behind why a creature is feeling the emotion. If a creature's emotion changes while they are within its area during Detect Thoughts, you immediately know.

Sample Emotions

Anger

Fear

Joy

Sadness

Disgust

Shame

Love

Augment 1 sp: You divine not only the emotions of those within its area, but also the surface thoughts.

Nature

Detect Elementals (divine)

For the duration, you can potentially divine the presence of elementals within its area. If a creature of the elemental creature type fails a Charisma saving throw, you can see a faint elemental aura surrounding them, allowing you to determine whether or not the creature is an elemental. An aura can only be seen while the creature is also visible; however, even if you cannot see the creature, you do sense the presence and general direction of those auras.

Recall Lore (Augment 1 sp): You can focus on a visible elemental aura for 1 minute and make a DC 20 Intelligence (Nature) check. With a successful check, you learn what kind of elemental the creature is. You can apply this augment multiple times during the same casting of Detect Elementals, each time focusing on a different elemental aura.

Detect Nature (divine)

For the duration, you sense the presence of various aspects or elements of nature within its area. Each time you use Detect Nature, you can divine creatures possessing the beast creature type or something else based upon what packages you possess in the Nature sphere as listed below. Creatures that would be divined with Detect Nature, may make a Charisma saving throw to avoid detection.

- If you possess the air package, you can divine and identify the presence of breathable air, and toxic gases or vapor (or lack thereof if in a vacuum).
- If you possess the earth package you can divine and identify the presence of dirt, gems, sand, and stone.
- If you possess the fire package you can divine the presence and strength of fires.

- If you possess the metal package, you can divine and identify the presence of ore deposits and metals.
- If you possess the plant package you can divine the location of plantlife and creatures possessing the plant creature type.
- If you possess the Water package you can divine the location and size of bodies of water.

Protection

Augury (divine)

Cost: 1sp

You divine whether a particular action will bring good or bad results for you in the immediate future. You receive an omen about the results of a specific course of action that you plan to take within the next 30 minutes, regardless of whether the action will take place within divine range. The GM chooses from the following possible omens:

- **Weal**, for good results
- **Woe**, for bad results
- **Weal and woe**, for both good and bad results
- **Nothing**, for results that aren't especially good or bad

The effect doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

If you cast the effect (or the augury spell) two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The GM makes this roll in secret.

Detect Protection (divine)

For the duration, you can divine all creatures you can see within its area and determine which of those creatures have the lowest and highest armor class. Alternatively, you can divine the lowest and highest saving throw each of these creatures has. You do not however determine the values for any of these attributes.

Telekinesis

Detect Density (divine)

For the duration, you can divine the density and weight of nearby objects and creatures that you can see. Utilize the following chart when determining density:

Chart: Divine Density

Density	Example	Aura Strength
Weightless	Feathers or Balsa Wood	Dim
Light	Coal or Wood	Faint
Somewhat Dense	Flesh or Stone (such as Granite)	Moderate
Dense	Common Metal (such as Copper, Iron, and Steel)	Strong
Very Dense	Uncommon or Rare Metal (such as Adamantium, Lead, Gold, Platinum)	Overwhelming

Viewing (divine)

Cost: 1 sp

You can transfer your point of view to any point within its area. You can see and hear from this location. You do not need line of sight or line of effect, but the locale must be known—a place familiar to you, or an obvious one such as a distance and direction. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired, in all ways as if you were standing where your sensor is located. This ability creates a scrying sensor, which can be detected with a Wisdom (Perception) check against your sphere DC and may be dispelled.

Mobile sensor (Augment 1 sp): You can move the sensor 30 feet per round in any direction, so long as it remains within your range.



Time

Foresight (divine)

Duration: 24 hours

You can divine for a glimpse of the future, giving yourself insight into the happenings of that day. At any time during that day, you can roll a d4 and add the number rolled to one attack roll, saving throw, or ability check you are about to make. As a reaction, you can grant this benefit to an ally who can both see and hear you. You can only have one use of this ability waiting to be used at a time. You can take this talent multiple times, to a maximum of 5 times. Every time you gain this talent beyond the first, you can use this ability an additional time before having to divine again. Every time you divine for the future, you regain all your uses of this ability for that day.

Hindsight (divine)

For the duration, you can divine the events that happened within its area. You can only divine what occurred up to 1 hour per level ago. When you cast Hindsight you are only given the following details: The number of creatures that were in the area, their size, how long they remained in the area, and any movements they made while in the area. In addition, if objects were left unattended or unattended objects were moved during this time, you learn the size and vague shape of such objects.

Universal

Detect Magic (divine)

For the duration, you can potentially divine the presence of magic within its area. Objects or areas that are under the effects of a spell or magic sphere talent or ability, have a faint magic aura around them that you can see. If a creature under the effect of a spell or magic sphere talent or ability fails a Charisma saving throw, you can see a faint magic aura surrounding them, allowing you to determine whether or not the creature is under the effects of magic. An aura can only be seen while the creature or object is also visible; however, even if you cannot see the creature or object, you do sense the presence and general direction of those auras.

Augment 1 sp: You can focus on a visible magic aura for 1 minute and make a DC 20 Intelligence (Arcana) check. With a successful check, you can also divine additional information about its properties. You can apply this augment multiple times during the same casting of Detect Magic, each time focusing on a different magic aura.

- If the aura is on an area or creature, you learn what spells or sphere abilities, if any, are currently affecting it.
- If the aura is on a magic item or some other magic-im-bued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spell or sphere abilities are affecting the item and what they are. If the item was created by a sphere ability, you learn what sphere ability created it.

Detect Spellcaster (divine)

You can divine the spellcasting capabilities of a creature you can see within its area, utilizing the chart below. Targeted individuals who have no magical abilities show up as having no spellcasting aura, whereas those who have spherecasting,

spells, or magical abilities must succeed on a Charisma saving throw or show a spellcaster aura depending on the highest effective spell level of an ability they can use, or their total levels in spherecasting classes. An aura can only be seen while the creature is also visible; however, even if you cannot see the creature, you do sense the presence and general direction of those auras.

If you are participating in a setting with other forms of magic or spellcasting systems, they are detected as appropriate.

Augment 1 sp: You can focus on a visible spellcaster aura for 1 minute and make a DC 20 Intelligence (Arcana) check. With a successful check, you can learn additional information about their spellcasting abilities, such as their type of magic (arcane, divine, etc.) and what spell list they draw spells known from (bard, cleric, druid, wizard, etc.), if applicable. If the target is a spherecaster with a named casting tradition (i.e. Divine Petitioner, Druidic, or Traditional Magic), you gain that knowledge as well. Creatures with innate spellcasting show up as having the natural tradition. You can apply this augment multiple times during the same casting of Detect Spellcaster, each time focusing on a different spellcaster aura.

Table: Detect Spellcaster

Spherecasting Levels	Highest Spell Level	Aura Strength
0	Only natural abilities	None
1	Level 0-1 spells	Dim
3	Level 2-3 spells	Faint
7	Level 4-5 spells	Moderate
11	Level 6-7 spells	Strong
15	Level 8 or higher spells	Overwhelming

Dowsing (divine)

Cost: 1 sp

You can divine the location of a creature or object within its area. This may be a specific creature or object or a kind of creature or object, but either way you must have a clear mental image of the creature or object to divine for it (thus, you could not divine broadly for traps, creatures of a broad creature type, etc.). If divining for a kind of creature or object, you only locate the closest item of that kind. This method of using divine is not blocked by substances of light or somewhat dense materials (such as wood or stone), but is still blocked by dense and super dense materials (such as iron or lead).

Warp

Detect Portal (divine)

For the duration, you can divine the presence of portals, rifts (including extradimensional spaces), and teleportation circles, both active and inactive within its area. In addition, you gain advantage on ability checks to identify the properties of portals.

Detect Teleportation (divine)

For the duration, you can divine the general direction and distance any creature within its area teleports to or has teleported to within the last 10 minutes. If the creature teleports to a different plane, you immediately learn this, but you do

not learn to what plane the creature teleported unless you succeed a DC 20 Intelligence (Arcana) check.

Weather

Aeriology (divine)

Cost: 1 sp

For the duration, you can read the air to gather information related to anything in a settlement you are currently in. For particularly large settlements, this might only reveal information related to a specific district.

At the end of each of your turns for the duration of this divination, make a key ability check to gather information as though you had spent 1d4 hours talking to local people, without having to use an action to do so. Multiple checks made to gather information on the same topic always grants the same information as the first check. You can only make a number of checks equal to 1/2 your level (minimum 1) each time you use this talent.

Detect Weather (divine)

For the duration, you can divine the weather at your location for the next 48 hours, providing you with advance warning of storms, tornadoes, and so on. This reveals only the weather that would arise naturally and does not take into account any magical occurrences that might change the weather.

Sense Talents

Blindfolded Oracle (sense)

Cost: 1 sp

You grant yourself Blindsight out to your sense range. You must close your eyes to use this ability. For the purpose of this ability, opening and closing your eyes requires no action and may be done once per round.

Comprehend Languages (sense)

For the duration, you understand the literal meaning of any spoken language that you can hear, but you must be within sense range of the source of the spoken language. You also understand any written language that you can see, but you must be within sense range of the surface on which the words are written. It takes about 1 minute to read one page of text. Comprehend Languages doesn't reveal innuendos spoken or decode secret messages in a text or glyph, such as an arcane sigil, that isn't part of the written language.

Augment 1 sp: You gain advantage on any Intelligence (Investigation) and Wisdom (Insight) checks made to decode secret messages in a text or glyph or to understand spoken innuendos.

Discern Individual (sense)

You can gain a sense granting advantage on Intelligence ability checks to recall the abilities, resistances, and weaknesses of creatures. If using Spheres of Might, this sense also grants advantage on Intelligence (Investigation) and Wisdom (Perception) checks when using the Scout sphere's scout ability.

Discern Scrying (sense)

You can detect the scrying attempts of others. Any attempt to scry or divine on a location or creature within range of you (unless you purposefully lower this defense) becomes impossible unless the caster succeeds in a spellcasting ability check against your sphere DC. In addition, you sense if any creature

within range is using the divine ability or a divination school spell, as well as the location of any sensors in the area (such as with the Viewing talent or the clairvoyance spell). You become aware of any attempt to scry on you, such as with the scrying spell or the Scrying advanced talent. If these spells and effects originate within your sense range, you immediately know their location. Otherwise, if you match or exceed the other caster in a spellcasting ability check contest, you gain a visual image of the diviner and know their direction and distance from you. You can suppress or resume this sense without an action on your turn.

Foreshadow (sense)

You can gain a sense that warns you of impending danger. You gain advantage on initiative checks and creatures do not gain advantage on attack rolls against you when you are unaware of them.

Ghost Sight (sense)

You can gain a sense that gives you advantage on Wisdom (Perception) checks made to notice invisible or ethereal creatures. If you succeed at this check, the creature's outline becomes visible to you. This negates both the usual penalties you would suffer attacking an invisible creature, and the bonuses the creature would normally gain against you. This continues until you lose sight to the creature, in which case you must succeed at a new Wisdom (Perception) check to see them.

Nature Sense (sense)

You gain a special sense that grants you proficiency on Intelligence (Nature) and Wisdom (Survival) checks. If you already have proficiency, you instead gain double your proficiency bonus. You can dismiss this sense at any time as a reaction to reroll any failed Wisdom (Survival) check for avoiding natural hazards or getting lost, gaining advantage on the roll.

Scent (sense)

You gain advantage on Wisdom (Perception) checks that rely on scent. You can pinpoint the location of a creature within sense range by their scent as a bonus action.

See Hazard (sense)

Cost: 1 sp

You gain a +5 bonus on passive perception checks to notice traps and hazards, be they mechanical (trip wires, dart throwers, etc.) magical (rune spells, sigils, etc.) or natural (quicksand, pit falls, etc.). This bonus does not stack with other bonuses on passive perception (such as the Observant feat). This does not give you insight into disabling such traps or hazards.

Sense Magic (sense)

Cost: 1 sp

You can grant yourself the ability to sense magic, as if using Detect Magic divine ability as a constant ability, but only to your sense range.

Shared Perception (sense)

Cost: 1 sp

You can grant a special sense to a number of creatures within range equal to your proficiency bonus. As long as the targets remain within 300 feet of each other, all affected creatures share in the sensory perceptions of all the others. This grants the targets the ability to see, smell, hear, etc. whatever the other targets do. This sense, while not requiring seeing each

other, does require line of effect, and is blocked by dense materials as if it were a divine talent or ability.

Sniper's Eye (sense)

You can ignore one source of disadvantage on ranged attack rolls from distance or environmental effects (wind, obscured vision, etc.).

Tremorsense (sense)

You gain tremorsense; you can detect and pinpoint the origin of vibrations within range, provided that you and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures.

Other Talents

Expanded Divinations

Pick any three alternate divinations. You gain access to those alternate divinations as if you possessed the requisite spheres. If the alternate divination has an additional prerequisite such as the Nature sphere's Divine Nature, you pick which one you gain access to upon acquiring it. If the alternate divination is one with an increased effect based on the number of times it is taken, such as Foresight (divine), you can use Expanded Divinations to take that alternate divination multiple times. This talent may be taken multiple times, granting three alternate divinations each time. Should you later gain access to a selected alternate divination by gaining its sphere, you can retrain the choice of that alternate divination to another alternate divination.

Fast Divinations

You may augment your divine ability in the following ways:

Augment 0 sp: The casting time of divine becomes 1 minute.

Augment 0 sp: Focusing on an aura requires less time. If the (divine) talent required focusing on an aura for 1 minute, it now requires only a bonus action. If the (divine) talent required focusing on an aura for a bonus action, it now requires no additional action.

Augment 1 sp: For the duration, you can, as an action or a bonus action, switch between (divine) talents on an ongoing casting of divine. Auras from (divine) talents that have been switched out are not visible to you, but will be visible again if switched back before the end of the duration. If switching to a (divine) talent with a spell point cost, you must pay it only once per this use of divine.

Invasive Divinations

Creatures have disadvantage on any saving throws made against your (divine) talents and abilities. In addition, whenever you successfully use a recall lore augment to gain additional information about a target, you also learn their immunities, resistances, and vulnerabilities.

Sensory Overload

Casting Time: 1 action

Range: 120 feet

Duration: Concentration up to 1 minute

Target: One creature that you can see

Saving Throw: Intelligence

Cost: 1 sp

You can target a creature within range, causing all of its senses (and temporarily granting senses that it does not normally have) to overload with information. Both the caster and creatures under the effect of Sensory Overload cannot take any actions, cannot move, and are considered blind. A successful Intelligence saving throw negates this effect for the targeted creatures. When first casting Sensory Overload and at the end of each round that you continue to concentrate on the effect, the targeted creature takes your level in psychic damage. At the end of each of its turns, an affected creature can make an Intelligence saving throw. On a success, the effect ends for that creature. The caster remains blind until the start of the turn after ending concentration.

Augment 1 sp: You can target a number of creatures in range equal to your proficiency bonus.

Augment 1 sp: The caster may take actions, move, and is no longer considered blind during the effect.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Divination Advanced Talents

Advanced Senses (sense)

Prerequisites: Divination sphere.

You gain the following (sense) abilities based on the spheres you possess:

- **Lifesense: Cost 2 sp; Sphere Life.** You can sense and locate living creatures within sense range as if you had the blindsight ability. Creatures of the construct and undead types are undetectable with this sense.
- **See in Darkness: Cost 2 sp; Sphere Dark.** You can see perfectly in darkness within your sense range. When entering magical darkness that you did not create, make a spellcasting ability check against the spell save DC or sphere DC of the magical darkness to see in it.
- **Spirit Sense: Cost 2 sp; Sphere Death.** You can know when immortal or deathless beings are nearby. You can sense the presence of creatures of the celestial, fey, fiend, and undead types as well as creatures that are ethereal or incorporeal within sense range as if you had the blindsight ability.
- **Storm Vision: Cost 0 sp; Sphere Weather.** You gain a special sense granting the ability to negate any concealment and penalties (including disadvantage) to Wisdom (Perception) directly caused by weather (be they magical such as Weather sphere talents and abilities or natural), within sense range.
- **Thoughtsense: Cost 2 sp; Sphere Mind.** You automatically detect and locate conscious creatures within sense range. This ability functions similarly to blindsight. *Non-detection*, *mind blank*, and similar effects block thoughtsense. Thoughtsense can distinguish between sentient (creatures who can speak at least one language), semi-sentient (creatures who can understand, but not speak at least one language) and non-sentient (creatures who do not speak or understand at least one language) creatures, but otherwise provides no information about

the creatures it detects.

- **Touchsight: Cost** 3 sp; **Sphere** Telekinesis. You gain the ability to “feel” your surroundings even when your sight would otherwise be obscured by your physical environment. Your touchsight field emanates from you out to sense range. You ignore invisibility, darkness, and concealment, though you must have line of effect to a creature or an object to discern it. You do not need to make Wisdom (Perception) checks to notice creatures; you can detect and pinpoint all creatures within range. In many circumstances, comparing your regular senses to what you learn with touchsight is enough to tell you the difference between visible, invisible, hiding, and concealed creatures.

Delve For Knowledge (divine)

Prerequisites: Divination sphere (Read Omens), 11th level or higher

Augment 2 sp: You can delve the universe for the answer to a specific question. Delving in this manner is not an exact practice, and the only answers you can receive are ‘yes’, ‘no’, ‘unclear’, or ‘unknown’. You have a 50% chance +1% per level of gaining a true answer. A failed roll produces an ‘unknown’ answer, while a roll of 90% or higher produces a lie. If you use this ability to ask the same question twice, the same answer repeats.

Note: GMs are fully encouraged to use their own numbers and methods for determining when true, untrue, or unknown answers are gained. A caster divining knowledge could be asking friendly gods, bargaining with the Fates, reading the tablets of life, or using any number of alternate methods for gaining knowledge. As such, the specifics of this ability can vary widely between campaigns—friendly gods may always answer truthfully, while Fates may require specific bargains to be made in exchange for knowledge. It is always possible that the source of information being asked simply doesn’t know the answers to certain questions.

Detect Planeshift

Prerequisites: Divination sphere (Detect Teleportation), 5th level or higher.

Augment 0 sp: When using Detect Teleportation, you also divine the exact plane where a creature you saw has teleported. Should you find yourself on that plane while maintaining this ability, you divine the general direction that the creature has planeshifted in and continue to hold onto the general direction of the teleportation until the effect ends. You can use divine again to again ascertain this direction for as long as you remain on the plane.

Find Location (divine)

Prerequisites: Divination sphere (Dowsing), Universal sphere (Reaching (metasphere)), 15th level or higher.

Augment 3 sp: You can find the location of any one creature or object. To find a creature, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once. This ability has unlimited range and functions across planar boundaries.

Find Location circumvents normal means of protection from scrying or other means of nondetection. Indeed, nothing

short of a mind blank spell, the Unplottable advanced Protection talent, or the direct intervention of a deity keeps you from learning the exact location of the targeted individual or object. You learn the name of the creature or object’s location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

Greater Scrying (divine)

Prerequisites: Divination sphere (Scrying, Viewing), Universal sphere (Reaching (metasphere)); 15th level or higher.

Augment 1 sp: When using the Scrying advanced talent, you can move your sensor without following a target with a speed of 150 feet once each round with no required action.

Penetrating Divination

Prerequisites: Divination sphere.

When using Divination sphere talents or abilities, any divine or sense abilities normally blocked by dense substances, can now penetrate 5 feet of stone, 6 inches of common metal, a half inch of lead, or 15 feet of wood. You can take this advanced talent a second time increasing the thickness you can penetrate to 10 feet of stone, 1 foot of common metal, an inch of lead, or 30 feet of wood.

Read Omens (divine)

Prerequisites: Divination sphere (Augury), 5th level or higher.

Augment 1 sp: Your Augury allows you to divine further into the future. You gain useful advice in reply to one question regarding a specific goal, event, or activity to occur within 1 week. This advice could be a useful phrase or a cryptic omen or rhyme. If you do not act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per level, to a maximum of 90%. If the die roll fails, you receive no information and know the attempt failed, unless specific magic yielding false information is at work. Multiple divinations about the same topic by the same caster use the same dice result as the first attempt and yield the same answer each time.

Scrying

Prerequisites: Divination sphere (Viewing), Universal sphere (Reaching (metasphere)), 11th level or higher.

Augment 2 sp: You can increase the casting time of divine to 1 hour to observe a creature as if using the Viewing talent, but over any distance. If targeting a creature, the target is allowed a Wisdom saving throw to resist being viewed, which is subject to the following modifiers depending on your knowledge and connection to the desired creature. Creatures or objects on a different plane receive an extra +5 bonus to their Wisdom saving throw.

Table: Familiarity (Scrying)

<i>Knowledge</i>	<i>Wisdom Save Modifier</i>
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

*You must have some sort of connection (see below) to a creature of which you have no knowledge

Table: Connection (Scrying)

<i>Connection</i>	<i>Wisdom Save Modifier</i>
Likeness or picture	-2
You have one of the creature's possessions, or have a person present who once owned the object	-4

You possess a piece of the subject (Body part, lock of hair, broken fragment, etc.)

If the saving throw fails, you can see and hear the subject and its surroundings as the Viewing talent. If the saving throw succeeds, you cannot Scry on the target again for 24 hours. If the subject moves, the sensor follows at a speed of up to 150 feet.

Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.

Track Aura (divine)

Prerequisites: Divination sphere.

For the duration, you can divine the presence of individual auras belonging to creatures that have recently been in that area. This does not reveal any information about those creatures other than the strength of their aura, but each aura possesses a unique signature. Individual auras only linger for an amount of time based upon the strength of their aura. While an individual aura is lingering, you can track the creature as if they left tracks. You must still make Wisdom (Survival) checks to follow the trail, but terrain and weather conditions have no effect on your tracking ability. If you encounter the same individual aura more than once while divining, you can with a successful DC 20 Intelligence (Investigation) check determine that they belong to the same creature.

Table: Track Aura

<i>Level (CR)</i>	<i>Aura Strength</i>	<i>Aura Duration</i>
1-4 (2 or less)	Dim	1 minute
5-8 (3-4)	Faint	10 minutes
9-12 (5-6)	Moderate	1 hour
13-16 (7-8)	Strong	24 hours
17+ (9 or higher)	Overwhelming	1 week

Augment 1 sp: You can remember and retain any individual auras you divined with this use of Track Aura for 24 hours.

You can use and compare any remembered auras to individual auras you encounter with additional castings of Track Aura.

Alter Egos, Fugitives, Vigilantes, and Track Aura

While it is very easy to identify lower level creatures individually, their auras do not last very long, which is why many petty thieves can go undetected, even in settlements that have access to this ability. However, thieves of great skill or renown can quickly become easy to spot, becoming celebrities as their deeds are easily identified, even if they themselves are difficult to capture. However, members of the Alter Ego class (see Spheres of Might) have special benefits in regard to detecting auras: so long as a caster does not know that an Alter Ego's personas all belong to the same creature, they detect as completely different people.

True Seeing (sense)

Prerequisites: Divination sphere (Advanced Senses), 11th level or higher.

Cost: 2 sp

You can gain the ability to see all things as they actually. You see through normal and magical darkness, notice secret doors hidden by magic, see the exact locations of creatures or objects under blur or displacement effects, see invisible creatures or objects normally, see through illusions, and see the true form of polymorphed, changed, or transmuted things. Further, you can focus your vision to see into the Ethereal Plane (but not into extra-dimensional spaces).

This ability does not grant the ability to see through solid objects and does not negate concealment, including that caused by fog and the like. True Seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, this sight does not work in conjunction with other viewing magic, such as Scrying or Viewing Divination talents.

Unobscured Vision (sense)

Prerequisites: Divination sphere (Ghost Sight), 11th level or higher.

Cost: 3 sp

You can gain a special sense that grants the ability to see into and through solid matter. Your range of unobscured vision is 30 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination. Unobscured Vision despite the name, can be blocked by dense materials as if it were a divine talent or ability.

Variants

Limited Divination

Choose either sense or divine. You gain only this ability and cannot take talents that only affect abilities you do not possess. You gain a bonus talent of the selected type.

Shaped Divination

When using divine or sense, the ability only functions inside a cone shaped area rather than a sphere centered upon yourself. This variant in no other way changes the range at which you can divine targets. Once per round, on your turn, you can change the direction of this cone; no action is required. You gain a bonus talent from this sphere.



Enhancement Sphere

You can place enhancements on creatures and objects, altering their properties. When you first gain the Enhancement sphere, you gain the *degrade* and *enhance* abilities and one (enhance) or (degrade) talent of your choice.

Degrade

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 10 minutes

Target: 1 creature or object

Cost: 0 sp

Saving Throw: Wisdom

You can *degrade* a creature or object within range. The target is allowed a Wisdom saving throw to negate the effect on itself or objects in its possession. At the end of each of its turns, an affected creature can make a Wisdom saving throw. On a success, the effect ends for that creature or an object in its possession.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Enhance

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 10 minutes

Target: 1 creature or object

Cost: 0 sp

Saving Throw: Wisdom

You can *enhance* a creature or object within range. If targeting a creature or intelligent item that doesn't want to be enhanced (or an item in the possession of a creature that doesn't want their item enhanced), the target is allowed a Wisdom saving throw to negate the effect. At the end of each of its turns, an affected creature can make a Wisdom saving throw. On a success, the effect ends for that creature or an object in its possession.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

If an ability grants both *degrade* and *enhance* options, attempting to apply the *degrade* option to a target under the effects of the enhance, or vice versa, requires you to succeed on a spellcasting ability check against the sphere DC of the existing effect; if successful, you counter the previous effect rather than applying the new one.

Talents marked as (degrade) or (enhance) grant you new options you can bestow. When using a *degrade* or *enhance* ability, you choose one option among those you possess to bestow. Some talents have a spell point cost different than the base *degrade* or *enhance* abilities; these replace the base cost of the ability when used.

Enhancement Basic Talents

Enhance and Degrade Talents

Animate Object (degrade, enhance)

Degrade

You can *degrade* a creature of the construct type, causing it to be restrained if it fails its saving throw.

Enhance

Cost: 2 sp

You can *enhance* a Tiny object, bestowing movement and a semblance of life. The object obeys your command and understands your language, but as it is not intelligent, it can only obey simple commands such as 'move', 'fight', 'guard', 'stop', etc.

If you animate an enemy's weapon, the weapon cannot move and attack while it is being held, but the wielder must pass a Dexterity saving throw equal to your Enhancement sphere DC each round they hold the item or lose their action fighting their weapon for control. If you animate a creature's armor or clothing, the creature becomes grappled and must pass a Dexterity saving throw each round or also be restrained.

As a bonus action, you can mentally command any creature you made with this effect if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only uses the Disengage, Dodge, or Hide actions to defend itself the best it can against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The GM might rule that a specific object inflicts slashing or piercing damage based on its form, or other types of damage as appropriate (such as fire damage for an animated torch).

The maximum size of the object you can target increases by one size category at 5th level (Small), 11th (Medium), and 17th level (Large).

Augment 1 sp: You can target an object one size larger than normal.

Augment 2 sp: You can target an object two sizes larger than normal.

Table: Animate Object

Size	HP	AC	Str	Dex	Attack
Tiny	20	18	4	18	+8 to hit, 1d4 + 4 damage
Small	25	16	6	14	+6 to hit, 1d8 + 2 damage
Medium	40	13	10	12	+5 to hit, 2d6 + 1 damage
Large	50	10	14	10	+6 to hit, 2d10 + 2 damage
Huge	80	10	18	6	+8 to hit, 2d12 + 4 damage
Gargantuan	120	10	22	4	+10 to hit, 3d12 + 6 damage

Optional Rule: Animating Structural Features

With this optional rule, Animate Object can be used on portions of structures, allowing casters to animate a hallway within a castle or the front door of a cottage. Objects animated in this way are immobile.

In exchange for this limitation, the animated portion of the structure may attack creatures that are within reach of any of its surfaces, and is immune to any effect that would move it that couldn't also move the structure it is a component of.

Bestow Intelligence (degrade, enhance)

Degrade

You can *degrade* a creature of the construct type, reducing its intelligence score to 2 (unless it would be lower) and removing its ability to speak or understand any languages.

Augment 1 sp: The affected construct is also stunned for 1d4 rounds.

Enhance

Cost: 1 sp

You can *enhance* a tree, an object, or a creature with no Intelligence or an Intelligence of 3 or less, granting it temporary intelligence. The target gains an Intelligence of 10 and the ability to speak and understand one language you know. If you are targeting a magic object or tree, it also gains senses similar to a human's and a Wisdom or Charisma of 10. This does not grant the target extra abilities nor the ability to move. If a target creature had immunity to psychic damage or the charmed or frightened conditions due to being mindless, it loses those immunities.

The creature or object is friendly towards you, but does not gain greater insight into its surroundings before it gained intelligence (thus, an intelligent rock could not tell you who passed by it before it gained sentience, nor an intelligent tree

describe a creature who climbed it the day before), nor does it automatically obey your commands, although it will usually provide favors and aid that is not too dangerous.

If you possess the Animate Object talent, it gains the following augment:

Augment 1 sp: Your animated object gains intelligence, as the Bestow Intelligence enhancement. The object still obeys you explicitly even though it is now intelligent.

Deadly Weapon (degrade, enhance)

You gain the following abilities:

Keen Weapon

Degrade

You can *degrade* a weapon, natural weapon, or unarmed strike; attacks made with this weapon treat all damage dice rolled as having rolled a 1 and are incapable of making critical hits.

Enhance

You can *enhance* a weapon, natural weapon, or unarmed strike; attacks made with this weapon score a critical hit on a roll of 19 or 20.

Pursuant Ammunition

Degrade

You can *degrade* a ranged weapon or ranged natural weapon, granting ammunition fired out of it a rudimentary mind. Ranged attacks made with this weapon have disadvantage. If such an attack misses and there is a creature allied with the attacker within 30 feet of the target, the ammunition veers toward the ally. Roll a new attack, without disadvantage from this ability, against the AC of the nearest ally of the attacker and apply the result of the attack to that creature.

Enhance

You can *enhance* a ranged weapon or ranged natural weapon, granting ammunition fired out of it a rudimentary mind. Ranged attacks with that weapon treat the target's cover level as one lower (full cover becomes three-quarters cover, three-quarters cover becomes half cover, half cover is ignored). To target a creature with total cover, there must be a gap in the cover large enough to fit the ammunition through.

Versatile Weapon

Enhance

You can *enhance* a weapon, natural weapon, or unarmed strike, causing it to be treated as a chosen type of material for the purposes of bypassing damage resistance.

Energy Weapon (enhance)

Enhance

You can *enhance* a weapon, allowing it to deal an additional 1d6 damage of either acid, cold, fire, lightning, necrotic, radiant, or thunder, chosen when the ability is cast. A weapon cannot benefit from more than one instance of this effect; if cast on a weapon already benefiting from this ability, the previous instance ends.

Enhance Equipment (degrade, enhance)

Enhance

You can *enhance* a weapon, natural weapon, suit of armor, or shield, making it count as magic and granting it a bonus to attack and damage rolls (if a weapon or natural weapon) or to

AC (if armor) equal to half your proficiency bonus, rounded down. This does not stack with any magic bonus to attack and damage rolls or to AC already granted by the item. You can treat clothing or a creature's body as armor for the purpose of applying AC. Objects that could be used as improvised weapons may benefit from this effect.

Degrade

You can *degrade* a weapon, natural weapon, suit of armor, or shield. Any magical bonuses to attack, damage, or AC from the target are suppressed for the duration.

Enhance Poison (degrade, enhance)

You gain the following abilities:

Corrosive Poison

Enhance

You can *enhance* a natural weapon or object that deals poison damage, rendering it corrosive, changing the poison damage to acid damage.

Enhance Virulence

Degrade

You can *degrade* a dose of poison; any creature making a saving throw against the effects of the dose of poison has advantage on the saving throw. You can apply this *degrade* effect to a natural weapon that deals poison damage or inflicts the poisoned condition; the effects apply to all attacks made with it for the duration of the effect. You can *degrade* one source of poison damage or the poisoned condition affecting a creature; the creature gains advantage on saving throws against the targeted effect.

Enhance

You can *enhance* a dose of poison; any creature making a saving throw against the effects of the dose of poison have disadvantage on the saving throw. You can apply this *enhance* effect to a natural weapon that deals poison damage or inflicts the poisoned condition; the effects apply to the next successful attack made with it.

Enhance Size (degrade, enhance)

You gain the following *enhance* abilities:

Enhance Capacity

Degrade

You can *degrade* creatures, reducing their carrying capacity to 1/4th its usual amount.

Augment 1 sp: The creature's carrying capacity is instead reduced to 1/8th.

Enhance

You can *enhance* creatures, doubling their carrying capacity.

Augment 1 sp: The creature's carrying capacity is instead multiplied by 4.

Improved Flexibility

Degrade

You can *degrade* a creature, forcing it to be treated as one size larger when squeezing through tight places.

Enhance

You can *enhance* a creature, allowing it to be treated as one size smaller when squeezing through tight places.

False Energy (enhance)

You gain the following *enhance* abilities:

Ignore Exhaustion

Enhance

You can apply an enhancement to a creature, allowing it to temporarily treat its exhaustion level as a number of levels lower equal to your proficiency bonus. The target is still exhausted for the purpose of effects that increase exhaustion, but the target can only die of exhaustion if their reduced exhaustion value is 6 or greater. The creature also adds your level to their Constitution score for the purpose of how long it may hold its breath or run before making Constitution checks. As a side effect, applying this enhancement to a sleeping creature causes it to immediately wake up.

Resist Debilitation

Enhance

You can *enhance* creatures, allowing them to ignore a reduction to one ability score, up to twice your proficiency bonus.

Speed Control (degrade, enhance)

Degrade

You can *degrade* a creature, halving one movement speed.

Augment 1 sp: the creature cannot take the Disengage action.

Augment 1 sp: You completely remove one of a creature's special movement speeds, such as flight or burrowing; if the creature in question has a natural flight speed, they glide safely to the ground.

Enhance

You can *enhance* creatures, granting them a +10 foot bonus to any movement speed it possesses. This speed bonus increases by +5 feet at 5th (15 feet), 11th (20 feet), and 17th (25 feet) levels.

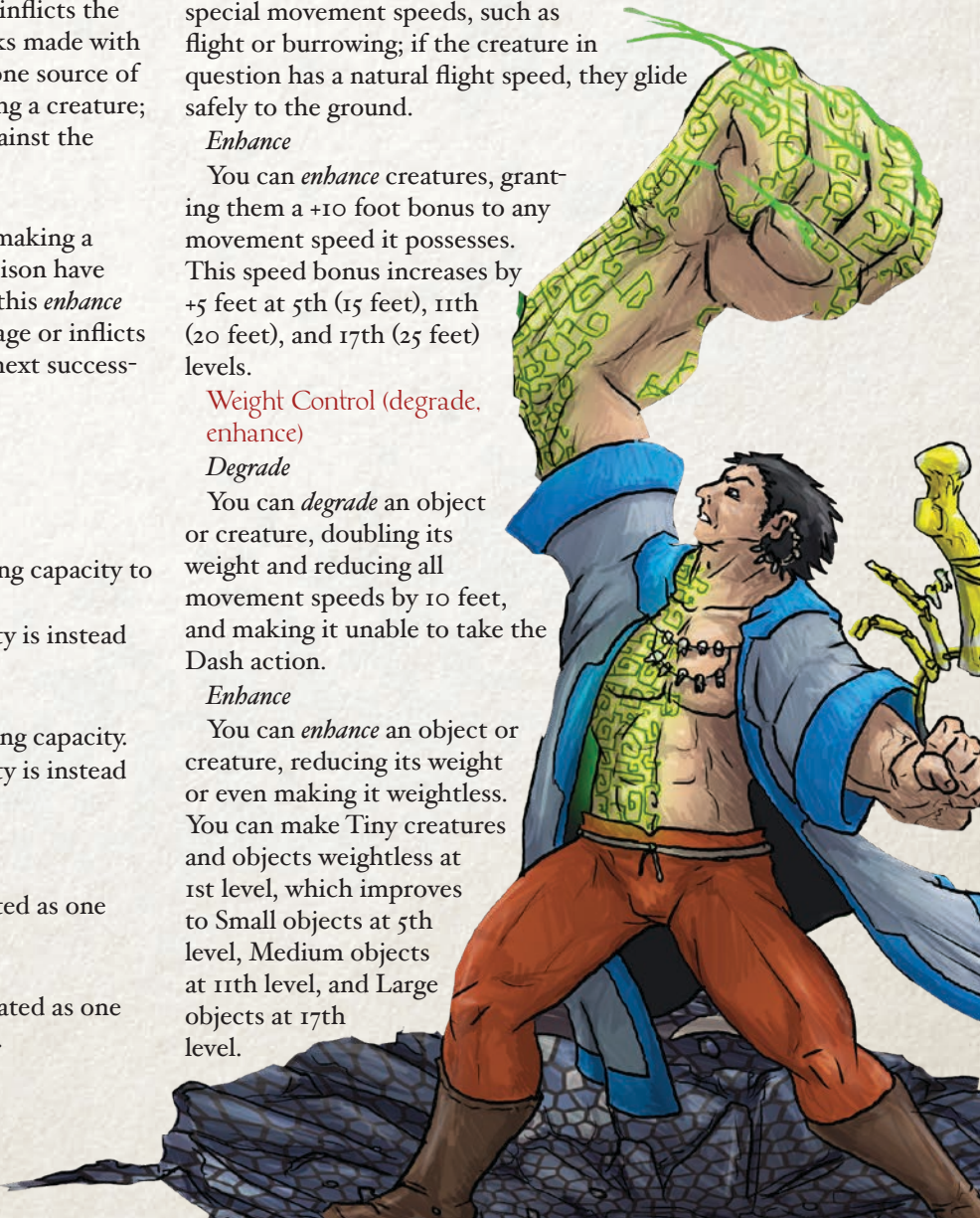
Weight Control (degrade, enhance)

Degrade

You can *degrade* an object or creature, doubling its weight and reducing all movement speeds by 10 feet, and making it unable to take the Dash action.

Enhance

You can *enhance* an object or creature, reducing its weight or even making it weightless. You can make Tiny creatures and objects weightless at 1st level, which improves to Small objects at 5th level, Medium objects at 11th level, and Large objects at 17th level.



Targets one size too big are instead reduced to half-weight, while objects one size smaller than your maximum can instead be made to float.

The following effects happen to targets that are half-weight, weightless, or floating. These effects stack (thus, a weightless object would receive both the weightless and half-weight effects).

Half-Weight: A half-weight creature suffers disadvantage on checks made to resist being shoved.

Weightless: A weightless creature or object counts as being one size smaller than normal when determining who can lift it through effects determined by size, such as through telekinesis or the Rock Throw talent (see Spheres of Might). Larger weightless weapons do not give disadvantage when wielded by a creature one size too small for it.

Floating: You can choose to move the target up or down 20 feet per round. While you cannot make an object or creature move any direction other than up or down, this can easily be combined with telekinesis, wind power, or pushing off a wall (at half the target's usual speed) to create flight-like effects. Unwilling creatures are allowed a new saving throw each round to negate this effect on themselves, but they may suffer falling damage if successful.

Augment 1 sp: Increase the size object you can affect increases by 2 size categories.

Manipulate Hardness (degrade, enhance)

You can manipulate the durability of objects. Targeting a creature's worn equipment does not grant the benefit to the creature.

Degrade

You can *degrade* an object, giving it vulnerability to bludgeoning, piercing, and slashing damage. If the target has resistance to one of these damage types, it loses that resistance instead of gaining vulnerability. If the target was immune to a damage type, it instead loses its immunity and gains resistance.

Augment 2 sp: You can apply this effect to a creature.

Enhance

You can *enhance* an object to give it resistance to bludgeoning, piercing, and slashing damage.

Augment 2 sp: You can apply this effect to a creature.

Mental Enhancement (degrade, enhance)

You gain the following abilities:

Enhance Focus

Degrade

You can *degrade* creatures. The target cannot add its proficiency bonus to any skill or tool ability check it makes.

Enhance

You can *enhance* creatures. Choose one skill or tool proficiency; when making an ability check using that skill or tool, the affected creature may choose to treat the result as if they had rolled a 10 instead of rolling.

Enhance Mind

Degrade

You can *degrade* creatures, imposing disadvantage on Intelligence, Wisdom, and Charisma ability checks.

Enhance

You can *enhance* creatures, granting them advantage on Intelligence, Wisdom, and Charisma ability checks.

Muffle Sound (degrade, enhance)

Degrade

You can *degrade* a creature or object, amplifying any sound it creates. Wisdom (Perception) checks made to hear any sounds it makes gain advantage. Affected creatures and creatures in possession of affected objects take disadvantage on Stealth.

Enhance

You can *enhance* a creature or object, muffling any sound it creates. Wisdom (Perception) checks made to hear any sounds it makes suffer disadvantage.

Physical Enhancement (degrade, enhance)

You gain the following abilities:

Enhance Physique

Degrade

You can *degrade* creatures, imposing disadvantage on Strength, Dexterity, and Constitution ability checks.

Enhance

You can *enhance* creatures, granting them advantage on either Strength, Dexterity, or Constitution ability checks.

Superior Reflexes

Degrade

You can *degrade* creatures, giving them disadvantage on initiative checks and removing their ability to make opportunity attacks. If this effect is applied after initiative has been rolled, roll the affected creature's initiative again, applying disadvantage. The creature acts on the new initiative if it is lower than the original, otherwise the original initiative is maintained.

Enhance

You can *enhance* creatures, giving them advantage on initiative checks and allowing them to make one opportunity attack each round without spending their reaction. If this effect is applied after initiative has been rolled, roll the affected creature's initiative again, applying advantage. The creature acts on the new initiative if it is higher than the original, otherwise the original initiative is maintained.

Staunch Resistance (degrade, enhance)

Degrade

You can *degrade* creatures, giving them disadvantage on all saving throws.

Enhance

You can *enhance* creatures, granting them proficiency with one saving throw.

Steal Ability (degrade)

You gain the following abilities:

Steal Senses

Degrade

Cost: 1 sp

You can *degrade* creatures, causing them to become either blind or deaf (your choice), or to lose one special sense such as the scent ability, Tremorsense, Blindsight, etc.

Still Tongue

Degrade

You can *degrade* creatures, rendering them incapable of speech and unable to supply verbal components. If it has telepathy or some other means of communicating without speech (including sign language or writing), you can render one such means of communication impossible instead.

Other Talents

Dual Enhancement

Augment 1 sp: Whenever you *degrade* or *enhance* with a (degrade) or (enhance) talent that gives you multiple options, you can select two options from that individual talent. For example, you could use Physical Enhancement to provide a bonus to Strength and Constitution simultaneously or use Enhance Equipment to have a shield give a bonus to attack and damage (if used to make attacks) as well as AC.

Augment 2 sp: Whenever you use a *degrade* or *enhance* ability, you can choose to bestow two different options that you possess with a single casting. For example if you have the Energy Weapon (enhance) talent and the Enhance Equipment (enhance) talent, you can choose to bestow both *enhance* options when using the *enhance* ability. The spell point costs of each of the two (enhance) talents are combined, and it is treated as a single sphere effect for the purpose of countering and dispelling.

Advanced Enhancement Talents

Bestow Sentience

Prerequisites: Enhancement sphere (Animate Object, Bestow Intelligence), 11th level or higher.

Augment 3 sp: You can increase the casting time of your Bestow Intelligence *enhance* to 24 hours to bring a beast, body, tree, or magic object to full sentience. This is an instantaneous effect, and as such is a permanent change and cannot be dispelled. This has no effect on a creature with an Intelligence of 3 or higher.

This ability may manifest in one of the following ways:

- You transform a tree into an intelligent animated object, granting it the benefits of your Animate Object and Bestow Intelligence enhancements.
- You transform a beast into an awakened beast, giving it the benefits of Bestow Intelligence permanently.
- You grant life to an empty body. This could be a body created through the Fleshcraft and Create Raw Materials Creation advanced talents, or a body crafted from parts of other recently slain bodies sewed together. The created creature is a simple being (no background, no class, 10 in all ability scores and 4 hp, race determined by the body's composition), but with GM permission may roll ability scores normally and be trained to gain its own class and background.
- You transform a magical object into an intelligent item with a 10 Intelligence, Wisdom, and Charisma. The item

must be a permanent magical item (thus scrolls, wands, potions, etc. cannot be enhanced in this way), and the item does not gain any powers.

The target creature usually shares your alignment and is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

Referential Enhancements

Prerequisites: Enhancement sphere, Universal sphere (Extended (metasphere), Mass (metasphere)), 15th level or higher.

Augment 2 sp: Whenever you augment a *degrade* or *enhance* ability with the Mass (metasphere) talent, you can have the *degrade* or *enhance* ability affect a 30 foot burst instead. If you do so, the effect's duration changes to 1 week, no concentration is required, and it affects all valid targets that are within the area; the benefits and penalties fade immediately if the target leaves the area.

Upon using this talent, you can exclude targets from the effect based on some visible or audible criterion. This would allow you to, say, have Enhance Equipment affect any swords within the area, or have Steal Ability apply only to creatures who are not prominently showing a particular badge.

Reverse Gravity (enhance)

Prerequisite: Enhancement sphere (Lighten), 15th level or higher.

Augment 2 sp: You can *enhance* an area of up to 10 10-foot cubes, arranged contiguously.

Within this area, gravity reverses. Unattached objects and creatures in the area fall upward and reach the top of the area in 1 round. If a solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner 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, until the effect ends. At the end of the duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Dexterity saving throw to secure itself and not fall upward. Creatures who can fly or levitate can keep themselves from falling.

Variants

Entropic Specialist

You cannot use the *enhance* ability. You gain a bonus talent, but both the talent gained from taking this sphere and the bonus talent gained from this variant must be (degrade, enhance) talents.

Personal Magics

You can only target yourself and your own equipment with your *degrade* and *enhance* ability, regardless of the Enhancement sphere's range. Any *enhance* effect bestowed on an object ceases to function when the object is not in your possession at the end of your turn. You gain an (enhance) talent as a bonus talent.



Fate Sphere

You command cosmic forces including luck, destiny, and alignment.

When you first gain the Fate sphere, you gain the consecration, motif, and word sphere abilities. In addition, you gain one (consecration), (motif), or (word) talent of your choice.

Consecration

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Area: 10-foot radius

Cost: 0 sp

Cosmic power radiates from the target in an aura no larger in size than the consecration's area. Until the sphere effect ends, the aura moves with and is centered on the target. Choose and apply one *consecration* ability that you possess to the aura. The area increases by 5 feet when you reach 5th level (15-foot radius), 11th level (20-foot radius), and 17th level (25-foot radius).

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment can be applied after the effect is cast on your turn without an action.

Motif

Casting Time: 10 minutes

Range: Touch

Duration: Concentration, up to 1 hour

Target: 1 creature

Cost: 0 sp

Manifest the vestige of a cosmic aspect or entity onto a creature. Choose and apply one *motif* ability that you possess to the target. An individual creature can never have more than one instance of a particular (motif) talent active on them at a time; a second casting replaces the first.

Augment 1 sp: The casting time is reduced to 1 action.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment can be applied after the effect is cast on your turn without an action. Each motif, if augmented, can be dismissed by the target as a reaction to grant an additional benefit.

Word

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

Target: 1 creature or object

Cost: 0 sp

Alter reality through the use of cosmic words of power. Choose and apply one (word) talent you know to one creature or object within range.

Augment 1 sp: The casting time is reduced to 1 bonus action.

Fate Basic Talents

Some talents are marked (consecration), (motif), or (word). These grant you additional consecration, motif, and *word* sphere abilities respectively.

Consecration Talents

Champion's Mantle (consecration)

You imbue cosmic energy into the weapons of nearby creatures. While this *consecration* is in effect, every creature in the aura deals an extra 1d4 radiant damage when it hits with a weapon attack.

Augment 1 sp: This *consecration* no longer affects every creature inside the aura, but now only affects your allies.

Consequences (consecration)

While this *consecration* is in effect, any creature in the aura that attacks any other creature (whether in the area or not) takes psychic damage equal to your Proficiency Bonus. For the purposes of this effect, an attack includes any non-harmless spell, sphere effect, or ability targeting a hostile creature or whose area of effect includes a hostile creature. This *consecration* can only affect an individual creature once per round. The number of times per round that an individual creature can be affected by the *consecration* increases by 1 at 5th level (2 times), 11th level (3 times), and 17th level (4 times).

Divine Force (consecration)

Your *consecration* fills an area with the influence of an alignment type you are connected to (good, evil, lawful, or chaotic). You must possess this alignment type. Creatures of that alignment's opposite (good for evil, lawful for chaotic, etc.) who begin their turn within the consecration's aura must succeed a Charisma saving throw or suffer one of the following conditions for 1 round, chosen at random:

1. blind
2. deaf
3. charmed
4. poisoned
5. frightened
6. restrained

As this power is cosmic in origin, it ignores immunities that a creature can normally have against these conditions. If you are true neutral, you can choose neutrality with this consecration, in which case all creatures at the extremes of the alignment spectrum (chaotic evil, chaotic good, lawful evil, and lawful good) suffer the conditions.

Hallow (consecration)

Your *consecration* fills an area with cosmic energies protecting against certain supernatural creatures: aberrations, celestials, elementals, fey, fiends, and undead. Such creatures have disadvantage on attack rolls made against allied creatures inside the aura.

Augment 1 sp: Allied creatures inside the aura also can't be charmed, frightened, or possessed by the supernatural creatures. If an allied creature in the aura is already charmed,

frightened, or possessed by such a creature, the ally has advantage on any new saving throw against the relevant effect.

Logos (consecration)

While inside the area of your consecration, you and your allies can understand all spoken words, regardless of language.

Augment 1 sp: You and your allies can also be understood by any creature with a language. You and your allies do not learn the creature's language, but instead every creature hears what is said in whatever language is most comfortable for it.

Misfortune (consecration) [curse]

Your aura bestows bad luck upon your enemies. The first time each hostile creature enters your aura, it must succeed a Charisma saving throw or be cursed for the duration of the consecration. Whenever a cursed creature inside your aura makes an attack roll or saving throw, the creature must roll a d4 and subtract the number rolled to the attack or saving throw.

Purity (consecration)

Your *consecration* blesses creatures with hope and vitality. While this *consecration* is in effect, you and each ally in your aura has advantage on Wisdom saving throws and death saving throws.

Augment 1 sp: Your *consecration* also maximizes the number of hit points possible from any healing. For example, a potion of healing which normally heals 2d4+2 hit points, would automatically heal 10 hit points if used within the area.

Reveal Alignment (consecration)

Your *consecration* reveals the alignment of all creatures inside it. While this *consecration* is in effect, the alignment of all creatures within the area is plain to any who observe them. How this manifests is unique to each observer—some might see a good creature with a halo and an evil creature with horns, while others might hear musical themes and chords evoking an alignment—but however it does the interpretation is unambiguous in the observer's mind. An observer must still be able to sense a creature in order to discern its alignment.

Serendipity (consecration)

Your aura bestows luck upon your allies. Whenever an allied creature inside your aura makes an attack roll or saving throw, the creature can roll a d4 and add the number rolled to the attack or saving throw. An individual creature can only benefit from this *consecration* once per round.

Silence (consecration)

Your aura stifles all sound within or passing through your consecration. Any creature or object entirely inside the sphere gains resistance to thunder damage, and creatures are deafened while entirely inside it. Using any magic that includes or requires a verbal component is impossible there.

Augment 2 sp: Your aura grants immunity to thunder damage.

Tug Fate (consecration) [curse]

Your aura manipulates the luck and fate of others. For as long as this *consecration* is in effect, any creature within the aura who rolls a 10 on the d20 of an attack roll, ability check, or saving throw receives either a bonus or a penalty to their roll equal to your Proficiency Bonus (your choice).

Augment 1 sp: Additionally, once per round any time a creature within the area rolls a natural 1 or natural 20, you can change the roll into the opposite. This does not require an action, but can only be used once per round. Converting a natural 20 to a natural 1 is a curse effect and can be negated with a successful Wisdom saving throw.

Undo Harm (consecration)

While this *consecration* is in effect, the first time each round any individual creature within the aura is damaged, they

immediately gain 5 temporary hit points. These temporary hit points do not stack with themselves and disappear if the creature leaves the aura or the *consecration* ends. The number of temporary hit points increase by 10 at 5th level (15 temporary hit points), 11th level (25 temporary hit points), and 17th level (35 temporary hit points).

Augment 1 sp: This *consecration* no longer affects every creature inside the aura, but now only affects your allies.

Motif Talents

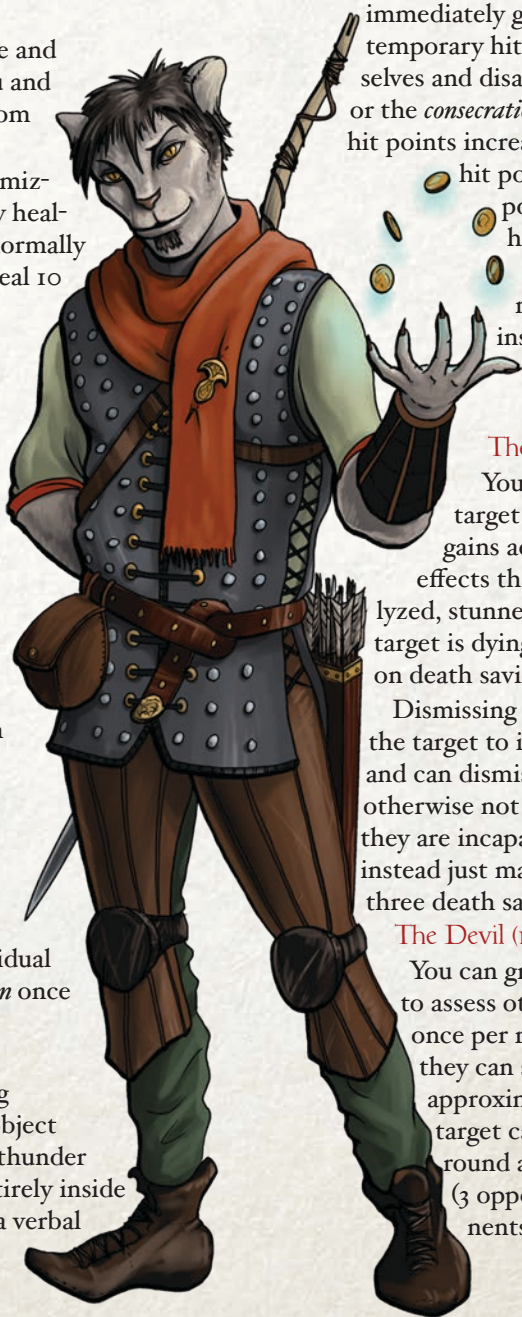
The Chariot (motif)

You can grant a *motif* that ensures the target is always able to act. The target gains advantage on saving throws against effects that inflict the incapacitated, paralyzed, stunned, or unconscious conditions. If the target is dying, this also grants them advantage on death saving throws.

Dismissing this *motif* while augmented allows the target to ignore one such effect for 1 minute, and can dismiss the *motif* even when they would otherwise not be able to take actions, such as if they are incapacitated. If the target was dying, this instead just makes them stable as if they passed three death saving throws.

The Devil (motif)

You can grant a *motif* that allows the target to assess other creatures. As a free action once per round they can assess an opponent they can see. The target learns the enemy's approximate CR (see table Enemy CR). The target can assess an additional creature each round at 5th level (2 opponents), 11th level (3 opponents), and 17th level (4 opponents).



Dismissing this *motif* while augmented grants the target a +2 bonus to AC and attack rolls against any enemy they have assessed using this motif's benefit for 1 minute.

Table: Enemy CR

Enemy's CR	Result
4+ lower than the target's level	Trivial
1-3 lower than the target's level	Easy
Equal to the target's level	Fair fight
1-3 higher than the target's level	Difficult
4+ higher than the target's level	Overwhelming

The Emperor (motif)

You can grant a *motif* that allows its bearer to better project their power. Whenever the target suffers from penalties to attack rolls, damage rolls, saving throws, or ability checks, they reduce their total penalty by 1, to a minimum of 0. The reduced penalty increases by 1 at 5th level (2 total), 11th level (3 total), and 17th level (4 total).

Dismissing this *motif* while augmented allows the target to choose one penalty they are suffering and instead add it to their roll for 1 minute. Some feats or abilities can allow you to apply a penalty to individual rolls or checks. This *motif* would allow you to affect only one such roll or check with the dismissal effect.

Variant The Emperor (motif)

You can grant a *motif* that allows its bearer to better project their power. Whenever the target suffers from disadvantage to attack rolls, damage rolls, saving throws, or ability checks, they can ignore one source of disadvantage. They can ignore an additional source of disadvantage each round at 5th level (2 total), 11th level (3 total), and 17th level (4 total).

Dismissing this *motif* while augmented allows the target to treat a source of disadvantage as a source of advantage instead for 1 minute. Some feats or abilities can allow you to apply disadvantage to individual rolls or checks. This *motif* would allow you to affect only one such roll or check with the dismissal effect.

The Empress (motif)

You can grant a *motif* that subtly improves the target's ability to make their own fate. The target gains a single temporary inspiration token they can use throughout the duration of this motif. An individual creature cannot be the target of The Empress (motif) more times than their Proficiency Bonus per long rest. The target can spend a temporary inspiration point to gain advantage on an ability check, attack roll, or saving throw. Spending their temporary inspiration point does not cause the *motif* to end.

Dismissing this *motif* while augmented allows the target to add their Proficiency Bonus to any one attack roll, ability check, or saving throw; This does not stack with expertise and other similar abilities that allow adding your Proficiency Bonus a second time.

The Fool (motif)

You can grant a *motif* that allows a target to surrender themselves to fate. The target has disadvantage on all saving throws, but gains a +5 bonus to them.

Dismissing this *motif* while augmented allows the target to reroll a saving throw they just failed. They do not have disadvantage on or a bonus to this saving throw. The target can also choose to dismiss this *motif* as a reaction with no further effect.

The Hanged Man (motif)

You can grant a *motif* that allows the target to benefit from their sacrifices. Each round as a bonus action the target can decide to add double their proficiency bonus on a saving throw of their choice, but lose their Proficiency Bonus on all other saving throws, or to keep their saving throws as is. This choice remains until they decide to change it.

Dismissing this *motif* while augmented allows the target to spend one of their Hit Dice, taking damage equal to the spent Hit Dice and gaining this amount (minimum 1) as a bonus to a single ability check, attack roll, or saving throw.

The Hermit (motif)

You can grant a *motif* that improves a target's ability to work alone. So long as the target is not within melee reach of another creature, they can use the Help action on themselves as a bonus action. In any round they do so, they also cannot benefit from another creature using the Help action on them.

Dismissing this *motif* while augmented allows the target to have advantage on attack rolls against all enemies as long as none of the target's allies threaten the enemy for 1 minute. If the target has the Sneak Attack (or similar) feature, they can use it against enemies for 1 minute, even if a source of disadvantage cancels out the granted advantage.

The Hierophant (motif)

You can grant a *motif* that allows the target to subsume themselves in the group. The target gains an aura with a radius of 30 feet that gives allies other than the target advantage on all saving throws vs the charmed condition as well as any spell belonging to the Enchantment school or Mind sphere.

Dismissing this *motif* while augmented allows the target to transfer up to half the damage that an ally within 30 feet takes to themselves. The target can discharge this effect even if the damage their ally would take would normally reduce them below 1 hit point, and even if it would kill them outright. Damage is transferred after the effects of resistance, immunity and similar effects. The damage transferred is empathic in nature and cannot be further reduced, divided, or transferred.

Judgment (motif)

You can grant a *motif* that heightens the target's discernment. The target can't be surprised while conscious, and other creatures don't gain advantage on attack rolls against them as a result of being unseen. Additionally, the target does not have disadvantage on attack rolls against invisible enemies they can't see.

Dismissing this *motif* while augmented allows the target to cause all adjacent invisible enemies to become visible for 1 minute, and incapable of making Dexterity (Stealth) checks for that duration.

Justice (motif)

You can grant a *motif* that enforces balance. The first time each round that a hostile creature successfully deals damage to the target, they become marked, taking an additional 1d6 damage from weapon attacks for one round.

Dismissing this *motif* while augmented allows the target to transfer up to half the damage that an enemy would deal to them to the enemy who dealt the damage. The target can discharge this effect even if the damage they take would normally reduce them below 1 hit point, and even if it would kill them outright. Damage is transferred after the effects of resistance, immunity, and similar effects. The damage transferred is empathic in nature and cannot be further reduced, divided, or transferred.

The Lovers (motif)

You can grant a *motif* that empowers a target when near its allies. The target gains a bonus to all saving throws equal to the number of allies adjacent to them. This bonus cannot exceed your Proficiency Bonus.

Dismissing this *motif* while augmented allows the target to spend one of their Hit Dice and grant that many temporary hit points to an ally within 30 feet. These temporary hit points last for 1 minute.

The Magician (motif)

You can grant a *motif* that helps the target make the most of their current circumstances. The target gains a bonus equal to half their proficiency bonus, rounded down, on ability checks their proficiency bonus does not apply to.

Dismissing this *motif* while augmented allows the target to gain an additional action on their turn. This action can only be used to take the Dash, Help or Use an Object action.

The Moon (motif)

You can grant a *motif* that safeguards the target from illusions. The target gains advantage on saving throws vs any spell belonging to the Illusion school or the Illusion sphere.

Dismissing this *motif* while augmented allows a target who successfully disbelieved an illusion to cause all other allies within 30 feet to also disbelieve the same illusion.

The Star (motif)

You can grant a *motif* that gives guidance in difficult circumstances. Any attack roll made against the target during their turn has disadvantage.

Dismissing this *motif* while augmented allows the target to avoid provoking opportunity attacks for 1 minute.

Strength (motif)

You can grant a *motif* that enhances a target's might and will. When making a Strength check, the target can substitute Strength with your key ability score if it is higher.

Dismissing this *motif* while augmented allows a target to become immune to the frightened condition for 1 minute.

The Sun (motif)

You can grant a *motif* that ensures a glorious dawn after the darkest night. Whenever the target has less than half of their maximum hit points, they have advantage on all saving throws.

Dismissing this *motif* while augmented allows a target to spend Hit Dice to regain hit points as if they took a short rest.

Temperance (motif)

You can grant a *motif* that protects against the whims of luck. When the target rolls a natural 1 on any attack roll, ability check, or saving throw, they can reroll it. If the new roll is also a natural 1, this effect does not allow them to reroll again.

Dismissing this *motif* while augmented allows the target to force any creature within 30 feet to reroll any attack roll, ability check, or saving throw. They must take the result of the reroll, even if it is worse than the original roll.

The Tower (motif)

You can grant a *motif* that lets the target focus the vagaries of time on a creature or object. The target's unarmed strikes, natural attacks, and manufactured weapons ignore resistance.

Dismissing this *motif* while augmented allows the target to modify a single attack of an ally so that it ignores any resistance a creature or object can have.



The Wheel (motif)

You can grant a *motif* that empowers the target almost at random. Roll 1d6 when you grant the motif. The target gains a +1 bonus to rolls indicated on the table below. This bonus increases by 1 at 5th level (+2), 11th level (+3), and 17th level (+4).

Dismissing this *motif* while augmented allows the target to gain a bonus to a single attack roll, ability check, or saving throw equal to twice the granted bonus. They must choose to do so before rolling.

Table: The Wheel

d6	Bonus
1-2	Attack and damage rolls
3-4	Saving throws
5-6	Ability checks

The World (motif)

You can grant a *motif* that enhances the target's ability to succeed in all their endeavors whenever they commit their efforts. Whenever they would make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Dismissing the *motif* while augmented allows the target to increase the value of any d20 roll made on an ability check made by any ally within 30 feet to 10.

Word Talents

Bless (word)

You can bless the immediate actions of a target within range. The next d20 roll the target makes before the end of the next round gains advantage.

Bondage (word) [curse]

You can invoke a curse of bondage upon a target within range. The target must make a Charisma saving throw or become restrained until the start of your next turn.

Curse (word) [curse]

You can curse the immediate actions of a target within range. The next d20 roll the target makes before the end of the next round gains disadvantage.

Exorcise (word)

You can call upon cosmic forces to end a dominate or possession effect on a creature or object. A creature under the effect of Body Thief (or similar ability) is considered under the effect of a possession. The dominated or possessed target is granted a new saving throw or check to resist the effect. If the dominated or possessed target succeeds on their saving throw or check, the domination or possession effect ends, and the target cannot be the target of a dominate or possession effect for by that source for 24 hours; A possessing source, if a creature, is ejected from the body and appears in the nearest unoccupied space.

Augment 1 sp: The source of the dominate or possession effect must make a Charisma saving throw or suffer 2d6 necrotic, psychic, or radiant damage, chosen when you augment the effect. On a successful save, the source of the dominate or possession can transfer up to half the damage it takes to the target; transferred damage cannot be reduced by resistance or

immunity. The amount of damage increases by 1d6 at 5th level (3d6), 11th level (4d6), and 17th level (5d6).

Freedom (word)

You can invoke a blessing of freedom to a target within range. Until the start of the next turn, the target automatically succeeds on the next Dexterity (acrobatics) or Strength (athletics) check made to escape a grapple, break free from manacles, or untie themselves from rope. In addition, for the round, the target gains immunity to the grappled, incapacitated, paralyzed, restrained, and stunned conditions. If targeting a creature who is petrified, they temporarily lose the condition for the round.

Harm (word) [curse]

You can curse a target with increased pain. All damage taken by the target is increased by your Proficiency Bonus for 1 round.

Mark (word) [curse]

Duration: Concentration, up to 1 minute

You can curse a target, allowing you to deal an extra 1d6 necrotic damage to them whenever you hit it with an attack. Additionally, when you place the curse, you can choose one of the following:

- Choose one ability score, the target also has disadvantage on ability checks made with the chosen ability. This functions as the hex spell for the purpose of features and abilities.
- You also have advantage on any Wisdom (Perception) or Wisdom (Survival) checks you make to find the cursed target. This functions as the hunter's mark spell for the purpose of features and abilities.

If the target drops to 0 hit points before the duration expires, you can use a bonus action on a subsequent turn of yours, to curse a new target.

Augment 1 sp: You may apply both choices to the curse.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment can be applied after the effect is cast on your turn without an action.

Mercy (word)

You can invoke a blessing of mercy upon a target within range. For 1 hour, any time that the target would reduce a creature to 0 hit points with a melee attack, the attacker must choose to knock the creature out (or otherwise incapacitate it) instead of killing it. Additionally, the target must succeed a Charisma saving throw before attacking any creature that is unconscious (or otherwise incapacitated).

Open/Close (word) [curse]

You cause something to open or close. This *word* has different effects based upon the target and whether you are opening or closing.

- **Creature: Open.** The target finds that its eyes or mouth are forced open (chosen at time of casting), and unable to be shut. Each round, at the beginning of the target's turn they make a new Strength saving throw against the effect. On a successful saving throw, the target can open or close their eyes or mouth as normal.
- **Creature: Close.** The target finds that its eyes or mouth are forced shut (chosen at time of casting), and unable to

be opened. Each round, at the beginning of the target's turn they make a new Strength saving throw against the effect. On a successful saving throw, the target can open or close their eyes or mouth as normal.

- **Object: Open.** A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the target has multiple locks, only one of them is unlocked. If the target is held shut magically, the effect is suppressed for 10 minutes, during which time the target can be opened and shut normally.
- **Object: Close.** A target that has a mundane unlocked lock becomes locked. If the target has multiple unlocked locks, only one of them is locked. If the target lacks any locks of their own, the target instead becomes stuck, requiring a Strength check against the sphere effect to burst the object open.

Soothe (word)

You can bless a target with increased healing. Any hit points restored to the target is increased by your Proficiency Bonus for 1 round.

Subvert (word) [curse]

You can curse the immediate actions of a target within range. The next time that the target would deal damage to a creature or object, before the end of the next round, they must make a Charisma saving throw or deal damage to themselves instead.

Violence (word) [curse]

You can invoke a curse of violence upon a target within range. The target must make a Charisma saving throw or attack the nearest creature (not including themselves) on its next turn.

Other Talents

Bound Consecration

Augment 0 sp: When using a consecration, you can choose to have the aura remain in place rather than move with you. Alternatively, you can apply a *consecration* to an object with a touch. The aura is centered on the object and moves with it (as normal, choose one corner of the object's space to be the center of the consecration). You must make this choice when you first use the consecration.

Fate Advanced Talents

Atonement (word)

Prerequisites: Fate sphere.

Invoking cosmic forces, you act as an intermediary on behalf of your alignment. If you are connected to a deity or another source of power due to your casting tradition, you can also intercede on its behalf. You make an Insight check using your key ability score instead of Wisdom against a DC 20. On a successful check, you restore the target to its original alignment.

Consecrated Ground

Prerequisites: Fate sphere (Bound Consecration), character level 5th.

Augment 2 sp: When using an augmented *consecration* that remains in place rather than move with you, the duration is increased to 8 hours.

Augment 3 sp: When using an augmented *consecration* that remains in place rather than move with you, the duration is increased to permanent until dispelled.

Death (motif)

Prerequisites: Fate sphere (one (motif) talent), character level 5th.

You can grant a *motif* that allows a target to preserve and ultimately change the other motifs they bear. While this *motif* is active, whenever the target dismisses a *motif* that is augmented other than Death, there is a 50% chance that it does not end.

Dismissing the *motif* while augmented allows the target to cast any (motif) talent they know as part of the same action.

Execration

Prerequisites: Fate sphere (at least one [curse] (word) talent), character level 11th.

Augment 3 sp: Any [curse] (word) talent effect that normally lasts until the start of the next turn instead becomes permanent until dispelled.

The High Priestess (motif)

Prerequisites: Fate sphere (one (motif) talent), character level 5th.

You can grant a *motif* that extends the benefits of other motifs affecting the target to their allies. When you cast this motif, choose another *motif* currently affecting the target to link this *motif* to. The target's allies gain the effect of the *motif* effect as long as they are within 30 feet of the target. Dismissing this *motif* while augmented allows the target to as part of the same action dismiss the linked (motif) talent bestowing the dismissed effect to all allies within 30 feet of the target.



Illusion Sphere

You can craft images and impressions of things that aren't there.

Using Illusions

Illusions can be particularly difficult for players and Game Masters, because most of its power comes from how they affect the narrative; illusions by their very nature mislead, and while using illusions against players can be done easily (a Game Master can simply tell their players 'you see a wall' without telling them it is an illusion, then see how they behave), a Game Master is expected to both know when the players are using illusions, as well as control NPCs who very well might not know. The Illusions sphere is written with the following expectations and guidelines for how figments work in practice, and these guidelines should help players and game masters agree on their expectations.

Belief vs Disbelief

In a world of magic, unless a creature knows they are dealing with an illusionist, they will not automatically doubt anything they see; a guard familiar with a city streets might know that an illusory wall wasn't dividing the street yesterday, but they won't automatically know it is an illusion; it very well might be a real wall summoned by a Creation caster instead. Likewise, a caster who appears to summon monsters to aid in

a fight might be creating illusions, or summoning actual monsters. Thus, even if an NPC has a reason to be suspicious of an illusion, they will need to at least use an action to attempt to disbelieve an illusory wall before charging through it, or spend an action attacking an illusory creature to see their attack go through it (or, if the illusion is being actively guided by the illusionist or possesses the Intelligent Illusions talent, spend a few rounds attacking it before they become suspicious that the illusion 'somehow' keeps dodging every attack).

It is only if they know they are facing an illusionist (such as by having seen through their earlier illusions) that they might charge through the wall without waiting to examine it or ignore the creatures summoned to attack it, but even then they risk a clever magic user who places illusions the first time, then summons real walls and creatures the second time when the guards are primed to ignore them.

Covering Objects with Figments

While the Illusory Disguise talent can allow you to change the appearance of a creature or object, it is also possible to place a figment on top of something to hide it. For example, you could place a figment on top of a creature to give the impression it is transforming into a monster, or hide a door behind a figment of a rock. These figments, however, do not move with the creature or object they are placed over (they must be moved as an action by the caster), and also have the chance to be disbelieved and therefore turn transparent once uncovered.



Illusionary Cover

While summoning a figment of a wall might discourage someone from trying to attack you through it, the cover is not real, and so therefore does not actually provide cover if the target attempts to attack. If the attack succeeds, the attacker will have seen their attack pass through the illusion and will know the cover is fake.

Automatic Disbelief

Remember that once a target has seen proof that a figment is illusionary (for example, a guard shoots an arrow through an illusionary wall, or a guard sees the PCs enter the illusion of a rock, or sees ranged attacks coming from inside a rock), they automatically disbelieve the figment, and therefore automatically can see through it. A creature does not need to be next to an illusion to examine it, interact with it (throwing or firing ranged weapons can do so), or see something pass through it.

Alternative Uses

Illusions can be used in ways not tied to fooling someone. You could use an audible illusion to throw your voice and whisper messages at a distance. You could use visible illusions to show someone the image of a person or map you have seen. An Illusionary Disguise with Greater Illusion could be used to give advantage on a check made with cooking utensils (in essence, covering up any mistakes in the cooking with pleasant smells and tastes), or a figment could be used to make a Performance check to entertain.

When you first gain the Illusion sphere, you gain the following abilities:

Figment

Casting Time: 1 action

Range: 60 feet

Duration: Concentration up to 10 minutes

Cost: 0 sp

You can create the image of something that is not actually there, known as a 'figment'. Your figment has a maximum size of a 10-foot cube, which improves by 5 feet at 5th level (15-foot cube), 11th level (20-foot cube), and 17th level (25-foot cube).

Alternatively, you can create an illusionary sound such as a lion's roar, a speaking voice, etc.. Whether creating figments or simply sounds, you cannot create illusions that can directly affect the world around you; your images cannot affect objects and you cannot create sounds loud enough to deafen or deal thunder damage, etc..

As long as you are within range of a visual figment, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. If you are not using your action to control it, however, the image simply sits still and does not move.

Physical interaction with a visual figment reveals it to be an illusion, because things can pass through it. Likewise, creatures that rely primarily on a sense that your *illusion* does not affect may often ignore your illusions completely. For example, a target with a keen sense of smell (such as a wolf or dog) will automatically disbelieve a figment of a person if you do not have the Greater Illusions talent.

A creature that uses its action to examine the image or sound can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

Augment 1 sp: Your illusion includes both sight and sound. If you possess (sensory) talents, any or all of those talents are also applied to the figment as you so choose.

Augment 1 sp: Your figment increases in size to a 20-foot cube. This increases by 10 feet at 5th level (30-foot cube), 11th level (40-foot cube), and 17th level (50-foot cube).

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Glamer

Casting Time: 1 action

Range: 60 feet

Duration: Concentration up to 10 minutes

Target: one creature or object

If you possess a (glamer) talent, you may create an illusion that alters the appearance or perceived characteristics of a creature or object in some way. Unlike with a figment, you do not need to use your action to move the glamer; instead, the glamer moves with whatever target it is attached to as they do. Whenever you use this ability, grant a target the effects of one (glamer) talent you possess. Unlike figments, glamers (with some exceptions noted in the talent) cannot be disbelieved; for example, an invisible creature is simply invisible, whether or not a target 'believes' it to be true.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Illusion Talents

Glamer Talents

Decoy (glamer)

Cost: 0 sp

You surround a target with decoy copies, making it difficult to determine which is the real one. An illusory duplicate of the target appears in its space. Until the effect ends, the duplicate moves with the target and mimics its actions.

Each time an enemy targets a creature under this effect with an attack, roll a d20 to determine whether the attack instead targets one of the duplicates. You must roll an 11 or higher to strike a duplicate instead of the target. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The effect ends when all duplicates are destroyed.

Augment 1 sp: You can grant a number of additional duplicates equal to half your proficiency bonus. If there are four duplicates, you must roll a 4 or higher to change the attack's target to a duplicate. If there are three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher.

Illusionary Disguise (glamer)

Cost: 1 sp

You can create a glamer that changes a target's appearance. This can change the appearance of an object, or alter a creature to seem 1 foot shorter or taller, make it appear thin, fat, or in between, or change its apparent species, gender, outfit, etc.. You can't change the target's body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the *illusion* is up to you. This glamer only disguises the target's appearance and voice, but can extend to their smell and taste if you have Greater Illusions, their magic auras if you possess Veiled Illusions, or even their minds if you have Intelligent Illusions.

Just as with a figment, the changes are not real; if a target attempts to interact with the illusion (for example, pick up an

illusionary hat on top of your head), they pass right through it and feel your hair. Also, just as with a disguise kit, a creature can use its action to inspect your Appearance and attempt an Intelligence (Investigation) check to see through the disguise (against your spell save DC). While these actions can cause a target to disbelieve the disguise, unlike with figments, disbelieving does not automatically let them see through the disguise.

Augment 1 sp: If you possess Greater Illusions, you can give your illusionary disguise a tactile component; interacting with the illusion does not reveal the deception, although your illusion still does not have substance (thus, feeling the hat on top of your head wouldn't make the target disbelieve, but they still could not pick it up off your head).

Obscure (glamer)

You gain the following glamers:

Cost: 0 sp

The target becomes blurred, granting disadvantage to any attacks made against them and making them lightly obscured. This effect ends for a target that attacks or casts a spell or sphere ability.

Augment 1 sp: The target becomes invisible instead of just blurred for the duration. Anything that the target is wearing or carrying is invisible as long as it remains on the target. The invisibility ends for a target that attacks or casts a spell or sphere ability.

Augment 1 sp: The obscure effect does not end if the target attacks or casts a spell or sphere ability.

Augment 1 sp: You can muffle the target, removing disadvantage on Dexterity (Stealth) checks from the target produced from heavy armor, and give disadvantage on any Wisdom (Perception) checks made to hear the target.

Augment 0 sp: If you possess Greater Illusions, you can give disadvantage on any Wisdom (Perception) checks made to smell the target.

Augment 1 sp: If you possess Veiled Illusions, you can suppress all auras from the target, such as magical auras from its equipment or its alignment or creature type aura.

Augment 1 sp: If you possess Greater Illusions, the benefits of obscure apply even to targets with blindsight and tremorsense. If you possess Intelligent Illusions, the benefits of obscure apply even to targets with thoughtsense, and hide the target from talents and from divination school spells that read the mind such as detect thoughts or magical lie-detection.

Sensory Talents

Greater Illusions (sensory)

You may create a smell instead of a sound or an image when creating a figment. When augmenting your figments to include both sight and sound, they now can affect the senses of smell, taste, and touch as well. Illusionary swords feel sharp, illusionary food smells delicious (or terrible, as you choose) and illusionary fire feels hot, although the effect is all in the target's mind and they cannot be made to actually suffer damage. Simply interacting with your figments or a target under your Illusionary Disguise does not reveal the deception anymore, although your illusions still do not have substance or weight (thus, a target feeling your illusionary wall will not im-

mediately notice the deception, but a target attempting to run through or climb on the wall will still fall through, and ranged attacks would still penetrate the wall).

Your kinetic figments become harmless, bland, and incorporeal to creatures that successfully disbelieve your figments.

Veiled Illusions (sensory)

You can grant your figments or creatures under your Illusionary Disguise an aura, or eliminate any aura they already have, such as altering how they detect through magic that detects magic, alignment, creature types, etc. Your Illusion sphere powers do not detect as being magical effects unless you choose to let them.

A figment's illusionary aura becomes obvious to a creature detecting its magic that disbelieves the illusion.

Other Talents

Illusionary Obstruction

You can create a figment called an obstruction that, instead of creating the impression of an object, instead obstructs everything within its area. Unlike normal figments, an obstruction cannot be disbelieved, and cannot be moved from the location where it was created.

Augment 1 sp: Your obstruction makes everything within the figment's area blurry, becoming lightly obscured. Attacks made against any target within this area suffers disadvantage, whether or not the attacker is also within the area themselves.

Augment 1 sp: Your obstruction silences the area. Any creature or object entirely inside the figment is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Augment 1 sp: If you possess Greater Illusions, your obstruction removes touch and friction from the area. Each creature standing in its area when you first create the obstruction 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. If a creature is struck by a hidden target while within the area, they might need to pass a Wisdom (Perception) check against your Sphere DC to even know they've been damaged.

Augment 1 sp: If you possess Greater Illusions, your obstruction removes taste and smell within the area. No creature within the area can smell, nor gives off any scent. Wisdom (Perception) checks that rely on scent cannot be made while within the obstruction. This suppresses effects dependent on smell or taste, such as a troglodyte's stench.

Augment 1 sp: If you possess Veiled Illusions, your obstruction hides the auras of all creatures within the obstruction, making them undetectable to magic of any kind unless the caster succeeds on a spellcasting ability check against your sphere DC.

Augment 1 sp: If you possess Intelligent Illusions, your obstruction suppresses the thoughts of all creatures within the obstruction. Creatures entirely inside the obstruction are immune to psychic damage, and effects that read or communi-

cate with the mind such as telepathy, detect thoughts, magical lie-detection, etc. cannot be used by or on creatures entirely inside this obstruction.

Potent Illusions

Your figments can be so powerful that they can affect creatures in many ways, even if they disbelieve them. Depending on what (sensory) talents you possess, this could include blinding lights, thunderous noise, smells so strong they induce nausea, or even fire that can kill.

Augment 3 sp: Creatures who begin their turn within the area of your figment must make an Intelligence saving throw or be blinded for the round.

Augment 1 sp: Creatures who begin their turn within the area of your figment must make an Intelligence saving throw or be deafened for one minute.

Augment 1 sp: If you possess Greater Illusions, creatures who begin their turn within the area of your figment must make an Intelligence saving throw or take 1d4 psychic damage. The amount of psychic damage that a creature takes when it fails its saving throw increases by 1d4 at 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Augment 2 sp: If you possess Greater Illusions, creatures who begin their turn within the area of your figment must make an Intelligence saving throw or be poisoned for the round.

Augment 2 sp: If you possess Veiled Illusions, creatures who begin their turn within the area of your figment must make an Intelligence saving throw or be frightened for the round.

Augment 2 sp: If you possess Intelligent Illusions, creatures who begin their turn within the area of your figment must make an Intelligence saving throw or be charmed for as long as they remain inside the figment. A creature who disbelieves the figment becomes immune to its charm effect, and the charm ends if it was being affected.

Complex Illusions

Augment 1 sp: You can split your figments into multiple independent illusions. Whenever you use your action to control a figment, you can control all of your figments with the same action. For example, instead of creating a dinner party with a single figment (in which case all of the guests and the table would need to be contained within your figment's size), you could create one figment for the table and another figment for each guest, each of which could move independently within your illusion range.

You can create up to three figments, but each one can only be half the size of your usual figments. The number of figments you can create increases at 5th level (four figments), 11th level (five figments), and 17th level (six figments).

Control Figment

Casting Time: 1 action

Range: as illusion

Duration: as the targeted effect

Target: one figment

Cost: 0 sp

You can make a spellcasting ability check against the spell save DC or sphere DC of the controller of an existing figment. If successful, you gain control of the figment and may command it as if it was your effect. Treat the figment in all ways as if it was cast by you, except this does not change any of the original variables related to level, Illusion sphere talents, class abilities, or spell points. You however must remain within your *illusion* range of the figment to maintain this effect as normal. If the figment was being maintained by concentration, you must assume concentration over the effect as if you had cast it.

Illusionary Terrain

Augment 0 sp: You can create figments that alter the appearance of the terrain itself or other features of the area around you. For example, while you could previously cover a wall with a bigger wall or use an illusionary carpet to hide a pit, now you can use a figment that makes a wall of fire appear as a harmless wall of mist, or change the appearance of terrain from grassland to forest. Extreme changes (such as changing a warm grassland into a wintery tundra) may require additional (sensory) talents to be convincing.

Insistent Illusions

Augment 1 sp: Choose one creature you can perceive. You give that target disadvantage on their next Intelligence (Investigation) check made to examine or disbelieve this figment, made within the next minute.

Programmed Illusion

Augment 1 sp: When creating a figment, you can cause it not to appear immediately, but instead to wait to activate when a specific condition occurs. The illusion is imperceptible until then. The trigger can be as general or detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the figment's location. For example, you could create an illusionary monster that appears when someone opens a door, or a message that appears written in the air when someone says the correct word or phrase.

Your figment has a permanent duration until triggered or dispelled (though you must still concentrate, unless using the augment to allow it to endure without concentration), though once triggered it performs a predetermined set of actions (set by you when it is created) with a maximum duration of 5 minutes, after which the figment disappears and the effect ends. If this figment is also altered with Permanent Illusion, then it will reset after 5 minutes, activating again the next time its trigger happens.

Selective Illusions

You can designate creatures to automatically disbelieve your figments, or to be immune to (figment) or (glamer) talents you use.

Augment 0 sp: You can choose to have a total number of creatures equal to your proficiency bonus automatically disbelieve or be immune to this illusion.

Illusion Advanced Talents

Intelligent Illusions (sensory)

Prerequisites: Illusion sphere

When augmenting a figment to include both an image and sound, you can also grant it intelligence. This means your figment can fool spells and abilities such as detect thoughts or telepathy and allow them to do quick calculations as if using your Intelligence score. Your figments can appropriately act on their own as well, responding to stimuli even if you are not there to direct the illusion yourself. This means you no longer need to use your action to direct your figments, although you must still spend an action to give them orders (for example, once you spend your action to order the illusion of a bartender to talk to the patrons, it will continue to do so until you spend another action to give it new orders).

Additionally, if you give a target the Illusionary Disguise (glamer), they can now fool thought-detecting and memory-probing magic, displaying only the mind, memories, and thoughts you desire unless the creature attempting the probe succeeds on an Intelligence (Investigation) check against your sphere DC to notice the thoughts and memories are not truly genuine.

Mirage

Prerequisites: Illusion sphere, Illusionary Terrain, 11th level or higher

Augment 2 sp: When using Illusionary Terrain, you can increase the range to a 1 mile square.

Permanent Illusion

Prerequisites: Illusion sphere, Universal sphere (Extended (metasphere)), 11th level or higher

Your illusions are long lasting.

Augment 4 sp: Your figments and glamers last until dispelled, without requiring your concentration.

Shadow Infusion

Prerequisites: Illusion sphere, Greater Illusions, Potent Illusions, 5th level or higher.

Whenever you use a figment to deal psychic damage, you can change the damage type to any other damage type.

Augment 1 sp: Any or all creatures within your figment are grappled as you choose until they successfully disbelieve the figment. A creature grappled by your illusion can make a free Intelligence (Investigation) check each round to disbelieve your illusion.

Augment 3 sp: Any or all creatures within your figment are restrained as you choose until they successfully disbelieve the figment. A creature restrained by your illusion can make a free Intelligence (Investigation) check each round to disbelieve your illusion.

Variants

Imageless

You cannot create figments (except for obstructions through Illusionary Obstruction). You gain one (glamer) talent or Illusionary Obstruction as a bonus talent.

Alternative Illusions

You cannot create figments that include a visual element; you might be able to create the sound of a bear or the smell of a bear, but not the image of a bear. As your illusions do not have an appearance, passing through them does not automatically reveal them to be illusions (as they have no substance to pass through), but you also cannot affect blind targets or deal damage with Potent Illusions, as your illusions have no image or substance for anyone to interact with. You gain Greater Illusions as a bonus talent.

(Optional) Figment Talents

By design, illusions are open-ended magical abilities; often, the difference between an effective illusionist and an ineffective illusionist is how the player and GM interact when deciding how NPCs react to those illusions. This anguish sometimes results in house rules where players and GMs agree to place heavy restrictions on the use of illusion magic.

The following talents replace the default figment power with a series of 'figment talents'. With these talents, the nature of an illusion doesn't matter; a player doesn't need to decide if they are going to summon the image of a rock or a soldier or determine how 'convincing' something is, instead they simply need to decide what effect they want to accomplish and see if they have the appropriate (figment) talent. Mechanics of disbelief generally do not apply to a (figment) talent, and what senses a creature possesses does not determine if they are affected.

If using this variant, the figment power is replaced by the following, and creatures gaining the Illusion sphere can choose either a (glamer) or (figment) talent as a bonus talent when they gain the sphere. If the GM chooses, both the base figment power and (figment) talents might even be included in the same game, although players must choose which they begin with, and spend a talent to gain either a (figment) talent or the base figment ability later if they desire both.

Figment

Casting Time: 1 action

Range: 60 feet

Duration: Concentration up to 10 minutes

Target: 10-foot cube. This increases by 5 feet at 5th (15-foot cube), 11th (20-foot cube), and 17th level (25-foot cube)

Cost: 0 sp

Choose a (figment) talent you possess. You create this effect inside the target area. You can move the target area as an action to any other location within range.

Augment 1 sp: Your figment increases in size to a 20-foot cube. This increases by 10 feet at 5th level (30-foot cube), 11th level (40-foot cube), and 17th level (50-foot cube).

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Figment Talents

Illusionary Combatants (figment)

Cost: 1 sp

You summon illusionary creatures to help you in combat. Each round you may either choose an ally within the figment and grant them advantage on their first attack for the round, or choose an enemy within the figment to grant disadvantage on their first attack for the round. Both the attacking and attacked creatures must be within range.

Augment 1 sp: You may affect up to 2 allies or enemies each round. This improves by one creature at 5th (3 creatures), 11th (4 creatures), and 17th levels (5 creatures).

Illusionary Cover (figment)

Cost: 1 sp

You create illusionary fog, walls, or other cover to obscure the area. All creatures inside the area are heavily obscured to all creatures outside the area, and vice-versa. You can shrink the target area as small as you desire.

Illusionary Terrain (figment)

Cost: 1 sp

You change the qualities of the terrain inside the figment, changing how the ground looks and feels. Any of the ground within the area that you choose becomes difficult terrain.

Illusionary Distraction (figment)

Cost: 1 sp

You summon distracting sensations, phantoms, and patterns to inhibit targets. Any creature of your choice inside your figment suffers disadvantage on all Perception checks.



Life Sphere

You wield the powers of life. When you gain the Life sphere, you gain the *cure*, *invigorate*, and *restore* sphere abilities.

Cure

Casting Time: 1 action
Range: touch
Duration: Instantaneous
Target: 1 creature
Cost: 1 sp

The target regains a number of hit points equal to $1d8 +$ your key ability modifier. The amount of healing increases by $1d8$ at 5th ($2d8 +$ KAM), 11th ($3d8 +$ KAM), and 17th level ($4d8 +$ KAM). This ability has no effect on undead or constructs.

Invigorate

Casting Time: 1 action
Range: touch
Duration: 1 hour
Target: 1 creature
Saving Throw: none
Cost: 0 sp

You can *invigorate* a creature, granting them temporary hit points equal to your proficiency bonus. If used on a living creature that has 0 hit points, the creature becomes stable before receiving the temporary hit points. Unlike normal temporary hit points, this ability can only be used on an injured target and cannot raise a target's current hit points plus their temporary hit points to be higher than their maximum hit points. If an invigorated creature later receives healing that would put their temporary hit points above their maximum hit points, they lose temporary hit points until their current hit points plus their temporary hit points is not higher than their maximum hit points.

Augment 1 sp: Increase the duration of the effect to: until depleted or you finish a long rest. This augment may be applied after the effect is cast on your turn without an action.

General Reminders About Temporary Hit Points

Healing can't restore temporary hit points, and temporary hit points can't be added together; in other words, temporary hit points do not stack. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones.

If you have 0 hit points, receiving temporary hit points does not restore you to consciousness or stabilize you. They can still absorb damage directed to you while you're in that state, but only true healing can save you.

Restore

Casting Time: 1 action
Range: touch
Duration: Instantaneous
Target: 1 creature
Cost: 1 sp

You can end either one disease or one condition afflicting the target. The condition can be blinded, deafened, paralyzed, or poisoned. If the condition targeted is caused by an ongoing effect, this suppresses the effect for a number of rounds equal to your key ability modifier. This cannot be used to remove curses or instantaneous effects.

Life Basic Talents

Adrenaline Surge

Augment 1 sp: When you use a Life sphere ability on an ally (not yourself), you can also give them an adrenaline surge. The ally may do one of the following as a reaction:

- make a single weapon attack
- move up to its speed
- make a Dexterity ability check to escape bonds, grapples, or other restraints
- draw, pick up, or ready a weapon or shield
- stand up from prone

If you possess the Mass (metasphere) talent from the Universal sphere, you can spend an additional spell point to apply this augment to all affected creatures. Surges are resolved in initiative order.

Break Enchantment

Augment 1 sp: You can allow your *restore* ability to remove one magical effect from the target that has a duration. This may be used against curses including cursed equipment, although it does not remove the curse from the equipment, but instead suppresses the effect long enough for the item to be removed. If you do not specify a particular effect, a random one is selected. You must succeed at a spellcasting ability check against the sphere or spell save DC of the magical effect in order to remove it. This counts as using the remove curse spell against those spells and effects that specify they can only be removed through that spell. This has no effect on instantaneous effects.

Contagion

Augment 1 sp: When you *restore* a creature, you can immediately attempt to inflict the conditions you just removed on another living creature within range of your *restore* ability. The creature targeted must succeed on a Constitution save against your sphere DC or they receive all the conditions you just restored. Immunity applies to these conditions as normal.

These conditions last one round, regardless of the original duration of the restored conditions. If the creature succeeds on their saving throw, the original creature is still restored. If this is used in conjunction with the Mass (metasphere) talent

from the Universal sphere, multiple enemies can be targeted, but each enemy can only receive conditions transferred from one ally and each ally must have all their conditions transferred to a single target.

Diagnose

Casting Time: 1 bonus action

Range: touch (see text)

Duration: Instantaneous

Target: 1 creature

Cost: 0 sp

As a bonus action, you can learn any conditions that are affecting a living creature (unconscious, dying, blinded, deafened, paralyzed, poisoned, etc.).

By increasing the casting time of this ability to an action, you can learn the details of any condition they are under, such as whether they have been affected by a spell or the nature of any disease or poison they are afflicted with. You can use this on a deceased creature to determine how they died, so long as the target has been dead for no more than one day.

You can also use this ability on any ally that is currently under the effect of one of your Life sphere abilities regardless of range or line of effect (such as allies who currently possess temporary hit points from your *invigorate* ability), as long as they are on the same plane of existence. You always know the direction and distance to such an ally.

Empathic Healing

Augment -1 sp: You can *restore* others by taking on their injuries yourself.

When you *restore* a creature empathically, you gain any conditions you removed from the creature as if you had been the one originally affected. You cannot transfer conditions that will kill you or conditions that are the result of ongoing effects. You cannot transfer effects that you are already affected by unless the effects are cumulative (so you can *restore* a level of exhaustion by increasing your own, but you cannot *restore* a disease that you already have). If restoring multiple conditions, you can select which conditions to transfer and which to leave untreated.

If the effect causing the condition allows a save, you do not get a new save, though any effects on you that would protect you from the condition still function for the duration you have them.

Esoteric Healing

Augment 0 sp: Your *cure* ability affects undead and constructs.

Fount of Life

You can store a *cure* within yourself, allowing you to access that healing as needed throughout the day. You spend a spell point and roll the damage healed as normal, except rather than healing by the given amount, that amount of healing is stored. You can store multiple cures in this manner to increase the amount of stored healing, but you cannot store more healing within you than 10 times your level. Stored healing is lost when you complete a long rest.

You can draw on this stored healing to heal targets exactly as if using your *cure* ability, except you do not need to spend a spell point; you can choose the amount of healing granted

(to a maximum amount equal to your stored healing), and any healing granted to a target is subtracted from your stored healing. A *cure* augmented with the Revitalize talent cannot be used to add to your stored healing.

Greater Healing

Augment 1 sp: Your *cure* ability restores 5 hit points per level + your key ability modifier instead of its normal amount.

Greater Invigorate

Augment 1 sp: Your *invigorate* effect grants 5 temporary hit points instead of its normal amount. Additionally, your *invigorate* may increase a target's effective hit point total beyond their hit point maximum, as is normal with temporary hit points. This means you can use this talent to grant an *invigorate* to a creature already at its maximum hit points. The number of temporary hit points granted by *invigorate* increases by 5 at 5th level (10 temporary hit points), 11th level (15 temporary hit points), and 17th level (20 temporary hit points).

Greater Restore

Augment 1 sp: Your *restore* ability may reduce the target's exhaustion level by 1 or remove any of the following:

- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum

Latent Healing

Augment 0 sp: When you use *cure* or *invigorate* on a target, you can choose to delay its effects. You can apply effects that add additional hit points of healing at the time of the initial cure, such as additional hit points from Fount of Life. At any point, the subject of the effect can trigger its effects as a reaction. You can even target uninjured targets when using your abilities this way, though the effects can only be triggered when the target is injured. Healing delayed this way lasts until the target completes a short or long rest. A target can only be under the effects of one Latent Healing at a time.

Restorative Cure

Augment 1 sp: When using your *cure* or *invigorate* abilities on a target or targets, you can *restore* them as well. Any augmentation costs incurred by the *restore* must be paid normally.

Restore Mind

Augment 1 sp: Your *restore* ability may remove any one effect causing one of the following conditions:

- Charmed
- Frightened
- Stunned
- Unconscious

Restore Movement

Your *restore* ability can allow the target to stand up from prone or attempt a Strength (Athletics) or Dexterity (Acrobatics) check to escape a grapple with advantage as a reaction.

Augment 1 sp: Your *restore* ability may remove any one effect causing one of the following conditions:

- Petrified
- Restrained
- An effect that reduces a target's speed below its normal amount, such as a ray of frost spell or the Hindering Blast (blast type).

Resuscitate

Augment 2 sp: Your *invigorate* ability functions on creatures who have died within no more than 1 round, bringing them back to life. Coming back from the dead is an ordeal. The target's exhaustion level increases by 1, to a maximum of 5 and cannot be reduced below exhaustion level 1 by any means until completing a long rest. This ability requires a mostly intact body to function. This can't return to life a creature that has died of old age, nor can it *restore* any missing body parts. This augment may be applied after the effect is cast on your turn without an action.

Augment 3 sp: This functions as the augment above except you can target creatures who have died within the last minute.

Revitalize

Augment 0 sp: When using *cure*, you can choose to grant the target rapid natural healing instead of directly healing damage. The target heals 1 hit point per round at the start of their turn for as long as you concentrate, up to 1 minute. The amount healed each round increases by 1 at 5th level (2 hit points), 11th level (3 hit points), and 17th level (4 hit points).

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Life Advanced Talents

Regeneration

Prerequisites: Life sphere (Revitalize), Universal sphere (Extended (metasphere)), 11th level or higher.

Augment 1 sp: For the duration, if you have the severed part and hold it to the stump (an object interaction) of a creature under the effect of Revitalize, the limb is instantly reattached. If Revitalize is also augmented with the Extended (metasphere) talent from the Universal sphere, the target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes.

Restore Mind And Body

Prerequisites: Life sphere, 11th level or higher.

Augment 2 sp: When using *restore*, you can remove any number of conditions affecting the target.

Resurrection

Prerequisites: Life sphere (Resuscitate), 11th level or higher.

Casting Time: 1 hour

Range: touch

Duration: instantaneous

Target: 1 dead creature

Cost: 3 sp

You return a dead creature to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point.

This effect also neutralizes any poisons and cures nonmagical diseases that affected the creature at the time it died. This effect doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the effect, they take effect when the creature returns to life. The effect can't return an undead creature to life.

This effect closes all mortal wounds, but it doesn't *restore* missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the effect automatically fails, expending all spell points and actions used in the casting.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

Resurrection, Greater

Prerequisites: Life sphere (Resuscitate, Resurrection, Regeneration), 15th level or higher.

Augment 1 sp: You can target creatures that have been dead for less than 100 years with Resurrection and may *restore* all missing body parts.

Using this augmentation to *restore* life to a creature that has been dead for one year or longer taxes you greatly. Until you finish a long rest, you can't cast spells or sphere effects again, and you have disadvantage on all attack rolls, ability checks, and saving throws.

Variants

Limited Restoration

Choose either the *restore* ability or both the *cure* and *invigorate* abilities. You cannot use this ability or abilities, nor take talents that only augment those abilities. You gain a bonus talent from this sphere.

Regenerate

You can only target yourself with your Life sphere abilities. You gain your choice of the Revitalize talent, or the Quickened (metasphere) talent from the Universal sphere as a bonus talent.

Sympathetic

You can only *restore* others by taking their afflictions unto yourself. You gain the Empathic Healing talent as a bonus talent and must use it when using *restore*. You cannot combine this variant with any variant that removes the *restore* ability.



Light Sphere

You can create and manipulate light. When you first gain the Light sphere, you gain the brighten, glow, and *lens* sphere abilities.

Brighten

Casting Time: 1 bonus action

Range: 120 feet

Duration: Concentration, up to 1 minute

Target: 1 *glow* you created

Saving Throw: Wisdom negates

Cost: 0 sp

You can cause any creature or object you have caused to *glow* that is within range to *glow* brightly, creating bright light in a 20-foot radius and dim light in an additional 20-foot radius. Unwilling targets can make a saving throw to prevent their *glow* from being brightened. Both radii increase by 10 feet at 5th (30-foot radius), 11th (40-foot radius), and 17th level (50-foot radius).

Augment 1 sp: You can target a number of glows equal to your proficiency bonus.

Glow

Casting Time: 1 action

Range: 120 feet

Duration: 10 minutes

Target: 1 creature or object

Cost: 0 sp

You can cause an object or creature in range to *glow* for the duration, shedding bright light in a 5-foot radius sphere and dim light an additional 15 feet beyond that, which may be of any color you wish. This requires a melee spell attack or ranged spell attack. The object or creature becomes outlined with light, giving it disadvantage on Dexterity (Stealth) checks and negating all bonuses usually bestowed by invisibility, darkness, or similar effects.

Whenever a *glow* effect interacts with a magical darkness effect (such as from the Dark sphere) the caster of the *glow* effect must succeed on a spellcasting ability check against the sphere or spell save DC of the darkness effect's caster. If they succeed, the darkness is countered and the Light effect functions normally. If they fail, the *glow* effect is countered and the Dark effect functions normally (outlines are swallowed, light sources are hampered, etc.).

Some talents are designated (glow), which add additional effects to your *glow* ability. You can only apply the benefits of one (glow) talent to any individual *glow* effect. While you can only apply one such talent to an individual *glow* effect, areas of light from different *glow* effects can overlap. When augmenting a *glow* effect with a (glow) talent, the effect is applied once per round, at the end of the caster's turn. For example, if a glowing object is thrown into a large group of enemies, it would only affect those within the area where it landed, not those targets it passed by to arrive in that area.

Some talents are designated (nimbus), which allows you to alter the appearance of light shed by your *glow* effects, changing the area or shape in which light is increased as well as where the effects of (glow) talents are applied. You can only apply a single (nimbus) talent to a *glow* at a time, but may switch between them and the normal area of your *glow* as a bonus action at the start of your turn, though any (glow) talents affect only one area in a round.

Lens

Casting Time: 1 action

Range: 120 feet

Duration: concentration, up to 1 hour

Target: 1 creature or object

Cost: 0 sp

Light talents listed with the (lens) tag are talents that do not create light, but instead bend it or alter its properties. Placing a (lens) effect on an unwilling target requires a melee or ranged spell attack.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Light Basic Talents

Glow Talents

Beacon of Hope (glow)

Augment 0 sp: When you place a *glow* on a creature, you can choose to grant that creature advantage on saving throws to prevent or end the frightened condition.

Augment 1 sp: When you *brighten* a *glow* to which Beacon of Hope is applied, all creatures within the area of bright light gain advantage on saving throws to prevent or end the frightened condition.

Blinding Light (glow)

Augment 0 sp: When you cause a creature to glow, you can choose to give that target a -1 penalty to attack rolls and Wisdom (Perception) checks.

Augment 1 sp: When you *brighten* a *glow* to which Blinding Light is applied, you can blind the glowing target and all creatures within the area of bright light. All creatures must make a Constitution saving throw or be blinded until the end of your next turn. Creatures who succeed at their saving throw still take the -1 penalty on attack rolls.

Bound Light (glow)

Augment 1 sp: When you *brighten* this glow, you can trap the target inside a prison of light. The target is restrained. In addition, the target must pass a spellcasting ability check against your sphere DC to use any form of dimensional travel, such as the dimension door spell or the teleport ability from the Warp sphere.

Disorienting Patterns (glow)

Augment 0 sp: When you *brighten* a glow, the bright light covers the area in confusing colors and designs. The area of this bright light is considered difficult terrain.

Augment 1 sp: You can make the patterns of the bright light even more intricate and confusing. Creatures within the bright light must make a Wisdom saving throw or fall prone.

Blind creatures (or creatures that have closed their eyes*) and creatures that do not rely on sight are immune to the effects of this talent.

**For this purpose, the decision to close your eyes must be made on the creature's turn and renders it blind until the start of its next turn.*

Encompassing Light (glow)

Augment 0 sp: When you *brighten* this glow, the bright light encompasses the glowing creature, allowing it to function as if it were larger than it is. The glowing creature deals +1d4 damage with weapon attacks and increases their reach by 5 feet. The bonus to damage increases by one step, and the reach by 5 feet at 5th level (10 feet, +1d6), 11th level (15 feet, +1d8), and 17th level (20 feet, +1d10).

Flicker (glow)

Augment 0 sp: When you *brighten* this glow that is placed on a creature, the bright light partially assimilates the glowing creature, allowing them to momentarily shed their physical form. A creature under this effect can choose to move through solid objects as long as there are no factors that block normal sight (such as concealment from darkness or fog). This allows them to pass through transparent barriers like glass or through impossibly small gaps (such as a keyhole).

Guiding Light (glow)

Augment 1 sp: When you cause a creature to glow, you can choose to grant all creatures advantage on attack rolls against that target.

Hypnotic Light (glow)

You gain the following augmentations:

Hypnotic Glow

Augment 0 sp: When you *brighten* a glow, the bright light fascinates creatures. All creatures within this area of bright light must succeed on a Charisma saving throw or take no action on their turn but to stare into the light, and suffer disadvantage on all Wisdom (Perception) checks. A target is al-

lowed a new saving throw each round at the beginning of their turn to throw off the effect, and on a successful save, may make their actions as normal. Once a target has saved against this effect, they are immune to the effect for the rest of its duration. Hostile action taken against a hypnotized target automatically breaks the effect, as if the target had succeeded at their saving throw. If the target was already in combat when this ability is used, they gain advantage on their initial saving throw. Blind creatures (or creatures that have closed their eyes) and creatures immune to the charmed condition are immune to this effect.

Lure Light

Augment 0 sp: When you *brighten* a glow, the bright light lures creatures towards it. All creatures in the area of your light must make a Wisdom saving throw or be compelled to move towards the source of the glow on their turns. An affected creature capable of movement must move its speed towards the source of the glow each turn and cannot intentionally move away from it unless they must backtrack to get closer to it. A creature may attempt a new saving throw each round they are in the bright light, and after successfully saving once they are immune to your use of this talent for 24 hours. If a creature is in the area of multiple Lure Lights, they move towards the closest, or towards the glow of their choice if they are equidistant. A creature will not intentionally harm themselves when moving towards a lure. They will not throw themselves off cliffs or into lava to pursue a glow, though they will move as close as possible without risking themselves.

Blind creatures (or creatures that have closed their eyes) and creatures immune to the charmed condition are immune to this effect.

Irradiance (glow)

Augment 1 sp: When you *brighten* this glow, the bright light sheds ionizing radiation along with visible light. Creatures within this bright light must succeed on a Constitution saving throw or take 1d6 poison damage and be poisoned until the start of their next turn each time they start their turn within the bright light. This damage increases by 1d6 at 5th (2d6), 11th (3d6), and 17th level (4d6). If a creature succeeds on two consecutive saving throws, this effect ends for it.



Lens Talents

Repelling Light (glow)

Augment 1 sp: When you *brighten* this glow, the bright light repels unwanted creatures. Choose one creature type. In the case of humanoids, you must also choose one tag. Any creature of this type or with this tag within the area of bright light must pass a Constitution saving throw or be unable to move closer to the source of the light. Affected creatures may move sideways or backwards, but cannot move closer, although the source of the light may move closer to them. Creatures who make their saving throw but remain within the area of bright light must make a new saving throw every round to avoid being affected.

If a creature enters this area of bright light (or if the source of bright light moves close to them), they must immediately save or be affected.

Revealing Light (glow)

Augment 1 sp: When you *brighten* this glow, the bright light reveals all invisible creatures and objects. These creatures and objects lose all the benefits of invisibility for as long as they are within the area of bright light.

Searing Light (glow)

Augment 0 sp: When you *brighten* this glow, the bright light burns creatures in its area. Each round that a creature is inside the area of bright light, they suffer 1d4 points of radiant damage. Affected creatures may avoid this damage with a successful Constitution saving throw, but if the final spell point cost of your *glow* was 1 or more spell points, a successful save instead reduces the damage by half. The radiant damage increases by 1d4 at 5th level (2d4), 11th level (3d4), and 17th level (4d4). You cannot augment this *glow* to have a duration other than concentration.

Sunstroke (glow)

Augment 1 sp: When you place this *glow* effect on a creature, you can choose to deal it 1d4 radiant damage, increasing by 1d4 at 5th (2d4), 11th (3d4), and 17th level (4d4). The creature takes this damage at the beginning of its rounds for as long as the *glow* is in effect. A successful Constitution saving throw negates the damage for that round, while two consecutive Constitution saves end the effect.

Augment 1 sp: When you *brighten* a *glow* augmented by Sunstroke, the target also gains a level of exhaustion the next time they take damage from this effect. Only one level of exhaustion may be applied by this effect.

Visual Overload (glow)

Augment 0 sp: When you *brighten* this glow, you can overwhelm the target of the *glow* with visual stimulation. The target must make a Wisdom saving throw each round the *glow* is in effect on them or be able to take only an action or a bonus action, not both.

Augment 1 sp: This effect affects all creatures within the area of bright light.

Augment 1 sp: When you *brighten* a *glow* augmented by Visual Overload, creatures that fail their saving throw are instead stunned until the start of their next turn.

Two consecutive successful Wisdom saving throws against the *glow* ends this effect for that creature.

Chameleon (lens)

Augment 0 sp: You can cause light and color to shift around a target, granting it the ability to blend in with its surroundings. The creature under this effect gains advantage on Dexterity (Stealth). An object hidden in this way requires a Wisdom (Perception) check to notice, with a DC equal to your sphere DC -1 for every size category the object is above tiny (-1 for small, -2 for medium, -3 for large, -4 for huge, -5 for gargantuan).

Augment 1 sp: the target gains the ability to hide even while being observed and having nowhere to hide, though the target must move no more than half its speed each round to use this benefit.

Dim Light (lens)

Augment 0 sp: You cause a target to suffer no ill effects from your Light sphere abilities. The target of this (lens) talent is immune to the negative effects of your glows, including the effects of any (glow) talents applied to them. It also gains no visibility related penalties from your glows.

Infravision (lens)

You can slightly shift the spectrum of light, granting the target the ability to see heat. This allows them to ignore disadvantage from obscured vision for attack rolls against living creatures. In addition, the target is capable of tracking living creatures by the heat they leave in their tracks. So long as the trail is no more than an hour old, the target has advantage on ability checks made to track living creatures, though strong temperature conditions (such as winter snow or a desert noon) can negate this benefit.

Obscure (lens)

Augment 0 sp: You allow light to partially pass through your target and move in strange ways around them, making it difficult to perceive their exact position. Once per round, when the target is subject to an attack roll, they can spend a reaction to impose disadvantage on that roll. This decision must be made before the attack is rolled.

Opponents that rely solely on non-visual senses (such as blindsight) or that cannot see the target ignore this penalty.

Periscope (lens)

Target: One 5-foot cube

Augment 0 sp: By altering the path of light you can see from unusual positions. You can place and see from a sensor in any unoccupied 5-foot cube within your range that you can draw an unobstructed line to. This line may have one angle of up to 90 degrees, plus an additional angle of up to 90 degrees at 5th level (two 90 degree angles), 11th level (three 90 degree angles), and 17th level (four 90 degree angles), but must otherwise be straight, and have a length no longer than the range of your (lens) talents. You can see from the position of the sensor as if you stood in the space it occupies. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist.

Telescope (lens)

Augment 0 sp: You give the target the ability to magnify incoming light. The target does not take disadvantage on ranged attack rolls made at a weapon's long range and gains advantage on sight-based Wisdom (Perception) checks.

Nimbus Talents

Beam (nimbus)

Augment 0 sp: When you cause a *glow* effect to shed light, you can focus this light into a line, quadrupling the affected distance. For normal light this creates a 5 foot wide by 20 foot long line of bright light, with dim light extending another 15 feet in all directions. This also quadruples the distance in which *brighten* sheds bright light, creating a 20 foot wide and 80 foot long line of bright light, with dim light extending another 20 feet in all directions. Once each round on your turn, without spending an action, you can change the direction the line projects from the glow; changing the direction is done instantaneously, and doesn't allow you to "sweep" an area with your glow.

Illuminate (nimbus)

Augment 0 sp: When causing an object to shed light, you can focus this light into a cone as a free action, doubling the affected distance. Your *glow* creates a 10 foot cone of bright light, with dim light extending another 30 feet beyond, while *brighten* creates a 40 foot cone, shedding dim light another 40 feet beyond. You can return the light to normal or change its orientation freely on your turn.

Trail (nimbus)

Augment 0 sp: You can cause your *glow* to trail light behind it rather than radiate light normally. The *glow* sheds bright light in any square it passes through during the round, with dim light extending 5 feet beyond. If you *brighten* the glow, it sheds bright light in a 5 foot radius around all squares it passes through, with dim light 5 feet beyond. If you return the light's area to normal or change between (nimbus) talents, any trail left behind is removed immediately.

Other Talents

Area Glow

Augment 1 sp: You can create an eruption of light, causing all creatures and objects within a 15-foot radius, 30-foot high cylinder centered within range to glow. You needn't make a ranged spell attack against any creature within this area, but creatures are allowed a Dexterity saving throw to avoid the effect. Each affected creature counts as being under a different *glow* for the purpose of using *brighten*, *lens*, and *nimbus* effects.

Bend Radiance

Augment 0 sp: You can bend the light produced by your glows, allowing you to create spaces untouched by their light. When you create a glow, you can choose a number of 5-foot cubes in the area of light it produces, up to a maximum of a number of cubes equal to your proficiency bonus. These cubes do not need to be contiguous. The selected area is unaffected by your glow; its light level does not change, and it is not subject to the effects of any (glow) talents applied to the glow. If

the *glow* moves, this omitted area moves with it. You can alter what areas are affected and unaffected by your light with no action required on your turn.

Black Light

Augment 0 sp: You can cause any *glow* within your range to shed non-visible light. While shedding non-visible light, a *glow* does not outline a creature with light, impose disadvantage on Dexterity (Stealth) checks, or increase light levels within its radius. However, (glow) talents applied to the *glow* still function as if it was shedding light in its normal area. This augment may be applied or removed from a *glow* within range without any required action on your turn. Creatures can still perceive the area of the effect.

A *glow* shedding non-visible light functions normally even in magical darkness and does not hinder the function of magical darkness in the same area. No magical skill check is made when a *glow* under the effects of Black Light interacts with magical darkness.

Dancing Lights

Augment 0 sp: You can create a *glow* effect without the need for a creature or object. This allows you to create a floating ball of light that may fly up to 60 feet per round and may be directed without action cost on your turn. You can give these lights simple commands, such as following a creature you can see or traveling in a specified pattern.

Dual Light

Augment 0 sp: You can simultaneously apply two (glow) talents you possess to your glow. The effects of each talent is resolved separately. Any augmentation costs from the (glow) talents must be paid separately.

This augmentation may not be used in conjunction with the Daylight advanced talent.

Augment 1 sp: You can apply two (nimbus) talents to a single *glow* effect, causing it to shed light in the area defined in both (nimbus) talents. Alternatively, you can choose to apply a single (nimbus) talent while also shedding light in the normal radius of your glow, or apply a single (nimbus) talent twice. Creatures in overlapping areas are still only affected by (glow) talents and other effects of your *glow* once.

Augment 1 sp: When applying a lens, you can apply a second *lens* as part of the same casting. Both are considered a single effect for concentrating, augmenting duration, dispelling, and similar effects.

Flare

As a bonus action, you can expend one of your *glow* effects within range of your *glow* ability, causing it to blaze up momentarily before dying completely, ending the effect. The target of the *glow* effect takes 1d8 radiant damage, increasing by 1d8 at 5th (2d8), 11th (3d8), and 17th level (4d8), while all creatures within 5 feet of the target take half that damage. Affected creatures may avoid this damage with a successful Dexterity saving throw, but if the final spell point cost of your *glow* was 1 or more spell points, a successful save instead reduces the damage by half. If the target of your *glow* is Large or larger, choose one of its squares and the secondary damage affects creatures within 5 feet of that square.

If you possess the Dual Light talent, you can apply the following augment:

Augment 1 sp: You can cause a number of glows within range equal to your proficiency bonus to flare. Creatures within the area of multiple glows roll a single saving throw. Damage from multiple glows stack.

Flash

You can choose to apply the effects of (glow) talents at any point during your turn instead of only at the end of your turn. You can still only apply the effects of (glow) talents once per turn.

Augment 1 sp: As a bonus action, you can apply the effects of a (glow) talent an additional time in a single round. This additional application may be activated separately from any other application of your (glow) talents. This allows your (glow) talent to affect a different area if the *glow* has moved or the area of its light has changed, but does not let you affect any given area more than once per round.

Glory

When you *brighten* a *glow* on yourself and only yourself, it lasts for its duration without concentration. The radius of the bright light so created is reduced to 5 feet.

Intensity Control

Augment 0 sp: You can add or subtract up to 10 feet from the radius of your dim and bright light. If you possess talents that would alter the area of your light, such as the Illuminate talent, this increased or decreased radius is added in before the area is multiplied. You can alter the area of your light as a free action, but for the purpose of (glow) talents you can still only affect one area per round.

Augment 0 sp: So long as you do not apply any (glow) talents to your glow, you can double its radius.

You cannot alter the area of light shed by the Glory talent with Intensity Control.

Light Link

Augment 0 sp: You always know the direction and distance to any creature or object under the effect of your glow. This has no effect if the creature or object is on another plane.

Style

Augment 0 sp: Your glows may be composed of multiple colors, allowing you to outline or highlight specific portions of a glowing object or create art. When you *brighten* your glow, you can also create patterns and different colors in the light it sheds, casting intricate designs on surfaces. These patterns may be highly detailed and complex, though creating art of high craftsmanship requires you to succeed on an appropriate check (usually Charisma (Painter's Supplies)). You determine

and create the pattern as part of making the glow, but may change it once per turn without spending an action.

As an action, you can cause one of your glows that is shedding bright light to stain a surface with its light, painting its current pattern on any portion of the glow's area. The ability to stain a surface is an instantaneous effect, so the resulting stain is non-magical and functions as a mundane dye that cannot be dispelled, though it may be cleaned off or painted over.

Unwilling targets may make a Dexterity saving throw to avoid being stained, and a 5-foot cube may be cleaned of these stains with a full minute of work.

If you also possess the Dancing Lights talent, you can alter the shape and appearance of your light. It may be as large as a full 5 foot cube, or as small as a mote of dust, though its size has no impact on the light it sheds. Regardless of how intricate or well shaped your Dancing Light is, it is impossible to mistake as anything other than a magical light.

Advanced Light Talents

Daylight (glow)

Prerequisites: Light sphere, 11th level or higher.

Augment 2 sp: When you *brighten* a glow, you can cause the object to shed bright light for a 2 mile radius and dim light for 5 miles beyond that. You cannot add the effects of any (glow) talents to this glow.

Diffuse Body

Prerequisites: Light sphere (Flicker), 7th level or higher.

Augment 2 sp: Your Flicker talent becomes more nuanced and refined. Rather than allowing someone to simply turn into a single body of light, you give them the ability to split themselves into multiple reflections. When a creature under the effects of your Flicker moves, they may choose to move in two separate directions and end their movement in two different locations. When they take their next action, bonus action, or reaction, or the next time they are attacked or targeted at one of these locations, whichever is sooner, they must decide which of these positions they are actually in.

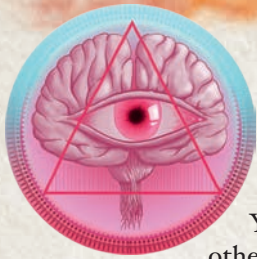
Variants

Lens Focus

You cannot create *glow* effects. You can only select (lens) talents and talents that augment (lens) effects. You gain a (lens) talent as a bonus talent.

Roving Glow

You cannot place *glow* effects on objects or creatures. You gain Dancing Lights talent as a bonus talent.



Mind Sphere

You gain the ability to alter the minds of others, causing them to act as you see fit.

When you first gain the Mind sphere, you gain the charm ability and one (charm) talent of your choice.

Charm

Casting Time: 1 action

Range: 30 feet

Duration: varies

Target: 1 creature of your creature type

Cost: 0 sp (Lesser), 1 sp (greater), 2 sp (powerful)

You can place charms on creatures. You can only use charms on targets that possess your own creature type (humanoid for humanoids, etc.) although the Expanded Mind talent changes this. Each charm has three strengths; lesser, greater, and powerful. Lesser charms are at-will abilities, but you cannot target an individual creature more than once with any individual lesser charm unless noted. You can do so again after completing a long rest. You must possess the Powerful Charm talent before you can use any powerful charms.

Augment 1 sp: You can use the greater charm effect of the selected (charm) ability.

Note: Some Mind sphere abilities allow the caster to make a request of the target creature and have different effects depending on the particular request made. While the final decision on what request falls into what category is up to the GM, the examples in **Table: Example Requests** are a shorthand for players and GMs hoping to quickly determine what an enchanted creature might or might not be asked to do.

Mind Basic Talents

Some Mind sphere talents are designated (charm) talents. These talents grant you charms you can place on targets.

Charm Talents

Amnesia (charm)

Duration: Instantaneous

Saving throw: Wisdom negates

You can reach into a subject's memory and remove information and awareness of people, places, things, or events.

Lesser Charm: The target loses any recollection of what happened in the last round, back to the beginning of your previous round's actions. A reminder of the events, such as witnessing a similar action taken by one of the involved creatures or distinctive items being used in the same fashion or someone

Table: Example Requests

<i>Creature</i>	<i>Very Simple Request</i>	<i>Basic Request</i>	<i>Would not normally do</i>	<i>Against the creature's nature</i>
Good-Aligned Paladin	Provide healing to an injured person	Protect the innocent from danger, hunt a monster in the area	Ignore minor criminal activity, hide a creature of dubious guilt	Attack teammates, slaughter the innocent, renounce her religion, desecrate a temple
Evil-Aligned Professional Thief	Steal a simple, unattended object, visit a tavern	Share non-compromising information, teach someone thieving skills	Donate a few coins to charity, reveal secret plans, stab their co-conspirators in the back	Give up their most valuable magic items, reveal their greatest secrets, turn themselves in for their crimes
Bear	Grab fish from a stream	Calm down and not attack an unassuming target.	Ignore a humanoid sitting in its den.	Ignore the kidnapping of its cubs.
Orc Bandit	Mug a weak, unguarded target	Join a raid on a town, or the hunting of a monster.	Help run a farm, ignore a rich-looking target, fight a target where survival is uncertain.	Fight a target where survival is unlikely, join a raid against its own clan.
Ancient Dragon	Eat an annoying humanoid	Eat an unassuming humanoid.	Give up a valuable item.	Give up its hoard.
Middle-Aged Farmer	Eat lunch	Give a kind stranger a meal and a hayloft to sleep in.	House and feed a squadron of questionable men, help a team of adventurers as a cook and porter on their quests.	House wanted criminals, allow the kidnapping of his family, take up arms and become a soldier.

spending a free action to inform the person about the event, allows the target to make a new Wisdom saving throw to recall the forgotten moment, or the target may have their memory restored through the Life sphere's Break Enchantment talent, any effect that removes the confused condition, or the use of the Inception talent's lesser, greater, or powerful charms being used to specifically make the target remember what was forgotten.

Greater Charm: The target loses all awareness of the immediate past. This affects all memories from up to 10 minutes prior. Alternatively, a target may lose all memory of just a single person, location, item, or event, such as the identity of a friend or a robbery they participated in. If the memory of an event is forgotten, the event's duration in real life can only have 10 minutes removed from the target's memory. A target's memory may be restored through the Life sphere's Break Enchantment talent, or through the Inception talent's greater or powerful charms being used to specifically make the target remember what was forgotten.

Powerful Charm: The target loses all memory of events that transpired in the recent past. This may erase memories going back 1 week. The caster may erase all or part of the subject's memory of this time. A target's memory may only be restored through the Life sphere's Break Enchantment effect if the caster also possesses the Restore Mind talent, or through the wish or miracle spells. The target's memory may also be replenished through the Inception talent's powerful charm being used to specifically make the target remember what was forgotten.

Calm (charm)

Duration: Concentration, up to 1 minute

Saving throw: Charisma negates

You can suppress emotions in hostile creatures or provide ease to excitement and confidence. You can deny raging creatures their battles or joyous creatures their revelry.

Lesser Charm: You can suppress any effect causing a target to be charmed or frightened, as well as suppressing a barbarian's rage feature and similar abilities at the GM's discretion. When this charm ends, any suppressed effect resumes, provided that its duration has not expired in the meantime. The effects are suppressed, but not dispelled. Any aggressive action toward, or damage dealt to, a creature under the effect of this ability automatically ends the effect.

Greater Charm: In addition to the effects of the lesser charm, this charm removes any desire to fight or engage in revelrous behavior. No violent or destructive actions may be taken by the creature, but the target may still defend itself normally. In addition, effects that would be suppressed by the lesser charm cannot be initiated. As with the lesser charm, aggressive action or damage will immediately end the effect.

Powerful Charm: In addition to the effects of the greater charm, the target of this ability simply loses any desire to act. The target is overwhelmed with soothing peace and calm and as such may take no actions, but the target may still defend itself normally. As with the lesser charm, aggressive action or damage will immediately end the effect.

Candor (charm)

Duration: Concentration, up to 1 minute

Saving throw: Charisma negates

You compel words of honesty in your subject, bringing truth to their voice.

Lesser Charm: The target is compelled to speak only what they believe to be true. This does not compel them to speak, but it does prevent any words they do say from being intentionally dishonest. A target may not realize they are magically compelled to speak the truth if the caster has the Subtlety talent, but even if unaware they may receive a Dexterity saving throw to stop themselves from talking when they attempt to tell a lie and realize that their words are changing.

Greater Charm: This functions as the lesser charm, but the duration of the Candor is increased to 8 hours.

Powerful Charm: The target is compelled to answer a single question directly put to it. A successful save allows the target to ignore any similar questions asked (with additional castings of this talent) for a number of minutes equal to its Wisdom score. (Ultimately the definition of "similar" is up to the GM, but generally the question "Who stole the queen's jewels?" is considered similar to "Did you steal the queen's jewels?" but is not considered similar to "What were you doing on the night the jewels were stolen?" because the focus shifts from identifying a culprit to stating an activity.)

Command (charm)

Duration: Concentration, up to 1 round

Saving throw: Wisdom negates

You can directly control another creature's body. Each time you have the target perform an action, it gets a new saving throw to end the effect.

Lesser Charm: For the duration, you can spend one of your remaining actions to force the target to perform an action with a similar cost, using the list below as a guideline. The target performs these actions on your turn, and does nothing on their own turn except take the Dodge action. If the target takes damage while under the Command charm, they receive a new saving throw to end the effect.

- If you have movement remaining for the round, you can move the target up to your remaining speed.
- If you have not interacted with an object this round, you can have the target interact with an object.
- If you have a bonus action remaining, you can have the target use a bonus action.
- If you have an action remaining, you can have the target use an action.

Greater Charm: The duration changes to: Concentration, up to 1 minute. This charm is the same as the Command lesser charm, except that you can spend any of your remaining actions to perform an action with a similar cost.

Powerful Charm: This is the same as the Command greater charm, except the target is only granted a new saving throw at the end of each round, not after each time you have the target perform an action.

Confusion (charm)

Duration: 1 round

Saving throw: Wisdom negates

You can unravel a creature's mind and make them behave erratically.

Lesser Charm: The target becomes confused. An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10	Behavior
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2-6	The creature doesn't move or take actions this turn.
7-8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9-10	The creature can act and move normally.

Greater Charm: As the lesser charm, but the duration increases to: concentration, up to 1 minute. Affected creatures may make a new saving throw at the end of each of their turns to end the effect on themselves only.

Powerful Charm: This is the same as the Confusion greater charm, except in addition to being confused, the target also suffers disadvantage on all mental ability score checks.

Courage (charm)

Duration: concentration, up to 1 minute

Saving throw: Wisdom negates

You inspire the target to great action.

Lesser Charm: Once before the effect ends, the target can roll a d4 and add the number rolled to one ability check, attack roll, or saving throw of its choice. It can roll the die before or after making the ability check. The effect then ends.

Greater Charm: Each turn, the target can roll a d4 and add the number rolled to any one ability check, attack roll, or saving throw made before the start of its next turn. It can roll the die before or after making the ability check.

Powerful Charm: This is the same as the Courage greater charm, except The duration changes to: 1 hour, and the target also becomes immune to the frightened condition.

Disrupt Focus (charm)

Duration: concentration, up to 1 minute

Saving throw: Constitution

You can make it harder for a target to concentrate on using their magic, or focus in combat.

Lesser Charm: When this effect is cast and at the end of each subsequent turn you concentrate on it, the target must succeed on a Constitution saving throw or lose their concentration on any ongoing effects. If the target has either the ability to gain martial focus, or possesses the Mental Focus drawback, they also lose their focus upon failing their Consti-

tion saving throw. This effect ends once the target fails its saving throw.

Greater Charm: This effect does not end after a creature fails its saving throw.

Powerful Charm: As the greater charm, though creatures must also succeed on the Constitution saving throw to cast any spell or magic sphere effect, or to use any martial sphere ability (see Spheres of Might).

Enthrall (charm)

Duration: concentration, up to 1 minute

Saving throw: Wisdom negates

Lesser Charm: You cause a creature to regard you as its friend, making them charmed by you for the duration of the effect. If you or your allies are attacking or threatening the creature, it gains advantage on its saving throw against this charm.

Greater Charm: As the Enthrall lesser charm, but the maximum duration increases to 1 hour. You can make requests of the target, but asking it to do anything it would not normally do requires a Charisma check contested by the target's Charisma check and it never obeys requests that are obviously fatal or against its nature, although the target may be convinced dangerous things are worth doing.

Powerful Charm: This functions as the Enthrall greater charm, except the duration increases to 8 hours.

Fear (charm)

Duration: 1 round

Saving throw: Wisdom negates

You can warp a target's mind with fear.

Lesser Charm: You cause the target to become frightened.

Greater Charm: The duration becomes concentration: up to 1 minute.

Powerful Charm: This is the same as the Fear greater charm, except the target becomes unable to take actions. On a successful save, they are still frightened for 1 round.

Gestures (charm)

Duration: Concentration up to 1 minute

Saving throw: Wisdom negates

You mentally pull and tug at the target's muscles and the aspects of its mind that relate to motor functions.

Lesser Charm: You influence the physical gestures made by a target and the actions of the target's limbs and extremities. You can impose a failure chance on any other magic user whose magic requires a somatic component equal to 10% + an additional 5% at 5th (15%), 11th (20%), and 17th (25%) levels. A spell lost in this way causes the action and spell slot or spell points to be lost. In addition, the target takes a penalty equal to half your proficiency bonus on all Strength and Dexterity checks. Creatures affected by this ability (and the greater and powerful versions of it) are allowed a new saving throw at the end of each of their turns to end the effect for themselves only.

Greater Charm: In addition to the effects of the lesser charm, you can enforce quick, shambling actions on the target or interruptions of actions the target is taking. You can force the target to pick up or drop an object in a space within its reach, although the target may only be forced to drop things that are

held (as opposed to worn or bound in some way). As an action, you can make a key ability check contested by the creature's Strength or Dexterity (target's choice); if you succeed, the target falls prone. Finally, you can also prevent the usage of any magical ability that requires gestures or somatic components.

Powerful Charm: In addition to the effects of the lesser and greater charms, you gain nearly full control over the quick gestures and movements of the target. As a reaction, when the target would be entitled to an opportunity attack (including against its allies), you can force the target to make the attack or deny it the ability to make such an attack that it desires to make. As a bonus action, you can force the target to move up to half of its move speed in any direction that you wish. You can also use the target to provide the somatic components for your own magical effects, and even make the target the origin point of those effects so long as only somatic components are required. (Casters with the Utterances talent may include verbal components with no extra save required). You can also allow this magic to work in either direction, allowing a willing target to control you or vice versa (for example, a friendly rogue might pick a lock that only you can reach using your hands, or you might use your own painting skills to paint a picture through a friendly paladin's hands to impress a dignitary).

Hostility (charm)

Duration: 1 round

Saving throw: Wisdom negates

You cause the target to enter a blinding rage.

Lesser Charm: You compel the target to attack the nearest creature on its next turn. The target moves until this creature is within range and makes at least one attack with a weapon or unarmed strike. If no such creature can be reached, the target instead deals damage to itself equal to $1d8 +$ its Strength modifier with whatever it has in hand.

Greater Charm: The target enters a rage for 1 minute. It has advantage on Strength checks and Strength saving throws and on Strength-based attack rolls, gains resistance to bludgeoning, piercing, and slashing damage, but attack rolls against it have advantage. In addition, the target cannot use any spells or sphere effects, nor any skills or class features based off of Intelligence, Wisdom, or Charisma.

Powerful Charm: Same as the greater charm, but you can grant one of the following packages to the target as well:

Heroic Rage: The target may still use spells and sphere effects, as well as class features and skills based off of Intelligence, Wisdom, or Charisma.

Brutal Rage: The target is compelled to hostility and each round attacks the nearest target to itself, be it friend or foe. If the creature cannot attack something during its turn, it deals $1d8 +$ its Strength modifier damage to itself with whatever it has in hand.

Inception (charm)

Duration: Instantaneous

Saving throw: Wisdom negates

You add trivia, knowledge, and memories to a person's mind, whether or not this information is grounded in fact.

Lesser Charm: You can "create a rumor" in a target's mind, suggesting information that a target "heard somewhere" or "read once" but that they haven't actually encountered. As part of the casting, you can make a spellcasting ability check or Charisma (Deception) check opposed by the target's Wisdom (Insight) check to see how firmly the target adheres to this new information; they may not believe this rumor even if they believe that they heard it or read it somewhere.

Evidence that conflicts with the implanted memory allows a new Wisdom saving throw to realize that the information is faulty, though failure on a new Wisdom saving throw doesn't mean that the target is compelled to believe the old information (instead believing that they had learned some faulty information). In addition, the Life sphere's Break Enchantment talent, the break enchantment spell, or the Amnesia talent's lesser, greater, or powerful charms may be used to either remove false implanted information, or to make the target realize that the information is faulty.

Greater Charm: As the lesser version of the talent, but the target's new memory can relate to things within their own experience or of their own devisement (such as details about friends' lives or current news discussed at a tavern the night before). The new memories will take precedence over the old if they contradict, but the old memories will still remain (for example, a guard may have the memory of a different combination for a combination lock, password for a door, or route through a maze, but nothing stops them from recalling the true information when the implanted memories prove false.)

Encountering evidence that contradicts the new memory allows a new Wisdom saving throw to realize that the new memories are false. In addition, the Life sphere's Break Enchantment talent, the break enchantment spell, or the Amnesia talent's greater or powerful charms may be used to either remove false implanted information, or to make the target realize that the information is faulty.

Powerful Charm: As the greater version of the talent, though you can now craft entirely new memories of events that the target has personally witnessed. These memories are indistinguishable from actual memories, and appear to fit the flow of the continuity of their memories, but do not otherwise remove or alter the previous memories. A contradictory memory offers advantage on the Wisdom saving throw to resist the charm and the Wisdom (Insight) check to resist believing the new memory. Similarly, memories of creatures doing something that they would not normally do or doing things against their nature also grant advantage to these checks.

A target's false memories may only be removed or proven false through the Life sphere's Break Enchantment effect if the caster also possesses the Restore Mind talent, or through the wish or miracle spells. The target's memory may also be replenished through the Amnesia talent's powerful charm being used to specifically make the target realize what memories are faulty.

Inspiration (charm)

Duration: Instantaneous

Saving throw: Wisdom negates

You inspire competence in the target.

Lesser Charm: As a reaction, you can add a +1d4 to an ability check or attack roll the target has just made. This can change a failure into a success. You must choose to use this charm after the roll has been made, but before the results are revealed.

Greater Charm: This is the same as the Inspiration lesser charm, except it adds +2d4 to the attack roll or skill check instead of +1d4.

Powerful Charm: The target may reroll, adding +2d4 to the result.

Mind Shield (charm)

Duration: 1 minute

Saving throw: Wisdom negates

You can establish a ward on the mind of another, one capable of providing protection from mental assault.

Lesser Charm: You create a metaphysical bubble of protective insight over the mind of a willing creature. This keen intellectual insight bestows proficiency on Wisdom saving throws. This mind shield is nullified as soon as the target makes a single Wisdom saving throw, whether or not the save was successful. This does not suppress or remove existing magical effects on creatures, it merely protects them from further mental attacks. Unlike other lesser charms, there is no limit to the number of times you can use this lesser charm on a target without taking a long rest.

Greater Charm: The effect does not expire until a number of rolls equal to your proficiency bonus have been attempted.

Powerful Charm: You impart an adamant shield of conceptual certainty upon the mind of a willing creature. This creature gains immunity to any enchantment spell or effect that would require a Wisdom saving throw for the duration. This immunity can be overcome with a spellcasting ability check against your sphere DC. Even if this immunity is bypassed, the target receives the benefit of the Mind Shield powerful charm.

Mind Spy (charm)

Duration: see text

Saving throw: Wisdom negates

You can send a piece of your mind into your target to see the world through their eyes. The target gets a new Wisdom saving throw every time you use this ability, although consecutive rounds do not give additional saves. While this link to your target remains, you can choose to use this ability at any time before

the link expires, or have its activation linked to a specific event that your target may experience.

Lesser Charm: While the link remains active, you can use the target's senses for up to 1 minute, spend in 1 round increments, to see and hear what they can. The rounds need not be consecutive. The link remains active for up to 1 hour from the time the target is first affected. Abilities that block or suppress possession or remove enchantments (such as the protection from good and evil spell or the Break Enchantment talent) will similarly block, suppress, or remove the effect of this charm on your target.

Greater Charm: As the lesser charm, but you can use their senses for 10 minutes and the link lasts for 1 day.

Powerful Charm: As the greater charm, but you can use their senses for 1 hour, and the link lasts for 1 week.

Paralyze (charm)

Duration: 1 round

Saving throw: Wisdom negates

You freeze the target in place.

Lesser Charm: The target is restrained for 1 round.



Greater Charm: The target is stunned for as long as you concentrate, up to 1 minute. The target is allowed a new Wisdom saving throw each round at the end of its turn to end this effect on itself early.

Powerful Charm: This is the same as the Paralyze greater charm, except the target is paralyzed instead of stunned.

Project Thoughts (charm)

Duration: Instantaneous

Saving throw: Wisdom negates

You can communicate directly into the mind of another.

Lesser Charm: You project an empathic message into the mind of the target. The target knows what you are feeling (fear, anger, anxiety, rage, etc.), although they are not able to communicate back. You can project a telepathic message to a target consisting of no more than 25 words. If you and the target do not possess a shared language, this form of communication is impossible. Unlike other lesser charms, there is no limit to the number of times you can use this lesser charm on a target without taking a long rest.

Greater Charm: Your projected telepathic message does not have a word limit, although communication is carried out in real time and you must concentrate for as long as you communicate. You can communicate with the target even without a shared language.

Powerful Charm: You can communicate with the target for up to 8 hours without concentration. If the target leaves your charm range, this communication is disrupted until they re-enter range.

Read Mind (charm)

Duration: Instantaneous

Saving throw: Wisdom negates

You can pull information from a target's mind.

Lesser Charm: You can detect a creature's emotional state. Unlike other lesser charms, there is no limit to the number of times you can use this lesser charm on a target in a day.

Greater Charm: You can read the surface thoughts of a creature for as long as you concentrate, up to 1 hour.

Powerful Charm: You can pull a specific piece of information out of a creature's mind. This is usually enough information to answer a single, specific question to the best of that creature's knowledge, in no more than 25 words. A creature who successfully saves against this powerful charm may choose to provide no answer to your question or attempt to lie with their Charisma (Deception) skill. If you use this powerful charm twice on the same creature to ask the same question, the same answer (correct, no answer or lie) is given again.

Sleep (charm)

Duration: varies

Saving throw: Wisdom negates

You put the target to sleep.

Lesser Charm: You make the target lethargic, for 1d4 rounds it can take either a bonus action or an action (not both) and cannot make opportunity attacks.

Greater Charm: You put the target to sleep for as long as you concentrate, up to 1 minute. Targets who take damage auto-

matically wake up, and other creatures may wake a sleeping creature as an action.

Powerful Charm: The target is placed into a deeper slumber. Whenever the sleeping target takes damage or another creature attempts to wake it as an action, the target does not automatically awaken, but instead makes a new Wisdom saving throw to wake up with advantage.

Suggestion (charm)

Duration: until completed, up to 8 hours

Saving throw: Wisdom negates

You can plant thoughts into a target's mind.

Lesser Charm: You can plant a suggestion in a target's mind, which they obey as if the thought had been their own unless they succeed on a Wisdom saving throw. The suggested course of activity must be limited to a sentence or two and must be a very simple request. The creature performs the suggested action until it finishes, or for 8 hours, whichever comes first. If you choose, you can instead specify conditions the creature should look for, (i.e., "you should search the next person who enters this room, looking for weapons.") If the condition is not met before this duration expires, the activity is not performed.

Greater Charm: This is the same as the Suggestion lesser charm, but may be up to a basic request. Very simple requests cause the save to be made with disadvantage. The target cannot be asked to do anything it would not normally do.

Powerful Charm: This is the same as the Suggestion lesser charm, but the creature obeys any course of action given, so long as the suggestion is not obviously fatal or against the target's nature. Basic and very simple requests cause the save to be made with a disadvantage.

Utterances (charm)

Duration: Concentration up to 1 minute

Saving throw: Wisdom negates

You tamper with a mind's language center, and the muscles controlling speech to impede or alter the flow of words.

Lesser Charm: You can tug on the strings of conversation, altering the sounds of words, inserting or negating vocalizations as you see fit. You can impose a failure chance on any other magic user whose magic includes a verbal component, requiring the caster to succeed a spellcasting ability check against your sphere save DC to cast the spell or ability. In addition, you can impose disadvantage on the target's Charisma checks.

Greater Charm: In addition to the effects of the lesser charm, you can wrest full control from a target's speech by stopping them from speaking entirely or choosing words for them to say. This can prevent a target from using magic that requires verbal components or other vocalizations, and can force a target that remains within range to only say what you want them to say. A target not specifically under the mental command to remain silent will be able to say whatever it wishes if it leaves the range of the effect. If you attempt to make a target say something that would be against the target's nature (such as a young lover renouncing affection for his or her betrothed, or a dragon agreeing to a verbal contract to part with some of its treasure), it gains another Wisdom saving throw to resist the effect.

Powerful Charm: Your control over the speech of the target is fluid and nearly flawless. In addition to the effects of the lesser and greater charms you can make the target speak so eloquently that you can roll Charisma checks through them using your own proficiency bonus instead of its own, provided that the check in question is vocal in nature. You can also make use of the target's proficiency yourself, borrowing the talent or, if you wish, allowing the target to directly speak through you. You can also use magic that requires verbal components (but no other components) through the target, as if the magic originated from the target's space. Casters with the Gestures talent may include somatic components with no extra saving throw allowed.

Vision (charm)

Duration: 1 minute

Saving throw: Intelligence negates

You can make someone see things that are not there.

Lesser Charm: You can alter a creature's perception of a single creature, object, sound, or effect. You can alter 1 sense (sight, sound, touch/pain, taste, smell); for example, you could make a thief appear to be an alley cat, make a scratch appear as a gaping knife wound, or make the sound of footsteps seem like the wind. You cannot use this to replicate speech or sights and sounds you have never encountered before, nor to make something invisible. If used to cover up pain (such as hiding the target taking damage) the target gains advantage on their saving throw. If the target interacts with the object of their altered perception, they are allowed an additional saving throw every round they continue to do so.

Greater Charm: This functions as the Vision lesser charm, except you can affect all 5 senses in relation to the chosen creature, object, sound, or effect.

Powerful Charm: This functions as the Vision greater charm, except you can change the target's perception of everything around them. This grants the target a new saving throw each round they interact with any part of the altered surroundings.

Other Talents

Expanded Charm

Your charms may affect any creatures of any creature type.

Powerful Charm

Augment 2 sp: You can use the Powerful charm version of any charm you possess.

Subtlety

Augment 0 sp: If a target succeeds on their saving throw against one of your charms, they must immediately pass a Wisdom saving throw. If they fail this second save, they do not realize they were the subject of an attempted mental assault.

Mind Advanced Talents

Cloud Mind (charm)

Prerequisites: Mind sphere (Vision), 5th level or higher.

Duration: 1 minute

Saving throw: Intelligence negates

You can make someone oblivious to a single creature or object.

Lesser Charm: You can alter a target's perception of a single creature or object. The creature or object of their altered perception is invisible and inaudible to the target. If the target interacts with the creature or object of their altered perception, they are allowed an additional saving throw every round they continue to do so. If the creature or object of their altered perception attacks the target of the charm, the effect ends.

Greater Charm: This functions as the Cloud Mind lesser charm, except the target cannot even detect the creature or object of their altered perception by means of special senses such as blindsight, tremorsense, or truesight. The target cannot pinpoint the location of the creature or object of their altered perception by any means..

Powerful Charm: This functions as the Vision greater charm, except the target remains unaware of any actions performed by the creature or object of their altered perception, provided they do not make any attacks or cause any obvious or directly threatening changes in the target's environment.

Greater Communication

Prerequisites: Mind sphere (Read Mind, Project Thoughts), 11th level or higher.

Augment 1 sp: So long as you are personally familiar with the subject, you can use your Project Thoughts charm across any distance, even across planes (although there is a 5% chance a cross-planar sending simply doesn't arrive). Recipients are allowed to respond in kind (25 words for the Greater charm, no word limit for the Powerful charm), but the target must voluntarily receive and send the messages; the target may simply decide to block you out, in which case the conversation immediately ends.

Insanity

Prerequisites: Mind sphere (Confusion, Powerful Charm), 11th level or higher.

When applying a Confusion powerful charm to a target, you supplement the confusion with a random madness that starts once the confusion effect ends. This madness cannot be dispelled or removed except through the Restore Mind and Body advanced Life talent or through a similar effect such as a greater restoration spell.

Augment 0 sp: You can afflict the target with a random short-term madness that lasts 1d10 minutes after the Confusion effect has ended.

Augment 1 sp: You can afflict the target with a random long-term madness that lasts 1d10 x 10 hours after the Confusion effect has ended.

Augment 2 sp: You can afflict the target with a random indefinite madness that remains until cured.

Augment 3 sp: Instead of afflicting the target with a random madness, you can change the duration of the Confusion effect to instantaneous. This augment cannot be applied if you augmented the target with a random madness. Like a madness, it cannot be removed except through the Restore Mind and Body advanced Life talent or through a similar effect such as a greater restoration spell.

Memetic Link

Prerequisites: Mind sphere (Enthrall, Powerful Charm, Project Thoughts), Universal sphere (Mass (metasphere)), 11th level or higher.

Augment 1 sp: When you place a powerful Enthrall charm on a target, you can create a memetic link between you and the target. This link allows the target, if they have access to the Mind sphere, enchantment spells, or similar effects, to treat both itself and you as the caster of any such effects that they produce. All calculations involving level, saving throw DCs, spellcasting ability checks, and other similar concerns related to the actual casting still use the target's own casting ability, but you are treated as the caster for the purposes of the results. (For example: If your target casts Read Mind on another target, you would both gain the information gleaned from the secondary target's mind.) If your target possesses Memetic Link as well, he or she may cede control of an Enthrall charm he or she casts to you as well, creating a potential chain of enthralled targets, though such a chain may only go as long as your casting ability modifier (not counting yourself).

Mind Control

Prerequisites: Mind sphere (Enthrall, Powerful Charm, Project thoughts), 11th level or higher.

Augment 1 sp: When you place a Powerful Enthrall charm on a target, you can increase the duration to 1 week. In addition, the target obeys all commands you give it, except for obviously suicidal ones. Commands that are against the target's nature grant it a new saving throw with advantage to throw off the entire effect.

You can communicate your requests telepathically to the target (if you do not have a shared language, you still can only communicate basic commands such as 'go', 'fight', 'stand still', etc.). This can be done over any distance once established, but not across planes.

You can use your action to dominate the target, taking total and precise control of the target. Until the end of your next turn, the creature only takes actions you choose, and doesn't do anything that you don't allow it to do. During this time,

you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Alternatively, you can use your action to focus fully on the effect to receive sensory input as interpreted by the mind of the subject, and if you possess the Read Mind talent and Greater Communication advanced talent, it can communicate with you. You can't actually see through the subject's eyes, but it still gives you a general idea of what's going on.

The subject receives a new saving throw every 24 hours to throw off your control.

Variants

Animal Shaman

You can affect creatures of the beast type with your charm effects, but not any other creature type.

Blatant Side-Effects

Your charms act more like a hammer than a scalpel, and produce odd, unintended changes in your target, effectively giving your charms a signature, recognizable trait. Deadpan speech patterns accompanied by an echo and a change in vocabulary, strange glowing halos, curious tremors in the earth whenever the target draws near, the temporary growth of horns or antlers, or even inexplicably vibrant, sometimes swirling, eyes are just some of the traces that your magical mind-affecting effects might leave on their targets.

These side effects vanish without a trace when a target is no longer under the effect of one of your charms, making it incredibly obvious when you are influencing someone's mind and when you are not. Whatever the nature of the signs, a person speaking to or observing a target so affected will recognize the creature's signs with a DC 5 Wisdom (Perception) check, and may know (either through personal history or a DC 5 Intelligence (Arcana) check) that the target is under mental control. In addition, a DC 5 Wisdom (Insight) check will suggest mental coercion and allow someone to detect the enchantment at work. You gain Expanded Charm as a bonus talent.



Nature Sphere

You can command the very terrain to do your bidding.

When you first gain the Nature sphere, you gain the *geomancy* and *spirit* sphere abilities. Select one of the following Nature packages: air, earth, fire, metal, plant, or water. Having a package grants specific geomancy abilities. The Expanded Geomancy talent grants access to additional packages.

Each sphere talent or ability from the Nature sphere will state whether the duration is instantaneous or concentration. In addition, most talents from the Nature sphere have additional environmental or terrain requirements that must be met to use the sphere talent or ability.

Geomancy

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous or concentration; up to 1 minute

Target: Special, see talents

Cost: 0 sp

You can create or manipulate the elements and forces of nature around you. Choose one geomancy ability that you possess.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Spirit

Casting Time: 1 action

Range: self

Duration: Concentration, up to 10 minutes.

Target: one creature

Cost: 0 sp

You can draw power from nature's spirits, harnessing their residual energy to imbue yourself with power. Choose and gain one *spirit* ability that you possess. (Spirit) talents grant you additional spirit abilities.

Augment 1 sp: The casting time is reduced to 1 bonus action.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.



Nature Sphere Packages

Air

Possessing the air package grants you the following geomancy abilities:

Breeze

Target: 1 creature or object that you can see

(concentration; requires air) You create a light wind that remains swirling around its target. The breeze grants the target advantage on Constitution saving throws against very hot conditions, severe heat, and on all saving throws against clouds, vapors, and gases (such as cloudkill, stinking cloud, and inhaled poisons).

Gust Of Wind

Area: 10-foot wide, Range length line.

(concentration; requires air) You can create a line-shaped gust of wind emanating out from you, affecting all valid targets within the area. The wind disperses nonmagical gas or vapor, and it extinguishes candles, torches, and other Small-sized or smaller unprotected nonmagical flames in the area. It causes protected nonmagical flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. You can change the direction in which the line blasts from you once per turn.

Augment 1 sp: All Small-sized or smaller creatures and objects within that line must succeed a Strength saving throw or be pushed back 10 feet. Affected creatures in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. The distance pushed back increases by 10 feet at 5th level (20 feet), 11th level (30 feet), and 17th level (40 feet).

Augment 1 sp: You may disperse or extinguish magical fires, gases, or vapors with a successful spellcasting ability check against the spell save DC.

Augment 1 sp: The maximum size of affected creatures and flames increases by 1 size category (Medium-sized), increasing again at 5th level (Large-size), 11th level (Huge-size), and 17th level (Gargantuan-size).

Purify Air

Area: 10-foot cube

(concentration; requires air, gas, or vaporous substance) You can convert polluted air, or a non-breathable gas or vapor into a cloud of breathable air in an area within range. If targeting a cloud of air, gas, or vapor that was magically created (such as by a cloudkill or stinking cloud spell), a spellcasting ability check against the spell save DC is required to create the cloud of breathable air. For the duration, creatures who are entirely within the area of the cloud are able to breathe with sufficient air to sustain them. The area increases by 5 feet when you reach 5th level (15-foot cube), 11th level (20-foot cube), and 17th level (25-foot cube).

Augment 1 sp: The affected area increases to a 20 foot cube, increasing by 10 feet at 5th (30-foot cube), 11th (40-foot cube), and 17th level (50-foot cube).

Earth

Possessing the earth package grants you the following geomancy abilities:

Bury

Area: 10-foot square

Cost: 1 sp

(concentration; requires sand or dirt) You shift the sands or dirt, swallowing targets in an area within range. For the duration the area becomes difficult terrain.

A creature in the area of this earth *geomancy* must succeed a Strength saving throw or sink one foot into the sand, becoming restrained until the sphere effect ends. A creature restrained may use its action to make a Strength check against your sphere DC. On a success it frees itself, on a failure they sink 1 foot deeper. Once a creature is completely buried, they begin to suffocate. The area increases by 5 feet when you reach 5th level (15-foot square), 11th level (20-foot square), and 17th level (25-foot square).

Sandblast

Area: 10-foot square

(instantaneous; requires sand or loose dirt) You can kick up sand or dirt, creating a cloud inside an area within range. Any creature completely within the cloud must make a Dexterity saving throw or become blinded until the start of their next turn. The area increases by 5 feet when you reach 5th level (15-foot square), 11th level (20-foot square), and 17th level (25-foot square).

Tremor

Area: 10-foot square

Cost: 1 sp

(instantaneous; requires dirt, sand, or stone) You can send a tremor through the ground, affecting an area within range. Creatures in the area must make a Dexterity saving throw or be knocked prone. The area increases by 5 feet when you reach 5th level (15-foot square), 11th level (20-foot square), and 17th level (25-foot square).

Fire

Possessing the fire package grants you the following geomancy abilities:

Affect Fire

Target: one fire

(concentration; requires fire) You can increase or decrease the size of a fire within range. The maximum size fire you can affect is a 5-foot cube, which increases when you reach 5th level (10-foot cube), 11th level (15-foot cube), and 17th level (20-foot cube). You can increase the size up to your maximum or decrease it as small as desired, even extinguishing it entirely if you so choose.

Move Fire

Target: one fire

(concentration; requires fire) You can take a fire and move it to another location within range. The fire moved can be no larger than a 5-foot cube. A fire moved in this way continues to

burn, even without fuel (although it may be drowned or extinguished otherwise as normal), and dies as soon as the duration ends if not moved to a new fuel source. If you augmented Move Fire to maintain the effect without concentration, you can move fires as a bonus action. When moving fire to a space occupied by a creature, that creature must make a Dexterity saving throw or take 1d8 fire damage.

The fire damage and maximum size of fires you can move increase when you reach 5th level (2d8, 10-foot cube), 11th level (3d8, 15-foot cube), and 17th level (4d8, 20-foot cube).

Quick Light

Casting Time: 1 bonus action

Target: one flammable object

(instantaneous) You can ignite a nearby campfire, candle, lamp, lantern, torch, or another Small or Tiny object designed to be lit. This sphere effect will light objects even if they are dowsed or wet. If targeting an attended object, the attending creature can choose to make a Dexterity saving throw to negate the effect. A creature can choose to extinguish the lit object by interacting with it.

Metal

Possessing the metal package grants you the following geomancy abilities:

Magnetize

Target: one metal object

(instantaneous, requires metal) You can cause an unattended object consisting mostly of metal (whose size is not larger than your maximum recover ore size) to fly towards a creature or object of your choice within range. You can choose to throw the item harmlessly (in which case it can either be caught by the target without any required action provided they have an appropriate limb available or else lands in an adjacent square), or you can use this as a ranged spell attack. If successful, you deal either the object's 'ore damage', or if it is a weapon, the weapon's damage (arrows and bolts with metal tips count as daggers for this purpose, dealing 1d4 damage). Despite the name of this ability, the target object or creature needn't be made of metal.

Recover Ore

Area: 10-foot cube

Cost: 1 sp

(instantaneous, requires dirt or sand) You can create a Tiny-sized piece of metal ore from the ground; either by combining existing metal particles or transmuting existing elements in the area. You must have a large enough piece of earth (sand or dirt) to pull the ore from. This piece of ore can be brass, bronze, copper, or tin.

The piece of ore you recover is formed on the surface of the affected area and can be of any basic shape (a ball, a rod, a sheet, even a chair), but cannot be anything complex or with moving parts. You can also pull multiple pieces of ore placed in different adjacent squares, so long as their combined size does not exceed your maximum, and each piece of recovered ore must be of the same type (such as copper or tin). For these purposes, 2 Tiny-sized pieces of ore equals 1 Small-sized piece, etc.

While this effect is instantaneous and thus cannot be dispelled, the recovered ore breaks down into dust after 8 hours. The ore is considered made of fragile material for the purpose of hit points. If a piece of ore is used as a weapon, it counts as an improvised weapon, dealing either bludgeoning, piercing, or slashing damage, chosen at the time of recovery. The damage such a weapon deals is listed as 'ore damage' in **Table: Recover Ore**.

The maximum area that you can affect and size of ore that you can recover increases at 5th level (15-foot cube; Small), 11th (20-foot cube; Medium), and 17th level (25-foot cube; Large).

Augment 1 sp: The metal pulled forms into a more finely shaped and harder object. The ore is considered made of a resilient material for the purpose of hit points. Weapons or tools you shape using the recover ore ability are no longer considered improvised weapons or tools and function in all ways like the object formed; you still may not form objects with complex moving parts.

Augment 1 sp: You can recover ore that is 2 sizes larger. If this would allow you to recover a Huge-sized piece of ore, you can target a 30-foot cube area. If this would allow you to recover a Gargantuan-sized piece of ore, you can target a 35-foot cube area.

Table: Recover Ore

Required Earth to Pull From	Ore Size Recovered	Ore Damage	Ore Weight (maximum)
10-ft. cube	Tiny	1d4	8 lbs
15-ft. cube	Small	1d6	60 lbs
20-ft. cube	Medium	1d8	500 lbs
25-ft. cube	Large	1d10	4,000 lbs
30-ft. cube	Huge	2d6	16 tons
35-ft. cube	Gargantuan	3d6	125 tons

The Value of Recovered Ore

Ore recovered through the metal package from the Nature Sphere is of poor quality and degrades quickly, making it impossible to simply create and sell. However, players who possess proficiency with appropriate tools can heat and purify this ore to make it workable. This allows such a character to make checks to earn a wage even without the presence of a market or workshop to work in. Rather than earning money, the check instead creates an amount of raw materials equal to that day or week's wage, which may be sold later or used as raw materials for any metal-based crafting.

Reforge

Target: one metal object

Cost: 1 sp

(instantaneous, requires metal) You can cause an unattended object (or object that you are holding) consisting mostly of metal whose size is not larger than your maximum Recover Ore size to be reshaped into a different object of the same size. For example, you could reshape a longsword into a mace. You cannot reshape metal objects into forms with complex moving parts. If targeting a magical item, the effect is not instantaneous, but lasts for only 1 minute before the object reverts to its original form. If reshaping a magical item would make it no longer qualify for specific enhancements, those enhancements are suppressed for the effect's duration. Reforge does not function on artifacts.

Plant

Possessing the plant package grants you the following geomancy abilities:

Entangle

Area: 10-foot square

(concentration; requires grass, weeds, vines, or underbrush) You cause nearby vegetation to grow rapidly in an area within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature that enters or starts its turn in the area of this plant *geomancy* must succeed on a Strength saving throw or be restrained by the entangling plants until the sphere effect ends. A creature restrained by the plants can use its action to make a Strength check against your plant *geomancy* DC. On a success, it frees itself.

The area increases by 5 feet at 5th level (15-foot square), 11th level (20-foot square), and 17th level (25-foot square).

Harvest

Target: one plant

Cost: 1 sp

(instantaneous; requires fruit trees, berry bushes, or food crops) You can cause a plant to sprout food spontaneously. Each affected plant produces enough food to provide 3 medium-sized creatures or 1 large-sized creature with food for a day.

You can affect an additional plant when you reach 5th level (2 plants), 11th level (3 plants), and 17th level (4 plants).

Pummel

Target: one branch or tree

(concentration; requires a tree) You give life and mobility to a branch or tree within range, no larger than Medium size. For the duration, the affected vegetation makes one slam attack each round against the designated target or until the target dies or moves out of reach. You can use a bonus action to designate a new target. The slam uses your spell attack roll, and does 1d12 bludgeoning damage (regardless of size). An individual tree or branch cannot be under the effect of more than one Pummel at a time. While under the effects of Pummel, a tree's AC is equal to 10 + your key ability modifier; A tree's reach and hit points are determined by a tree's size, as determined in the table below.

The tree's maximum size, and damage of Pummel increases by 1d12 when you reach 5th level (2d12, Large), 11th level (3d12, Huge), and 17th level (4d12, Gargantuan).

Tree Size and Hit Points

Tree Size	Reach	Hit Points
Tiny	1 foot	5 (2d4)
Small	2.5 feet	10 (3d6)
Medium	5 feet	18 (4d8)
Large	10 feet	27 (5d10)
Huge	15 feet	39 (6d12)
Gargantuan	20 feet	52 (8d12)

Water

Possessing the water package grants you the following geomancy abilities:

Fog

Area: 10-foot radius

(concentration, requires water) You can create a cloud of fog, cutting off people's vision within an area centered within range. The cloud spreads around corners, and its area is heavily obscured. It lasts for the duration or until a moderate wind (at least 10 miles per hour) disperses it. Creatures with watersense do not have their vision obscured by the cloud. The area increases by 5 feet at 5th level (15-foot radius), 11th level (20-foot radius), and 17th level (25-foot radius).

Freeze

Target: one creature

Area: 10-foot square

(instantaneous, requires at least 5 cubic feet of water) You can flash-freeze the water in an area or on a creature. You can freeze the top of an area of water, or cover a wet creature in ice. Squares that are frozen will support creatures who take up less space than the affected area. Creatures must succeed at a Dexterity saving throw or be restrained. On a failure, the targets take 1d4 cold damage each round they are restrained. At the end of each of their turns affected targets can make a Strength saving throw to escape from the ice. Affected targets can also escape from the ice if another creature uses an action to break the ice around the trapped creature. The ice melts naturally after one minute on an average day. If you target a swarm instead of freezing an area or individual creatures, the swarm is not immune to the restrained condition bestowed by Freeze.

The area increases by 5 feet at 5th level (15-foot square), 11th level (20-foot square), and 17th level (25-foot square).

Augment 2 sp: On a successful save, the target is still restrained for 1 round.

Vortex

Area: 10-foot cube

(concentration, requires 5-foot cube of water) You can create a spinning vortex in the area that sucks creatures and objects to its center. Any creature entering this area must pass a Strength saving throw or suffer 1d8 bludgeoning damage.

If the creature is smaller than the vortex, they must pass a second Strength saving throw or be pulled into the middle of the vortex. Creatures in the middle of the vortex suffer bludgeoning damage once per round with no saving throw, and must pass a Strength saving throw each round or be restrained for the round, and on a success may only move at half their speed. A vortex cannot contain more creatures than would fit in its space (see table: Creature Size and Space). You can move the vortex up to 30 feet per round as part of maintaining it via concentration. The area increases by 5 feet and the damage increases by 1d8 at 5th level (15-foot cube; 2d8), 11th level (20-foot cube; 3d8), and 17th level (25-foot cube; 4d8).

Augment 1 sp: You can designate a simple pattern for the vortex to move, which you can alter as a bonus action. Creatures in the middle of the vortex are carried along with it as it moves. The vortex must remain within your geomancy range.

Table: Creature Size and Space

Size	Space: Squares	Space: Hexes
Tiny	4 per square	4 per hex
Small	1 square	1 hex
Medium	1 square	1 hex
Large	4 squares (2 by 2)	3 hexes
Huge	9 squares (3 by 3)	7 hexes
Gargantuan	16 squares (4 by 4) or more	12 hexes or more

Nature Basic Talents

Some talents are marked (air), (plant), (water), (fire), (earth), or (metal). You must possess the air, earth, fire, metal, plant, or water Nature package respectively to gain a talent with its designation. Talents marked (geomancy) give you new geomancy abilities.

Some talents are marked (spirit). These talents give you ways to tune your spirit with nature. Each (spirit) talent grants you new *spirit* abilities.

Geomancy Nature Talents

Air Mastery (geomancy, air)

When you use the Gust Of Wind ability, you can create a cone area of effect instead of a line. Additionally, you gain the following geomancy abilities:

Absorbing Inhalation

Cost: 1 sp

(concentration) You can grant your lungs inhuman strength and capacity, allowing you to harmlessly and completely inhale one gas, fog, smoke, mist, or similar cloud-like effect during the duration of the talent. The cloud-like effect can have a radius effect no larger than 10 feet. If the targeted cloud is a magical effect, you must succeed at a spellcasting ability check against the spell save DC or sphere DC of the effect to inhale it. Inhaling the cloud removes it from the area, leaving normal breathable air in its place. Gaseous creatures receive a

Dexterity saving throw to avoid being inhaled. This talent can only affect a cloud with a non-instantaneous duration.

You can keep the cloud harmlessly contained within you for as long as the talent remains active, but you must hold your breath to do so (even if you do not normally have to breathe). If the cloud has a duration, the time the cloud is contained within you counts toward that duration (gaseous creatures are immediately and harmlessly exhaled should their gaseous form expire in the nearest empty space).

As an action, you can exhale, releasing the stored cloud as a breath weapon, filling a 60-foot cone (or the cloud's original area, if smaller). Any creature in the breath's area is subject to its normal effects, attempting saving throws as appropriate against the cloud's original DC. The exhaled cloud resumes its duration, if any.

Exhaling the stored cloud immediately ends the duration of this talent. If you do not exhale the cloud before this talent's duration expires, you suffer the cloud's effects, automatically fail any saving throw made to resist it, and exhaling any gaseous creatures inhaled into the nearest empty space. The maximum radius of the inhaled cloud increases by 5 feet at 5th level (15-foot radius), 11th level (20-foot radius), and 17th level (25-foot radius).

Augment 1 sp: You can instead use Absorbing Inhalation as a reaction, allowing you to affect clouds with instantaneous durations (such as breath weapons).

Feather Fall

(concentration, requires air) One creature and their equipment fall slowly, changing the rate at which they fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and it takes no damage upon landing. When the duration expires, a normal rate of falling

resumes.

Augment 1 sp: The casting time of this option is reduced to 1 reaction.

Augment 1 sp: You can target a number of additional creatures equal to your proficiency bonus.

Create Nature (geomancy)

Cost: 1 sp

(instantaneous) You can create a volume of a material corresponding to a *geomancy* package you possess anywhere within range. This creates the listed volume of one material corresponding to a *geomancy* package that you possess, per Table: Create Nature. The created material will immediately displace gases, liquids, and vapors in the area, but will shortly thereafter behave as normal material of its kind. For example, if this talent is used underwater, a created air cloud will form a bubble that will begin to ascend to the surface.

You gain the following augment that may be applied to any geomancy ability that requires a material:

Augment 1 sp: You create a natural material as Create Nature to supply the required material for the geomancy ability.

Destroy Elements (geomancy)

You can remove and deconstruct your elements. You can use the following geomancy abilities depending on what packages you possess.

Steal Breath (air)

Cost: 1 sp

Target: 1 creature

(concentration) You pull the breath from a living creature's lungs within range, leaving it unable to speak, use breath weapons, cast spells with verbal components, or anything else requiring breathing. At the end of each of its turns, an affected creature can make a Constitution saving throw. On a success, the effect ends for that

Table: Create Nature

Geomancy Package	Material	Size (1st level)	Size (5th level)	Size (11th level)	Size (17th level)
Air	Breathable Air	10-foot cube	15-foot cube	20-foot cube	25-foot cube
Earth	Loose soil or sand	10-foot square, 1 foot deep	15-foot square, 1 foot deep	20-foot square, 1 foot deep	25-foot square, 1 foot deep
Fire	Fire*	5-foot cube (1d8 damage)	Two 5-foot cubes (contiguous)(2d8 damage)	Four 5-foot cubes (contiguous) (3d8 damage)	Eight 5-foot cubes (contiguous) (4d8 damage)
Metal	Base metal	Small object	Medium object	Large object	Huge object
Plant	Basic plants**	One Medium-sized tree or a field of plants covering a 10-foot square.	One Large-sized tree or 15-foot square	One Huge-sized tree or 20-foot square	One Gargantuan-size tree or 25-foot square
Water	Water	5-foot cube	Two 5-foot cubes (contiguous)	Four 5-foot cubes (contiguous)	Eight 5-foot cubes (contiguous)

*Any creature in the fire's space upon its creation must succeed a Dexterity saving throw or take the listed fire damage. On a success, the creature only takes half damage. A creature must also make the saving throw when it moves into the fire's space for the first time on a turn or ends its turn there. The fire ignites flammable objects in its area that aren't being worn or carried.

** (grains, underbrush, ivy), not rare or with inherent qualities (i.e., you cannot create rare herbs, magical plants, etc.)

creature. Being under the effects of this talent counts as holding your breath, but each round counts as two rounds (12 seconds) when determining how long you can hold your breath. This talent has no effect on creatures that do not need to breathe air.

You can instead target a creature comprised mostly of air (such as air elementals). Air creatures must succeed on a Constitution saving throw each round or suffer 1d12 force damage. A successful Constitution saving throw reduces the damage by half. The amount of force damage increases by 1d12 at 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Shatter (earth)

Cost: 1 sp

(concentration) Once each round, you can target an unattended, non-magical object, regardless of composition, of up to 10 lb. per level and shatter it to pieces. This can be used to target objects attached to other objects (for example, a door or window), but cannot target a section of a larger object (for example, a portion of a stone wall).

You can instead target a creature composed mostly of stone, crystal, or metal, once per round, dealing 1d12 thunder damage to the target. A successful Constitution saving throw halves this damage. The amount of thunder damage increases by 1d12 at 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Extinguish (fire)

Cost: 1 sp

(Instantaneous) You can extinguish any and all fires within your geomancy range. Creatures in this area comprised mostly of fire (such as a fire elemental) must succeed at a Constitution saving throw or suffer 1d12 cold damage. A successful Constitution saving throw reduces the damage by half. The amount of cold damage increases by 1d12 at 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Oxidize (metal)

Cost: 1 sp

(concentration) You can target a piece of non-magical metal equipment, such as a weapon or suit of armor, or a creature mostly comprised of metal. Attacks made with the weapon suffer disadvantage, while the armor or the metal creature's armor class is reduced by 2, which is further reduced at 5th (3), 11th (4), or 17th level (5).

Decompose (plant)

Cost: 1 sp

(concentration) Once each round, you cause living flesh to rot, possibly even growing mold and mushrooms, dealing 1d6 poison damage to all creatures and vegetable matter within a 10-foot cube. This damage is doubled against plants and against creatures of the plant type. A successful Constitution saving throw reduces the damage by half. The affected area increases by five feet and the damage increases by 1d6 at 5th level (15-foot cube, 2d6), 11th level (20-foot cube, 3d6), and 17th level (25-foot cube, 4d6).

Dehydration (water)

Cost: 1 sp

(concentration) Once each round, you draw water from creatures and plants in a 10-foot cube, drying moist surfaces and dealing 1d6 necrotic damage to creatures and plants. This damage is doubled against aquatic creatures and creatures entirely composed of liquid (such as most oozes and water elementals). A successful Constitution saving throw reduces the damage by half. If used on a volume of water, the volume is reduced by up to 10 cubic feet. The affected area increases by five feet and the damage increases by 1d6 at 5th level (15-foot cube, 2d6), 11th level (20-foot cube, 3d6), and 17th level (25-foot cube, 4d6).

Earth Mastery (geomancy, earth)

You gain the following geomancy abilities.

Granulation

(instantaneous; requires rock or stone) You can deal 1d10 bludgeoning damage to an unattended rock or stone object in range, ignoring the damage threshold of non-magical targets, creating vast amounts of dust and sand as the object is worn down. The bludgeoning damage increases by 1d10 at 5th level (2d10), 11th level (3d10), and 17th level (4d10).

You gain the following augment for any geomancy ability that requires sand or lose dirt:

Augment 0 sp: You can use granulation on a stone within range to supply the required sand or dirt for the effect you are augmenting.

Sandstone

Cost: 1 sp

(instantaneous; requires dirt or sand) You can transform dirt or sand in an area within range into a Medium sized rock or stone. The size of the created rock or stone increases by one step at 5th level (Large), 11th level (Huge), and 17th level (Gargantuan), but is still limited by the amount of dirt or stone within range.

Alternatively, you can encase a dirt-or-sand-covered target in 1-inch thick sandstone. Creatures and objects are allowed a Dexterity saving throw to avoid being trapped in the sandstone. On a failure, creatures or objects caught in the area are restrained; to escape, they must pass a Dexterity (Acrobatics) or Strength (Athletics) check against your sphere DC as an action; alternatively, a creature may break free by dealing sufficient damage to the sandstone. Sandstone has an AC of 15 and 10 hit points.

You gain the following augment for any geomancy ability that requires rock or stone:

Augment 0 sp: You can use sandstone on sand within range to supply the required rock or stone for the effect you are augmenting.

Unearth

(concentration; requires earth, sand, or stone) you can manipulate the earth surrounding a creature or object, forcing them to be pushed or pulled 5 feet each round toward the surface; a successful Strength saving throw

negates this movement each round. While affected, the target is unable to burrow or earth glide, but is otherwise unimpeded. You can only target a creature or object whose location you have pinpointed (such as with a successful Wisdom (Perception) check or with tremorsense). Unless the target has Earth Glide, the creature cannot be forcefully moved through stone or lava, but rather only sand or dirt.

Elevated Nature (geomancy)

Your basic geomancy abilities can now affect greater depths and heights; rocks fly, vines reach, and fire blazes in such a way as to affect creatures at much higher or lower elevations than normal.

Gust Of Wind (air)

Augment o sp: Gust Of Wind no longer emanates from you, but instead from anywhere within geomancy range.

Tremor (earth)

Augment i sp: The rocks ricochet into the air, affecting creatures flying up to to 10 feet above the affected area. Flying creatures that fail their saving throw against the Tremor fall to the ground, taking falling damage as normal. This height increases by 10 feet at 5th (20 feet), 11th (30 feet), and 17th (40 feet) level.

Affect Fire (fire)

Augment i sp: The affected fire becomes a burning pillar that reaches into the air, affecting creatures flying up to to 10 feet above the affected area. This height increases by 10 feet at 5th (20 feet), 11th (30 feet), and 17th (40 feet) level.

Magnetize (metal)

Augment i sp: Double the geomancy range that you can magnetize a target.

Entangle (plant)

Augment i sp: The plants reach into the air, affecting creatures flying up to to 10 feet above the affected area. Flying creatures that fail their saving throw against the entangle are pulled to the ground, and restrained as normal. This height increases by 10 feet at 5th (20 feet), 11th (30 feet), and 17th (40 feet) level.

Vortex (water)

Augment i sp: Your vortex reaches new heights and depths, increasing the height of the vortex by 10 feet. This height increases by 10 feet at 5th (20 feet), 11th (30 feet), and 17th (40 feet) level.

Fire Mastery (geomancy, fire)

You gain the following abilities.

Alter Light

(concentration, requires fire) You can alter the light produced by a fire within your Affect Fire maximum. You can halve or double the radius of its light, as well as change its granted light from an emanation to a cone of double its light radius. You can also increase its granted light to bright light or decrease its granted light to dim light.

Flash

Cost: 1 sp

(instantaneous) You can cause a fire within range to emit a 10-foot radius burst of flame, dealing 1d8 fire damage and causing creatures and flammable objects that take damage to catch fire, taking 1d8 fire damage per round until the flames are extinguished. Creatures may attempt a new Dexterity saving throw to extinguish the flames at the end of each of their turns. Using an action to roll on the ground or to use a blanket to smother the flames automatically extinguishes the flame. A successful Dexterity saving throw halves the damage and negates catching fire. You can use this ability to relight a non-magical fire within range that was extinguished (through magical or mundane means) since the end of your last turn. This can be used to reignite a creature who has caught on fire and extinguished the flames. This initial and on fire damage increases by 1d8 and the radius increases by 5 feet at 5th (2d8, 15-foot), 11th (3d8, 20-foot) and 17th (4d8, 25 foot) level.

Augment i sp: The casting time of flash is reduced to 1 reaction.

Fog Mastery (water, geomancy)

When you use the Fog ability from the water package, you can add one of the following additional effects depending on what other packages you possess.

Wind Blades (air)

(requires air instead of water) Your cloud attacks those inside it with blades of wind. Any creature or unattended object moving through the cloud must succeed a Dexterity saving throw or suffer 1d6 points of slashing damage for every 5 feet of movement spent entering or moving through the cloud.

Sandstorm (earth)

(requires sand or loose dirt instead of water) You create a sandstorm. In addition to the fog, this also functions as a Vortex, except it travels over land and extends into the air, and can even leave the ground and travel in the air. The obscuring effect only applies to the actual area of the vortex, and creatures that possess earthsight or tremorsense do not have their vision obscured by this effect.

Smokescreen (fire)

(requires fire instead of water) Your cloud billows out ash and smoke filling the area. Any creature completely within the cloud at the start of their turn must make a Constitution saving throw or become blinded until the start of their next turn. Creatures that possess firesight automatically succeed on this saving throw.

Acid Rain (metal)

Augment i sp: Creatures that enter into or begin their turn within the cloud must make a Constitution saving throw or take 1d10 acid damage. On a successful save, they take half damage. The acid damage increases by 1d10 at 5th (2d10), 11th (3d10), and 17th (4d10) levels.

Spores (plant)

(requires plants or fungi instead of water) Your cloud causes nearby plants and fungi to flower and burst forth

pollen and spores. Each creature that enters or starts its turn inside the cloud must make a Constitution saving throw against poison. On a failed save, the creature becomes poisoned until the start of its next turn. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. Creatures with plantsight do not have their vision obscured by the cloud.

Solid Fog (water)

(requires rain, mist, or at least 10 cubic feet of water) Your cloud becomes so thick that it becomes effectively solid. Creatures inside the cloud have their speed halved, take a -2 penalty to attack rolls, and can't use reactions. This does not stack with being slowed. Creatures and objects that fall within the area of the cloud are slowed so that each 10 feet of the cloud reduces the bludgeoning damage of the fall by 1d6. If using a body of water as the required component, the fog must be at least partially over the water itself. Creatures with watersense do not have their vision obscured by the cloud.

Forge Earth (earth, geomancy)

You gain the following geomancy abilities.

Excavate

(instantaneous, requires dirt or sand) You can move a 5-foot cube of dirt or sand and deposit it in an unoccupied space anywhere within range. This movement doesn't involve enough force to cause damage. The affected area increases by five feet at 5th level (10-foot cube), 11th level (15-foot cube), and 17th level (20-foot cube).

Augment 2 sp: You can target loose or unworked stone with the Excavate ability.

Inscribe

(instantaneous, requires sand or stone) You carve images, shapes, or words into sand or stone within a 10-foot

cube. The affected area increases by five feet at 5th level (15-foot cube), 11th level (20-foot cube), and 17th level (25-foot cube).

Landscape

(instantaneous, requires dirt or stone) You can cause an area of dirt or stone to become difficult terrain, or remove difficult terrain from an area of dirt and stone. Each casting affects a 10-foot cube. The affected area increases by five feet at 5th level (15-foot cube), 11th level (20-foot cube), and 17th level (25-foot cube).

Hazardous Terrain (geomancy)

You know how to make many of your geomancy abilities particularly dangerous.

Purify Air (air)

Augment 1 sp: Instead of purifying air, you can stagnate the air. Creatures who enter or begin their turn in the area must succeed a Constitution saving throw or be poisoned for 1 minute. Creatures that do not need to breathe automatically succeed this saving throw.

Tremor (earth)

Augment 0 sp: Instead of knocking creatures prone, the ground form jagged rock formations in the area, acting as caltrops. These caltrops use your Nature sphere DC and deal piercing damage equal to your level.

Caltrops

As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.



Affect Fire (fire)

Augment 0 sp: The affected fire also creates an aura of unbearable heat. Each round creatures within 5 feet of the affected area must succeed a Constitution save or suffer an amount of fire damage equal to your level. A creature only makes a single saving throw against the aura each round, no matter how many times a creature enters or exits the aura. The size of this aura increases by 5 feet at 5th (10 feet), 11th (15 feet), and 17th level (20 feet).

Magnetize (metal)

Augment 1 sp: You can use Magnetize as a concentration effect, affecting a 5-foot radius within range. Any creature who enters or begins their turn inside the area are attacked by the metal object. A creature may only be attacked by Magnetize once each round, no matter how many times a creature enters or exits the area. The size of this Magnetized area increases by 5 feet at 5th level (10-ft radius), 11th level (15-ft radius), and 17th level (20-ft radius).

Entangle (plant)

Augment 0 sp: Instead of restraining creatures, the plants instead sprout thorns, inflicting 1d6 piercing damage for every 5 feet of movement through the affected area. A successful Dexterity saving throw halves this damage. Only 1 saving throw is made per turn, regardless of distance moved. If a creature chooses to reduce its movement speed by half, it gains advantage on this saving throw.

Freeze (water)

Augment 0 sp: Instead of restraining creatures, the ice forms piercing ice spikes in the area, acting as caltrops. These caltrops use your Nature sphere DC and deal cold damage, instead of piercing damage, equal to your level.

Lava Mastery (geomancy, earth or fire)

Augment 0 sp: Whenever an earth package ability would require dirt, sand, or stone, you can instead use lava to fulfill that requirement.

Augment 0 sp: Whenever an earth package ability would deal damage, you can choose to change the damage type to bludgeoning or fire.

You also gain the following geomancy abilities:

Earth Oven

Area: 10-foot cube

(concentration; requires dirt, sand, or stone) You bake the interior of an area of earth with intense heat. Buried or burrowing creatures that start their turn within this cube take 1d6 fire damage. A successful Constitution saving throw halves this damage. The area increases by five feet and the damage increases by 1d6 at 5th level (15-foot cube, 2d6), 11th level (20-foot cube, 3d6), and 17th level (25-foot cube, 4d6).

Manipulate Lava

Area: special

(concentration or instantaneous, requires lava) You can manipulate lava. This is exactly the same as the Freeze and Vortex abilities from the water package, except you must spend an additional spell point for each ability, and

you must target lava. Frozen lava becomes obsidian, with a damage threshold of 6 and a fragile hit point value appropriate for its size (see Creation sphere), and does not deal damage per round to trapped creatures.

Melt Earth

Area: 10-foot square

Cost: 2 sp

(concentration, requires sand, dirt, or stone) You can target an area of dirt, sand, or stone within range, transmuted the top portion into lava. Creatures who touch or otherwise enter the square with lava created with Melt Earth take 1d6 fire damage. A successful Constitution saving throw halves this damage. A creature can only be damaged by an area affected by Melt Earth once per round, no matter how many times it enters its area. Even after a creature leaves the lava, the creature continues to take the fire damage for 1d4 rounds.

If this effect ends while a creature is inside the space affected by this ability, the earth instantly cools around the creature. The creature must succeed on a Dexterity saving throw or become restrained. As an action a creature restrained with Melt Earth may free themselves of the condition with a successful Strength (Athletics) or Dexterity (Acrobatics) check against the Nature sphere DC. Alternatively, the cooled earth may be broken by reducing its hit points to zero. The cooled earth has an AC of 5, a damage threshold of 8, and 10 hit points. The area increases by 5 feet, and the fire damage increases by 1d6 when you reach 5th level (15-foot square; 2d6), 11th level (20-foot square; 3d6), and 17th level (25-foot square; 4d6).

Manipulate Nature (geomancy)

You can manipulate the elements to take on different shapes. The geomancy abilities you gain are determined by your Nature packages, as outlined below:

Air Geyser (air)

Target: one creature or object

(instantaneous, requires air) You can fling a Medium-sized or smaller target within geomancy range upward into the air. If the target fails its Dexterity saving throw, the force of air hurls the target upward 10 feet. If a solid object (such as a ceiling) is encountered, the target strikes the object in the same manner as it would during a normal fall. After this blast of air ceases, the target falls down (unless it was flying), taking falling damage as normal. The height hurled upward increases by 10 feet at 5th level (20 feet), 11th level (30 feet), and 17th level (40 feet).

Sculpt Stone (earth)

Cost: 2 sp

(instantaneous, requires stone) You can target a stone object within range of Medium size or smaller, or a section of stone no more than 5 feet in any dimension. The stone is then reshaped and formed into one that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up

to two hinges and a latch, but finer mechanical detail isn't possible.

Selective Flames (fire)

(concentration, requires fire) You can choose to temporarily douse a 5-foot cube of flame or lava within range, allowing creatures in the cube to not take fire damage from environmental effects (including geomancy abilities from the Fire package) for the duration. You can choose an additional 5-foot cube at 5th (two 5-foot cubes), 11th (three 5-foot cubes), and 17th level (four 5-foot cubes).

Pin-Ball (metal)

Casting Time: 1 bonus action

Cost: 1 sp

(instantaneous, requires Magnetize active) When using the Magnetize geomancy ability, if the attack hits, you can, magnetize another creature within range and make an additional ranged spell attack at that creature. You can make a maximum number of additional attacks in this manner equal to your proficiency bonus, but if you miss once the ability ends without any further attacks. You cannot make attacks twice in a row against the same target.

Shelter (plant)

Cost: 1 sp

(instantaneous, requires tree or branch) You can reshape a tree to create a shelter. Use the Tree Size and Hit Points table from the Pummel ability to determine the hit points and size of a shelter based on the tree used (the radius of the shelter is the reach of the tree or branch used); Creatures can only benefit from a shelter whose size category is equal to or greater than their own. Creatures and equipment under the shelter suffer no harm from being in a hot or cold environment, and can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45.5 and 60 degrees Celsius) without having to attempt Constitution saving throws. In addition, the shelter provides protection against other environmental hazards such as smoke, lack of air, and so forth, however the vessel does not protect against any environmental damage such as cold or fire damage. The shelter also provides three-quarters cover (+5 AC and Dexterity saving throws) to and from those inside, and hostile creatures cannot enter the shelter without first destroying the shelter. However, if the tree or branch used to create the shelter is destroyed, the effects of the shelter immediately end.

Wave (water)

(instantaneous; requires at least 10 cubic feet of water) You can create a surge in water that pushes targets in its wake. This surge may be created anywhere within range and may face any direction, but once created it travels in a straight line for a distance of 60 feet. This area may extend out of the water and onto land to a maximum of 20 feet. The wave created is 5 feet wide. The width may be doubled by halving the length. This may be done multiple times, but the length cannot become smaller than 5 feet.

A target cannot be pushed back further than the wave's length.

All creatures within the affected area must make a Strength saving throw or be pushed back 10 feet and must succeed a Dexterity saving throw or be knocked prone.

The distance the target is pushed increases by 5 feet when you reach 5th level (15 feet), 11th level (20 feet), and 17th level (25 feet).

Metal Mastery (geomancy, metal)

Augment 1 sp: Whenever you use Recover Ore, you gain the ability to Recover Ore of iron, lead, or steel. You can expand the types of ore you can recover at 5th (silver), 11th (mithril), and 17th level (adamantium).

Augment 1 sp: When using Recover Ore, you can target a living, corporeal creature with this ability, removing the need for dirt or sand. Doing so inflicts 1d12 necrotic damage and extracts a volume of ore two size categories smaller than the target (minimum Tiny). A successful Constitution saving throw halves this damage. This damage increases by 1d12 at 5th (2d12), 11th (3d12), and 17th (4d12).

Augment 1 sp: When using Magnetize, you can also affect the metal object with Reforge with the same action, transforming the metal object into a more dangerous form. The object may take the form of a specific weapon of your choice, or simply into a dangerous form which deals bludgeoning, slashing, and piercing damage and deals double the ore damage normal for its size.

You also gain the following geomancy ability:

Fortify

Cost: 2 sp

(instantaneous) You can fortify an unattended object (even non-metal objects) within range. The target becomes fused with metal, permanently increasing or decreasing the damage threshold and AC of the object by your proficiency bonus. An object may only be under the effects of one fortify at a time, as each future casting dismisses and replaces the previous casting. This grants no further benefit or penalties due to the metals used.

Plant Mastery (geomancy, plant)

Augment 1 sp: When using Entangle, the size of the affected square is doubled. For example at 1st level, your Entangle would affect a 20-foot square instead of a 10-foot square.

Augment 0 sp: When using Harvest, you can produce a number of magical berries equal to your key ability modifier (minimum 1), along with the usual food. Any creature who consumes one of these berries is healed by a number of hit points equal to your proficiency bonus. These berries lose their magical potency after a long rest.

Augment 1 sp: When using Pummel, you can affect a number of additional branches equal to half your proficiency bonus.

You also gain the following geomancy ability:

Grasping Vine (plant)

Target: one creature

(concentration; requires ivy, vines, or similar vegetation)

You cause nearby vines to lash out at a creature within

range. That creature must succeed on a Dexterity saving throw or be pulled 10 feet directly toward the vine. Until the effect ends, you can direct the vine to lash out at the same creature or another one as a bonus action on each of your turns.

The distance the vine pulls a creature increases by 5 feet at 5th level (15 feet), 11th level (20 feet), and 17th level (25 feet).

Pummel Mastery (geomancy, plant)

Augment 1 sp: When using Pummel, you can add your key ability modifier to the damage dealt by Pummel's slam attack.

Augment 1 sp: When using Pummel, the tree branches may throw vegetation as a ranged attack instead of only making melee attacks. This has a range equal to twice the tree branch's reach. The attack roll and damage otherwise remain unchanged.

Augment 1 sp: When using Pummel, instead of making a slam attack, you can have a tree branch attempt to challenge a creature you can see. The challenge can be auditory (creaking of wood or rustling of foliage) or visual (shaking branches or throwing fruit), so long as the target can perceive the challenge. Unwilling creatures may attempt a Charisma saving throw to resist, and mindless creatures cannot be challenged.

A creature affected by your branch takes disadvantage on attack rolls that do not include the branch as a target and gains advantage on attack rolls targeting only the branch. If the creature can't possibly attack the branch (for example, if the branch is concealed), they do not suffer disadvantage when attacking something else.

The challenge lasts for 1 minute. When you have a tree branch attempt a new challenge, any previous challenge that branch has active ends. A creature can be affected by multiple challenges, but gains advantage so long as they are attacking at least one target who has challenged them.

Reforge Mastery (geomancy, metal)

You gain the following abilities. If an additional package is listed, you must possess it to use that ability.

Altered Edge

Target: one metal object

(concentration) You can target a metal weapon within range. The weapon either scores a critical hit on a roll of 19 or 20 or else becomes incapable of scoring a critical hit.

Chill Metal (water)

Target: one metal object

(concentration; requires metal) 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 become extremely cold. Any creature in physical contact with the object takes 1d8 cold damage. As long as the effect persists, 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 be unable to drop or stow the object as it freezes to them. If it doesn't drop the object,

it has disadvantage on attack rolls and ability checks until the start of your next turn. This damage increases by 1d8 at 5th (2d8), 11th (3d8) and 17th (4d8) level.

Chill Metal may be used to dispel Heat Metal.

Forged Reach

Target: one metal object

(concentration; requires metal weapon) You can increase the reach of a metal weapon within range by up to 5 feet. This increases to 10 feet at 11th level.

Heat Metal (fire)

Target: one metal object

(concentration; requires metal) 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 glow red-hot. Any creature in physical contact with the object takes 1d8 fire damage. As long as the effect persists, 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. This damage increases by 1d8 at 5th (2d8), 11th (3d8) and 17th (4d8) level.

Heat Metal may be used to dispel Chill Metal.

Thermoturgy (geomancy, fire)

You gain the following abilities. If an additional package is listed, you must possess it to use that ability.

Ash Strike

(instantaneous; requires fire) You can generate a cone of ash that reaches from you to the edge of your geomancy range. This ash reveals invisible characters until they can wash off the ash or remove it as an action, and reveals the space invisible creatures are in if they walk on the ground, as they leave footprints in the ash.

Augment 1 sp: Targets struck by the ash strike must pass a Dexterity saving throw or be blinded until the start of your next turn.

Boil Water (water)

(concentration, requires water) You can cause a 5-foot cube of water within range to heat up and boil, dealing 1d8 Fire damage to any creature within. Each round at the beginning of your turn, any creature still within the boiling water suffers damage again. If a creature enters the boiling water, they immediately suffer damage, but only once during their movement, no matter how many times that movement takes them in and out of the boiling water. The fire damage and maximum size of the area you can affect increase when you reach 5th level (2d8, 10-foot cube), 11th level (3d8, 15-foot cube), and 17th level (4d8, 20-foot cube).

Trail Blaze

Cost: 1 sp

(instantaneous, requires fire) You can create a wave of ash, hot air and smoke in a 120-foot line which reveals a

safe path to traverse, allowing creatures to ignore difficult terrain within the affected area for 1 minute. Creatures who are caught in the area of effect when first cast must succeed on a Constitution saving throw or suffer 1 level of exhaustion.

Water Mastery (geomancy, water)

Augment 0 sp: Whenever a water package ability would require water, you can instead use snow to fulfill that requirement.

You also gain the following geomancy abilities:

Cold Snap

(concentration) You create a 10-foot cube of bitter cold. Creatures that start their turn within this cube take 1d6 cold damage. A successful Constitution saving throw halves this damage. The affected area increases by five feet and the damage increases by 1d6 at 5th level (15-foot cube, 2d6), 11th level (20-foot cube, 3d6), and 17th level (25-foot cube, 4d6).

Move Water

(concentration; requires water) You can move water. You can cause a volume of water equal in size to a Medium-sized object to move up to your geomancy range. The water may be moved through the air and does not fall to the ground until the effect ends. If you possess the Telekinesis sphere, you can use your telekinesis speed if it is greater. The volume of water you can move increases at 5th level (Large-sized), 11th level (Huge-sized), and 17th level (Gargantuan-sized).

If moving a volume of water of at least Small size, you can attempt to shove a creature in its path, making a spell attack roll in place of a Strength (Athletics) check. If the volume of water is two or more sizes smaller than the creature, you take disadvantage on this check. If it is two or more sizes larger, you gain advantage on it.

Purify Water

Area: 10-foot cube

(concentration; requires water) You can convert dirty or polluted water into potable water in an area within range. For the duration, the water is clear, breathable for aquatic creatures, and safe to drink. Purified water that is used (consumed or cooked with) while the duration is active doesn't have it revert back to being dirty or polluted once the effect ends. The area increases by 5 feet when you reach 5th level (15-foot cube), 11th level (20-foot cube), and 17th level (25-foot cube).

Augment 2 sp: The duration changes from concentration to instantaneous, permanently converting dirty or polluted water into potable water.

Spirit Nature Talents

Beast Friend (spirit)

Cost: 1 sp

You can cause creatures of the beast type to treat you as a friend. This means that such creatures will not attack unless provoked and you can make requests of them, provided you can communicate with them (if you cannot communicate with

a creature, only basic commands such as 'go', 'come', 'fight', or 'stay' may be communicated). This has no effect on creatures who are hostile to you (such as those already in combat), and a creature with a master (such as summoned beast) will still attack if commanded by its master.

Once during the duration of this ability, you can call the nearest beast of a particular kind you designate (provided its CR is equal to or less than your level) to seek you out. The beast moves toward you under its own power, so the time it takes to arrive depends on how close a beast of the desired kind is when you cast the effect. If there is no beast of that kind capable of reaching you within this effect's duration, you are aware of this fact.

Dragonlung (spirit)

You gain a breath weapon [Recharge 5-6], making a 60 foot line or a 30 foot cone (chosen at the time of casting), dealing 2d6 damage. Affected creatures may make a Dexterity saving throw to reduce damage by half. The type of damage is chosen when the effect is cast, with options based on the packages you possess. The damage of the breath weapon increases by 1d6 at 5th level (3d6), 11th level (4d6), and 17th level (5d6).

- **Air Package:** thunder damage
- **Earth Package:** bludgeoning, piercing, or slashing damage
- **Fire Package:** fire damage
- **Metal Package:** lightning damage
- **Plant Package:** acid damage
- **Water Package:** cold damage

Meld with Nature (spirit: earth, metal, plant, or water)

You step into a plant or metal, stone, or wooden object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the object for the duration. The substances you can meld with are determined by the packages you possess; see the table below. Using your movement, you step into the object at a point you can touch. Nothing of your presence remains visible or otherwise detectable by non-magical senses.

While merged with the object, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged. You can use your movement to leave the object where you entered it, which ends the effect. You otherwise can't move.

Minor physical damage to the object doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The object's complete destruction (or transmutation into a different substance to which your use of this ability does not apply) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

Augment 1 sp: While melded in the substance, you can spend hit dice to heal yourself as if taking a short rest.

Meld With Nature

Nature Package	Melded Substance
Earth	Sand and stone
Metal	Metal and ore
Plant	Plants and wood
Water	Ice

Nature's Carapace (spirit)

You gain the following *spirit* abilities. You must possess the listed *geomancy* package to use each ability.

Buffeting Winds (air)

Strong winds swirl around you. For the duration, ranged attacks made against you suffer from disadvantage.

Stoneskin (earth)

Cost: 1 sp

You can turn your flesh as hard as stone or steel. For the duration, you gain resistance to nonmagical bludgeoning, piercing, and slashing damage.

Flame Mantle (fire)

Cost: 1 sp

You gain the ability to strike back against melee attacks with fiery retribution. Whenever any creature within 5 feet of you hits you with a melee attack, the attacker takes 1d4 fire damage. The amount of fire damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Iron Body (metal)

If you are wearing metal armor, you temporarily merge with it. You gain 5 temporary hit points for the duration and no longer suffer disadvantage on Stealth checks or suffer a penalty to movement from your armor, if you would gain either. Your number of temporary hit points increases by 10 at 5th level (15 temporary hp), 11th level (25 temporary hp), and 17th level (35 temporary hp).

Barkskin (plant)

Cost: 1 sp

You gain a rough bark-like appearance; your AC cannot be less than 15, regardless of what kind of armor you are wearing. Your minimum AC increases by one at 5th level (16 AC), 11th level (17 AC), and 17th level (18 AC).

Seamantle (water)

Your body becomes slick as wet ice; You gain advantage on all Strength (Athletics) or Dexterity (Acrobatics) checks made to contest or escape a grapple check.

Nature's Motion (spirit)

You can grant yourself one of the following abilities. You must possess the listed (*geomancy*) package to use each ability.

Airwalk (air)

Cost: 1 sp

You may move up to a 45 degree angle vertically whenever you move horizontally, climbing 1 foot in height for every 2 feet of movement. You may also choose to either stay at the same elevation or, if you are already in the air, move up to a 45 degree angle downward instead. If you are knocked prone you fall to the ground, just as a

creature with a fly speed that cannot hover, though you only fall at a rate of 60 feet per round, suffering no falling damage.

If you possess the ability to give this talent to another then you can give it to a mount, but you must make a DC 20 Animal Handling check to successfully ride it into the air. You can negate the need for this check if you take the time to train the animal you intend to cast air walk on, this training takes 1 week and a DC 25 Animal Handling check.

Stonestep (earth)

You can gain the ability to ignore natural difficult terrain caused by earth, rock, and sand. You can attempt a spellcasting ability check against the spell save DC or sphere DC of the effects of difficult terrain effects caused by magical manipulation of those materials to ignore them. You can safely walk across quicksand and similar hazards as if they were solid ground.

Smokewalk (fire)

You can gain the ability to walk on fire or smoke. Fire and its byproducts (such as smoke) become solid to you, allowing you to move over it as if it were normal ground. You can always choose to sink into the fire or smoke if you so desire, making you heavily obscured. Smokewalk doesn't grant any resistance or immunity to fire damage, but it does grant the ability to see through smoke and breathe in smoke harmlessly.

Ironshod (metal)

Cost: 1 sp

You become difficult to impede with traps, hazards, and difficult terrain. You gain resistance to damage caused by difficult terrain, hazards, and traps, including caltrops and similar effects.

Greenstep (plant)

You can gain the ability to ignore difficult terrain caused by natural plants. You can attempt a spellcasting ability check against the spell save DC or sphere DC of the effects of difficult terrain caused by magical plant growth and manipulation to ignore them.

Waterwalk (water)

Cost: 1 sp

You gain the ability to walk on water. Water and all other liquid becomes solid to you, allowing you to move over it as if it were normal ground. Especially turbulent water (such as during a storm) may count as difficult terrain. You can always choose to sink into the water and swim if you so desire, in which case you are considered to have a Swim speed equal to your walking speed, granting you all the usual benefits of a Swim speed. This does not, however, grant you the ability to breathe underwater.

Nature's Weapon (spirit)

You can grant yourself one of the following abilities. You must possess the listed (*geomancy*) package to use each ability.

Cacophony (air)

Once each round, as an action you can create a torrent of wind that creates a cone that reaches from you to the edge of your *geomancy* range. Creatures caught in the

area must make a Constitution saving throw or take 1d4 thunder damage. On a successful save, the affected creatures take no damage. Creatures damaged by cacophony are deafened for 1 round. The thunder damage increases by 1d4 at 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Stone Fist (earth)

Once each round, you can choose whether or not to encase your fist (or similar appendage) in stone for 1 round. While so encased, you cannot hold anything in that hand, but you gain a +2 shield bonus to AC and your unarmed strikes with that hand deal 1d6 + your Strength modifier damage. The encased fist damage increases at 5th level (1d8), 11th level (1d10), and 17th level (1d12). This does not stack with monk levels or other effects that increase the damage of unarmed strikes

Fire Wielder (fire)

Cost: 1 sp

Once each round, you can choose whether or not to encase your weapons in flames for 1 round. Your melee weapon attacks and unarmed strikes deal an additional 1d4 fire damage. The amount of fire damage increases when you reach 5th level (1d6), 11th level (1d8), and 17th level (1d10).

Blade Whip (metal)

(requires metal weapon) In place of an attack, you can target a metal weapon you are wielding, reshaping it into a cable and sending it out to shove a creature within geomancy range to become prone. If the weapon grants any bonus to attack rolls, that bonus applies to this shove. After the shove has been resolved, the weapon returns to its original form.

Bramble Strike (plant)

(requires wooden weapon) Once each round you can choose whether or not to cause brambles to burst from any mostly wooden weapon you are wielding (such as a club, quarterstaff, or spear), or pieces of mostly-wooden ammunition such as an arrow or bolt coming from a ranged weapon you are using for one round. If you successfully hit a creature with a wooden weapon, they must succeed on a Dexterity saving throw or become grappled for 1 round. If they are already grappled and fail their saving throw, they are instead restrained for 1 round.

Icicles (water)

Cost: 1 sp

Once per round, you can create from residual moisture a dagger made of ice. These ice daggers melt if they leave your hand for more than 1 round. Instead of dealing piercing damage, these daggers deal cold damage, and count as magical for the purpose of bypassing immunity and resistance. The daggers gain a +1 bonus to attack and damage at 5th level (+1), 11th level (+2), and 17th level (+3).

Nature Sight (spirit)

You gain an extraordinary sense depending on *geomancy* packages you possess. Each sense has a range equal to your geomancy range.

Cloudsight (air)

You can see through clouds of fog, mist, and smoke as if they were transparent.

Earthsight (earth)

Cost: 1 sp

You gain tremorsense, except only allowing you to detect anything in contact with the same body of ground as you.

Firesight (fire)

You can see through flames, lava, and smoke as if they were transparent.

Metalsight (metal)

You gain the scent ability, except only allowing you to detect metal objects (including creatures wearing or carrying metal objects).

Plantsight (plant)

You can see through leaves, vines, greenery, undergrowth, and living wood as if they were transparent (you still cannot see through dead wood).

Watersense (water)

Cost: 1 sp

You gain tremorsense, except only allowing you to detect anything in contact with the same body of water as you.

Resist Elements (spirit)

You gain resistance to a particular damage type chosen from the list of *geomancy* packages you have access to.

- **Air Package:** thunder damage
- **Earth Package:** bludgeoning, piercing, or slashing damage
- **Fire Package:** fire damage
- **Metal Package:** lightning damage
- **Plant Package:** acid damage
- **Water Package:** cold damage

Augment 1 sp: You can use Resist Elements as a reaction, but if you do the duration is reduced to 1 round.

Augment 1 sp: When you successfully resist damage of the chosen element, you also regain 1d6 hit points. An individual can only benefit by healing from this effect once per short or long rest. The amount of healing increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Speak With Beasts (spirit)

Cost: 1 sp

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

Speak With The Elements (spirit)

You gain an extraordinary ability to speak with elementals and other materials depending on the *geomancy* packages you possess.

Speak With Clouds (air)

Cost: 1 sp

For the duration, you gain the Primordial language, and may speak with clouds of fog or mist. This is not truly accomplished with speech, but rather by interacting with the cloud you can learn what else has touched it, passed through it, is hidden within it, etc. You can tell depth, weight, size, and number of passers-by, but not more detailed information.

Speak With Stone (earth)

Cost: 1 sp

For the duration, you gain the Primordial language, and may speak with natural or worked stone. This is not truly accomplished through speech, but rather by touching a stone you can learn what else has touched it, passed by it, what is hidden underneath it, etc. You can tell depth, weight, size, and number of passers-by, but not more detailed information.

Speak With Fire (fire)

Cost: 1 sp

For the duration, you gain the Primordial language, and may speak with fire or smoke. This is not truly accomplished through speech, but rather by gazing into the flames and smoke you can learn what else has touched it, passed by it, what is responsible for creating it, etc. You can tell weight, size, and number of passers-by, but not more detailed information.

Speak With Metal (metal)

Cost: 1 sp

For the duration, you gain the Primordial language, and may speak with natural ore or worked metal. This is not truly accomplished through speech, but rather by touching a piece of metal you can learn what else has touched it, worn it, passed by it, what is hidden inside it, details of its forging, etc. You can tell depth, weight, size, and number of passers-by, but not more detailed information.

Speak With Plants (plant)

Cost: 1 sp

For the duration, you gain the Primordial language, and may speak with normal plants and plant creatures. You can communicate with normal plants and plant creatures and can ask questions and receive answers from them. A normal plant's sense of its surroundings is limited, so it will not be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

Speak With Water (water)

Cost: 1 sp

For the duration, you gain the Primordial language, and may speak with pools or bodies of water. This is not truly accomplished through speech, but rather by dipping a limb into the water you can learn what else has touched it, passed by it, what is hidden inside it, etc. You can tell depth, weight, size, and number of passers-by, but not more detailed information. You can speak with both fresh or salt bodies of water, and if attempting to converse with particularly large bodies of water, such as oceans, you can

only acquire information from a portion of the body of water, to a maximum distance of 1000 feet + 100 feet per level.

Other Nature Talents

Expanded Geomancy

Choose and gain a Nature package you do not already possess. You can select this talent multiple times, gaining a new package each time.

Master of Elements

You count as possessing three additional Nature packages of your choice when determining what (spirit) talents you can gain and use. You can take this talent twice, which allows you to count as possessing every package. If you later gain all Nature packages except one per time you've gained this talent, you immediately retrain this talent into Expanded Geomancy.

Abilities from (spirit) talents that scale off of geomancy abilities (such as an ability that deals damage or determines size by referencing a particular ability) function normally according to the statistics that ability would have if you possessed it. For retraining purposes, possessing any Nature package counts as having Master Of Elements.

Nature Advanced Talents

Earthquake (geomancy, earth)

Prerequisites: Nature sphere (Forge Earth), 15th level or higher.

Cost: 3 sp

(concentration; requires earth, sand, or stone) 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 up to a 100-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 cast this spell 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 spell can have additional effects depending on the terrain in the area, as determined by the GM.

Fissures: Fissures open throughout the spell's area at the start of your next turn after you cast the spell. A total of 1d6 such fissures open in locations chosen by the GM. Each is 1d10 × 10 feet deep, 10 feet wide, and extends from one edge of the spell'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 50 bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the start of each of your turns until the spell ends. If a structure drops to 0 hit points, it collapses and po-

tentially 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.

Freezing Geyser (geomancy, fire and water)

Prerequisite: Nature sphere (Create Nature, Thermoturgy), 15th level or higher.

Cost: 3 sp

(concentration) You create a burst of boiling water that snap-freezes once it has covered its targets. You create an eruption coming from a 10-foot square of solid ground within range, extending 30 feet into the air. This deals 5d6 fire damage per round to all creatures that start their turn within the affected area. A successful Dexterity saving throw halves the damage.

Starting in the second round of the geyser's eruption, the rapidly cooling water begins raining down on all targets within a 30-foot radius of the geyser (but not in the space in which the geyser deals fire damage), lasting for the length of the effect 1d4 rounds. Any creature caught in this freezing downpour takes 2d6 points of cold damage each round and must succeed on a Strength saving throw or be restrained by the layer of frost and ice forming on it. Even creatures affected by the main geyser who failed their Dexterity saving throw but left the area of cold rain find themselves restrained as the water on them freezes.

Restrained creatures may attempt a Strength saving throw as an action to escape from the ice, or another creature may use an action to break the ice around the trapped creature. The ice melts naturally after one minute on an average day.

Natural Ally (spirit)

Prerequisites: Nature sphere (Beast Friend), 5th level or higher.

Cost: 3 sp

(instantaneous) You can call specific creatures of the beast, elemental, fey, or plant type of a kind you designate (provided the creature's total combined CR is equal to or less than 1/2 your level) which then appears in a place within range at the start of your next turn, and remains for up to 8 hours. You cannot call more creatures than your proficiency bonus. Unlike Beast Friend, this advanced talent does not require that there are creatures of those types in the area. The creatures will aid you to the best of their ability, but unless the caster speaks the creature's language, only basic communication is possible (attacking an enemy, defending the caster, etc.) The creatures must also be treated fairly and will not give aid that is obviously suicidal. If treated poorly, they may turn on and attack you. You cannot use Natural Ally more than once per long rest.

Persistent Cloud (geomancy, water)

Prerequisites: Nature sphere (Fog Mastery), Universal sphere (Extended (metasphere)), 11th level or higher.

Augment 2 sp: The duration of the abilities granted by the Fog Mastery talent becomes permanent. You can spend an action to have the effect move up to 15 feet in any direction. If targeted or otherwise in the area of an ability from the Weather sphere, the caster using the Weather sphere must make a spellcasting ability check against your sphere save DC. If the Weather sphere user is successful, the fog is countered. It is otherwise not subject to the effects of weather not created by magic. You can dismiss an effect made permanent by this augment as an action.

Phoenix Resurgence (spirit, fire)

Prerequisites: Nature Sphere (Nature's Carapace), 5th level or higher.

Casting Time: 1 Reaction

Duration: Instantaneous

Cost: 3 sp

When you are reduced to 0 hit points, you can explode into a ball of flame dealing 1d6 fire damage per two levels in a 15-foot radius sphere. A successful Dexterity saving throw halves this damage. At the beginning of your next turn, you return to life with a number of hit points equal to your level.

The radius increases by 5 feet at 11th level (20-foot) and 17th level (25-foot).

Rapid Growth (geomancy, plant)

Prerequisites: Nature sphere (Create Nature), 15th level or higher.

Cost: 3 sp

(instantaneous) You can create a massive growth of plantlife. This affects up to a 1 mile area in one of the following ways:

Change Terrain: You can change the terrain in this area to forest or jungle. This does not cause animals native to the forest or jungle to appear, nor does it guarantee that the terrain type will stay that way indefinitely (some areas such as deserts or high mountains cannot support forests or jungles, and a forest or jungle created in these locations may die out over time) but in all other ways, the terrain changes to the selected type.

Improve Forest: If used in an area that already contains a forest or jungle, you can cause the area to grow rapidly. Typical trees become massive trees, all areas become covered in undergrowth, and areas already covered in undergrowth gain heavy undergrowth.

A creature standing in the same square as a typical tree gains half cover, which grants a +2 bonus to Armor Class and Dexterity saving throws. The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can.

Massive trees take up an entire square and provide three-quarters cover (+5 AC and Dexterity saving throws) to anyone behind them. Space covered with light undergrowth and difficult terrain and partially obscure creatures in them. Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

Increase Yield: If used in an area of developed farmland, you double the crop production in that area for the rest of the harvest season. This has no effect if used in winter or other times when crops are not being tended.

Tsunami (geomancy, water)

Prerequisites: Nature sphere (Water Mastery), 15th level or higher.

Cost: 2 sp

(concentration; requires water) You create a wave of water within range. You can make the wave up to 300 feet long, 300 feet high, and 50 feet thick. The wave lasts for the duration.

When the wave appears, each creature within its area must make a Strength saving throw. On a failed save, a creature takes 6d10 bludgeoning damage, or half as much on a successful save.

When you first create the wave, choose a direction. At the start of each of your turns after the wave appears, the wave moves 50 feet in the chosen direction. 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 5d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wave's height is reduced by 50 feet, and the damage creatures take from the effect on subsequent rounds is reduced by 1d10. When the wave reaches 0 feet in height, the effect ends.

A creature caught in the wave can move by swimming. Because of the force of the wave, though, the creature must make a successful Strength (Athletics) check against your sphere 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.

Volcano (geomancy, fire)

Prerequisites: Nature sphere (Thermoturgy), 15th level or higher.

Cost: 3 sp

(concentration) You can call lava up from deep within the earth. This lava bursts from a 10 foot wide hole in the ground centered within range and creates a spout up to 100 feet high. Any creature in this area or who enters this area takes 10d6 points of fire damage and is hurled into the air and then tossed to the ground. A successful Dexterity saving throw halves the fire damage and the creature is not tossed into the air, instead moving to the closest square adjacent to the geyser (Large-sized or larger creatures are moved enough so that they are not on top of the geyser but still adjacent to it). This movement does not provoke opportunity attacks and does not count toward the creature's normal movement. If the creature fails its saving throw, it suffers the full fire damage and also suffers falling damage based upon the height of the volcanic spray (10d6 or less, depending on how high the spout can reach) and lands prone in a random square adjacent to the spout.

In addition, the volcano sprays lava, smoke, and poison gas in a cylinder around itself. The radius of this cylinder is equal to one half the volcano's height (e.g., a 100 foot spout has a 50 foot radius cylinder). All creatures within this area, including yourself, are heavily obscured and suffer 2d6 points of fire damage each round as lava cascades on them. They must also succeed on a Constitution saving throw or be poisoned until they start their turn outside of the affected area. Even after a creature leaves the lava-filled area, they suffer 1d6 points of

fire damage at the beginning of each turn for 1d3 rounds as the lava already on them cools.

A volcano must be created on the ground and cannot be created in other places, such as on the 2nd floor of a building. You can choose to make a smaller volcano if an obstruction prevents it from reaching its full height, or if you simply want to create a spread of lava that's smaller than your maximum.

Whispering Wind (spirit, air)

Prerequisites: Nature sphere, 1st level or higher.

Cost: 2 sp

Duration: Instantaneous

(Requires air) You can send a message or sound on the wind to a designated spot within 1 mile per level. The message has 1 hour per level to reach its destination. The message travels to the destination, provided that the location is familiar to you and that it can find a way to the location. At time of casting, you can prepare the effect to bear a message of no more than 20 + your level words, cause the talent to deliver other sounds for 1 round, or merely have the message seem to be a faint stirring of the air. You can likewise cause the wind carrying the message to move as slowly as 1 mile per hour, or as quickly as 1 mile per 10 minutes.

When the message reaches its objective, it swirls and remains in place until the message is delivered, at which time the spell is discharged. The message cannot speak verbal components, use command words, or activate magical effects.

The message is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound to all creatures within 10 feet of the destination. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

The affected area increases by feet at 5th level (15 feet), 11th level (20 feet), and 17th level (25 feet).

Wildfire (geomancy, fire)

Prerequisites: Nature sphere, Universal sphere (Reaching (metasphere) (3)), 5th level or higher.

Cost: 3 sp

Augment 3 sp: When using affect fire, you can send forth a burst of heat that targets everything within a radius of up to 1000 feet. Creatures and flammable objects caught within the radius of effect are dealt 2d8 fire damage and catch fire. A successful Dexterity saving throw halves the damage and negates catching fire. This damage increases by 1d8 at 11th (3d8) and 17th (4d8) levels.

Augment 2 sp: The damage dealt increases to 1d8 + 1d8 per two levels.

Variants

Nature Spirit

You cannot use geomancy abilities, only (spirit) talents. You must choose a package as normal, but do not gain any of its geomancy abilities, instead only counting as possessing the package for the purpose of qualifying for (spirit) talents. You gain a (spirit) talent of your choice as a bonus talent.



Protection Sphere

You are a user of the magics of preservation.

When you first gain the Protection sphere, you gain the *aegis*, *succor*, and *ward* sphere abilities.

Aegis

Casting Time: 1 action

Range: touch

Duration: concentration, up to 1 hour.

Target: 1 creature

Saving Throw: Wisdom

Cost: 0 sp

You can grant a creature an *aegis*. Unwilling targets are allowed a Wisdom saving throw to resist gaining an *aegis*.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

You gain the following *aegis* when you gain the Protection sphere:

Armored (aegis)

You can create an *aegis* that wraps the target in protective barriers, granting them a base AC equal to your sphere DC (no benefit from Dexterity modifier). This does not stack with other armor, though the target may still benefit from a shield.

Succor

Casting Time: 1 reaction

Target: 1 creature under the effects of your *aegis*

Range: 300 feet

Cost: 0 sp

You can create an effect by sacrificing an *aegis* you created. Doing so immediately ends one *aegis* on the targeted creature. The sacrificed *aegis* must be one that you have augmented to be maintained without concentration. You cannot use *succor* on a creature not currently under the effects of your *aegis*.

The base Protection sphere does not grant any *succor* abilities.

Ward

Casting Time: 1 action

Range: self

Duration: concentration, up to 1 minute

Area: 10-foot tall cylinder with a 20-foot radius

Cost: 0 sp

You can create a *ward* centered within range. Wards remain in the location they were created, even if you move. When creating a ward, you can always choose to reduce the height or radius below its maximum. The maximum height of the cylinder increases by 5 feet and the maximum radius increases by 10 feet at 5th level (15-foot-by-30-foot radius cylinder), 11th level (20-foot-by-40-foot radius cylinder), and 17th level (25-foot-by-50-foot radius cylinder).

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

When you gain the Protection sphere, you gain the following ward:

Barrier (ward)

You can create a *ward* that creates a mostly-transparent wall at its perimeter, stopping attacks, movement, breath weapons, and any spells or sphere effects that must travel to their destination (such as destructive blasts, ghost strikes, or spells that require attack rolls). Other spells or sphere effects, however, such as teleportation effects, mind-altering magic, and gaze attacks may all bypass this ward.

If the barrier cuts through a creature's space when it appears, the creature is pushed to one side of the barrier (its choice). If a creature would be surrounded on all sides by the barrier (or the barrier 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 barrier. The barrier also extends into the Ethereal Plane, blocking ethereal travel through the ward. Ethereal creatures can sometimes go under the barrier, as the barrier does not cut through objects, and so usually stops at ground level.

A barrier has an AC equal to your sphere DC and hit points equal to 4 + your level. If the barrier is reduced to 0 hit points, the entire barrier effect ends immediately. If you maintain your barrier through concentration, its hit points are renewed each round on your turn.

If an attack deals more damage to the barrier than its current hit points, the attacker may burst the barrier and continue the attack against a target on the other side. The attacker makes a new attack roll against a target within range on the other side of the barrier, dealing the attack's remaining damage if successful. This also applies to area-affect damage; for example, an area burst spell that can overcome the barrier's hit points can affect targets on the other side with its reduced damage.

Particularly strong creatures might be able to simply crush a barrier by ramming through it. A creature can attempt to break the barrier by shoving or overrunning (see the Game Master's Guide) it, shattering it completely if the creature succeeds. Instead of a contested check, the creature succeeds if its Strength (athletics) check exceeds your sphere DC.

Protection Basic Talents

Talents that are marked (*aegis*), (*succor*), or (*ward*) will grant you new abilities of the respective type, while (*barrier*) talents will modify the barrier base sphere ability specifically.

Aegis Talents

Breathless (*aegis*)

You can create an *aegis* that allows a creature to survive without air. The creature becomes immune to effects that require breathing (such as inhaled poison), can survive underwater, or even in a vacuum. This does not give immunity to cloud or gas attacks that do not require breathing.

Deathless (*aegis*)

You can create an *aegis* that grants the subject resistance to necrotic damage and grants advantage on all saving throws against effects that would kill it instantaneously without dealing damage. The subject is granted a saving throw to negate such effects even if one is not normally allowed. This *aegis* does not protect against other sorts of attacks, even if those attacks might be lethal. Additionally, the target automatically stabilizes when reduced to 0 hit points and does not have to make death saving throws at the start of its turn.

Energy Resistance (*aegis*, *ward*)

You can create an *aegis* that grants energy resistance to one damage type of your choice (acid, cold, fire, lightning, radiant, thunder).

You can also create a *ward* that suppresses one damage type of your choice. All creatures within the *ward* benefit from resistance to the chosen damage type for as long as they remain within the ward.

Friendship (*aegis*)

You can create an *aegis* that gives a creature special protection from its allies' magic. You can designate a number of creatures up to your proficiency bonus; whenever one of the designated creatures uses a spell or sphere ability that covers an area, they may exclude the target of this *aegis* from the area of effect.

Guardian (*aegis*)

You can create an *aegis* that draws harmful attention to its bearer and away from their allies. Any hostile creature within 10 feet of the bearer of this *aegis* who decides to target any creature other than the bearer of this *aegis* suffers disadvantage on their attack roll. Multiple Guardian *aegis* do not stack; if a creature attacks one creature with this *aegis* while within the area of another creature with this *aegis*, they suffer no disadvantage on their attack.

Impartiality (*aegis*, *ward*)

Creatures bearing this *aegis* or within this *ward* are treated as having no alignment for all magical effects. Celestials, fiends, or Undead still count as such, but do not detect as such for effects such as a paladin's divine sense. Effects that detect alignment (such as the Divine Alignment alternate divination from the Divination sphere) do not detect the creature or creatures protected, while those that affect certain alignments have no effect on protected creatures at all. This does not allow a creature to disguise their alignment - they appear as an absence of alignment. This also hides the creature type of fiends, fey, celestials, and undead.



Impedance (aegis, ward)

You can create an *aegis* that requires creatures to succeed on a Wisdom saving throw to enter a space within 5 feet of the target. Failure prevents entering such a space until the start of the creature's next turn, when it can attempt to do so, triggering a new saving throw.

This talent does not interfere with attacks; only movement.

You can create a *ward* that makes it difficult for creatures to approach the center of the ward. At the beginning of their turn, or when they try to enter the ward, a creature must succeed on a Wisdom saving throw or they are unable to enter or move any closer to the center of the *ward* until the start of their next turn when it can attempt to do so, triggering a new saving throw.

Augment 1 sp: the *aegis* option affects spaces within 10 feet.

Inner Peace (aegis)

You can create an *aegis* that grants resistance to psychic damage and grants the target advantage on saving throws against effects that would cause the charmed or frightened condition or would otherwise manipulate emotions, such as the calm emotions spell or the Hostility (charm) of the Mind sphere.

Obscurity (aegis, ward)

Creatures with this *aegis* or within this *ward* appear unremarkable and unimportant to those around them. Creatures must make an Intelligence saving throw to be able to notice their presence. This is before any Wisdom (Perception) checks are made. A successful save allows them to see the obscured creatures normally (assuming they can see the creatures normally), until they have left the sight of the creature by either moving out of line-of-sight or making a successful Dexterity (Stealth) check. Creatures who are specifically looking for the protected creatures and are aware of their identity (like those who have been told you are there by someone else), or who are engaged in combat with them automatically succeed on this saving throw.

Obstruction (aegis)

You can create an *aegis* that absorbs damage. The target gains resistance to nonmagical bludgeoning, piercing, and slashing damage.

Punishment (aegis, succor)

You can create an *aegis* that inflicts pain on creatures that hurt its bearer. Whenever a creature successfully hits the bearer of this *aegis* with a melee or ranged attack, that creature suffers 1d4 points of psychic damage, increasing by 1d4 at 5th (2d4), 11th (3d4), and 17th (4d4) levels.

As a *succor*, when an ally under the effects of your *aegis* takes damage from an attack, you can dismiss an *aegis* to deal 1d6 points of psychic damage, increasing by 1d6 at 5th (2d6), 11th (3d6), and 17th (4d6) levels to the attacking creature. This damage stacks with that from the Punishment *aegis*.

Peacebound (aegis, ward)

You can create an *aegis* that makes the target immune to violent actions or magic. Any such action made against the target requires the attacker to pass a Wisdom saving throw or lose that action, including any spell points or spell slots spent.

If a creature succeeds at this saving throw (or the bearer of the peacebound *aegis* takes an offensive action against any creature) the *aegis* immediately ends.

You can create a *ward* that renders all creatures incapable of causing violence. Any violent action or targeted offensive magical effect created within the *ward* requires a successful Wisdom saving throw or else the action is wasted, including any spell points or spell slots spent. If any creature succeeds at this saving throw, the ward's effect immediately ends for all. When a peacebound *ward* is broken in this fashion, all creatures within become immune to that caster's peacebound *ward* until the next dawn.

Protected Health (aegis, ward)

You can create an *aegis* that grants a target resistance to poison damage and advantage on saving throws against all poisons and diseases, both magical and mundane. You can create a *ward* that grants this benefit to all within its area.

Resistance (aegis)

You can create an *aegis* that grants the target the ability to spend a reaction to grant itself advantage on a saving throw.

Shield (aegis)

You can create an *aegis* that grants the target with a shield of translucent force. This shield acts as a normal shield except it is weightless and does not interfere with the target providing material and somatic spell components. If the target takes another object in the hand the shield occupies (except for manipulating spell components), the shield is suppressed and provides no benefit until the start of the next turn in which the target has a free hand.

Augment 1 sp: The target is always considered proficient with the shield.

Slippery (aegis)

You can create an *aegis* that protects a creature from being physically restrained or manipulated. The bearer of this *aegis* gains advantage on saving throws to resist being restrained or moved, or ability checks made to avoid being shoved, escape a grapple, squeeze through a tight space, or escape bonds.

Spell Ward (aegis, ward)

Cost: 1 sp

You create an *aegis* that grants the target advantage on all saving throws against magic.

Cost: 1 sp

You can create a *ward* that represses all magic within its area of effect. Make one spellcasting ability check against each magical effect, magic item, or summoned creature within the area. If your check exceeds the spell save DC or sphere DC of the magical effect, item, or caster who summoned the creature, the effect is suppressed, the magic item ceases to function, or the summoned creature temporarily disappears. Time spent suppressed counts toward a magical effect's total duration. Any caster attempting to use a magical ability in or targeted within this area, or any summoned creature attempting to enter this area, must pass a spellcasting ability check against your sphere DC. On a success, the magical effect is unimpeded, and the summoned creature is not banished by that spell ward.

Barrier Talents

Continuous (barrier)

Augment 0 sp: You can form your barrier as a hemispherical dome or a sphere; regardless of form, this barrier is completely sealed. If creating the barrier would cause it to go through another object, the barrier cuts harmlessly through the material (without compromising the integrity of the object, but preventing the object from being moved). If creating the barrier would cause it to go through a creature or animated object, the barrier shunts the creature as usual. These modifications to your barriers make it so that ethereal creatures, or creatures with unusual movement modes such as burrowing cannot enter the warded area by going around the barrier, but must instead destroy the barrier to enter or exit.

This ability can be combined with the Greater (barrier) talent to allow your barrier wall to pass through objects.

Greater (barrier)

Augment 0 sp: You can fashion your barrier into a flat, vertical plane if you so choose. This wall must be contiguous and be adjacent to you at one point, although it may extend as far out as 30 feet (if you possess the Reaching (metasphere) talent from the Universal sphere, it must be within range of you at one point, although it may extend as far as twice your range), and formed of a maximum number of 10-foot-by-10-foot panels equal to twice your proficiency bonus.

Augment 1 sp: You can increase your barrier's Hit Points to 10 per level and increase the DC of shoving or overrunning the barrier by 5. The barrier's hit points do not replenish, even if maintained through concentration

Augment 1 sp: The maximum number of panels you can create increases to four times your proficiency bonus.

Augment 2 sp: The maximum size of your panels increases to 20-foot-by-20-foot.

You also gain the following ability:

Buttress

Casting Time: 1 action

Target: 1 barrier ward

Range: 300 feet

Cost: 1 sp

You restore up to 5 hit points per level to one barrier you created.

Augment 1 sp: The casting time is reduced to a bonus action.

Augment 2 sp: The casting time is reduced to a reaction. If used in reaction to an attack that would destroy the barrier, the restored hit points can prevent the barrier from being destroyed. Subtract the damage dealt from the total of the barrier's current hit point plus the hit points granted by this talent to determine the final hit points. This cannot cause the barrier to have more hit points than its maximum.

Succor Talents

Bulwark (succor)

When an ally is targeted by an attack roll, you can dismiss an *aegis* on that ally to give them resistance to all damage from the triggering attack as a reaction.

Luck (succor)

You can dismiss an *aegis* on a target to allow them to reroll a saving throw they have just made. They must take the second result, even if it is worse.

Punishment (aegis, succor)

See under Aegis Talents

Ward Talents

Clarity (ward)

Within the area of this ward, attempts to conceal, obfuscate, or disguise oneself are hindered. Any creature within the *ward* must make a Wisdom saving throw or they become unable to use any abilities to disguise or conceal themselves. Likewise, any spell, sphere effect, or other ability that creates illusions or makes it difficult to sense physical phenomena is more difficult to use. When the *ward* is first created, the user makes a single spellcasting ability check against every illusion or magical concealing effect. If your check succeeds, the effect is suppressed or the magic item ceases to function, respectively. Time spent suppressed counts toward a magical effect's total duration. Any additional attempt to create an illusion or concealment effect requires the caster succeed on a spellcasting ability check against your sphere DC. They must do this even if they passed their Wisdom saving throw.

Energy Resistance (aegis, ward)

See under Aegis Talents

Exclusion (ward)

You can create a *ward* that prevents entry of a common material or element chosen when you create the ward. You can choose an element based on their physical material (such as stone, metal, water, or acid), form of energy (such as fire or light), or based on their physical properties (such as poisonous materials or living materials). Magical and non-magical materials excluded have great difficulty entering the ward, but are unaffected once inside.

Creatures made of or carrying the material with them must make a Strength check against your Protection sphere DC to cross the threshold of the ward, or they can simply drop any of the warded material they are carrying. An attack from outside the *ward* that crosses into the *ward* that is composed of the excluded material receives disadvantage on the attack roll.

Impartiality (aegis, ward)

See under Aegis Talents

Impedance (aegis, ward)

See under Aegis Talents

Obscurity (aegis, ward)

See under Aegis Talents

Peacebound (aegis, ward)

See under Aegis Talents

Protected Health (aegis, ward)

See under Aegis Talents

Repel Alignment (ward)

You can create a *ward* that repels creatures of the fiend, celestial, fey, and undead creature types. Any creatures of these types cannot cross the edge of this *ward* unless they succeed at a Charisma saving throw. Once a creature has succeeded at this saving throw, they may cross the barrier without trouble and are immune to your Repel Alignment *ward* until the next dawn. If a creature is already within this warded area when it is created, or if the *ward* is moved into their space, they instantly become immune to the ward, as if they had succeeded at their saving throw.

Spell Ward (aegis, ward)

See under Aegis Talents

Other Talents

Community

Whenever a creature under your *aegis* takes damage, you can transfer up to half of that damage to any other willing creature under one of your *aegis* as a free action. The transferred damage is of the same type and cannot be further redirected by any means.

Status

You always know the direction and distance to all creatures benefiting from your *aegis* and are aware of any conditions affecting them (unharmful, wounded, disabled, frightened, unconscious, dying, poisoned, stunned, diseased, confused, etc.). If the target dies or moves to another plane of existence, this effect ceases to function.

Protection Advanced Talents

Adaptation (aegis)

Prerequisites: Protection sphere (Breathless, Energy Resistance), 11th level or higher.

Augment 4 sp: When applying the Breathless *aegis*, you can make them immune to most environmental conditions. They become immune to extreme temperatures, toxicity in the air, and can breath underwater or in a vacuum. In addition, the target gains Resistance to acid, cold, fire, lightning, radiant, and thunder damage. The target also gains resistance to necrotic if you possess Deathless, psychic if you possess Inner Peace, and poison if you possess Protected Health.

Anti-Magic Aura

Prerequisites: Protection sphere (Spell Ward), 11th caster level or higher.

Augment 2 sp: When creating a *ward* with Spell Ward, you can improve its abilities: the *ward* stops all magic and summoned creatures without the need for a spellcasting ability check. This *ward* cannot be centered anywhere other than on yourself.

Unplottable (aegis)

Prerequisites: Protection sphere (Obscurity), 15th level or higher.

Augment 3 sp: When granting a target the Obscurity *aegis*, you can make them undetectable through divination magic of any sort. Any magical attempt to gather information on the target (including scrying, effects that detect invisibility, detect alignment, or even miracle and wish spells when used in a similar manner) automatically fails. In the case of scrying that does not directly view the bearer of this *aegis* (such as instead scanning the area they happen to be in), the spell or effect works normally, but the creature isn't detected.

Variants

Limited Protection

Choose either *ward* or *aegis*; you only gain the chosen ability. If you select *aegis*, you can still take and benefit from (*succor*) talents. You gain a bonus talent of the selected type.

Protected Soul

You cannot target other creatures with your *aegis*, only yourself. Any *ward* you create immediately ends if you end your turn outside of it. You gain either a (ward) or (*aegis*) talent of your choice as a bonus talent.



Telekinesis Sphere

You can lift and move objects through magic.

When you first gain the Telekinesis sphere, you gain the *catch*, *levitate*, and *projectile* sphere abilities.

Some telekinesis abilities target a creature or object up to your telekinesis size. Your telekinesis size is a Tiny-sized target, with the maximum size of the target increasing by 1 step at 5th level (Small), 11th level (Medium), and 17th level (Large).

Every sphere ability in the Telekinesis sphere gains the following Augment:

Augment 1 sp: Your telekinesis size increases by 2 sizes.

If you are lifting an object into the air, a creature up to your maximum size can hang from the floating object, and must use an Action to make a Strength (Athletics) check against your sphere DC to move it up to 10 feet against your will. Creatures larger than your maximum size can move objects with no issue. If you use telekinesis to lift something into the air and drop on a target, utilize the rules found in the Creation sphere.

Generally one-handed weapons or pieces of ammunition are two sizes smaller than the creature it was designed for, while armor, shields, and two-handed weapons are one size smaller. If you gain the ability to affect multiple targets at once, two creatures or objects of a similar size count as one size larger (2 small objects equals a medium, 2 mediums, equal a large, etc.)

Catch

Casting Time: 1 action

Range: 30 feet

Duration: instantaneous

Target: 1 *projectile* or thrown object that you can see

Cost: 0 sp

You can target a thrown weapon or launched *projectile* such as an arrow from a bow (usually requiring the Ready action to *catch* it after it's fired) to stop the attack from dealing damage. The target must be within your Telekinesis sphere size limit. Make a ranged spell attack contested by the attacker's attack roll; if you succeed, the attack is negated. You can choose to immediately drop the object (making this an instantaneous effect) or you can choose to continue to lift the object, in which case your *catch* becomes a *levitate*.

Augment 1 sp: You can reduce the casting time to 1 reaction.

Levitate

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 10 minutes

Target: 1 creature or object that you can see

Cost: 0 sp

You can telekinetically move a willing creature or an unattended object up to your telekinesis size within range. Targets you are levitating cannot move on their own, and once each round as a bonus action you can gently move the target in a straight line up to 20 feet in any direction, including up. The maximum distance you can move it increases at 5th level (40 feet), 11th level (60 feet), and 17th level (80 feet). The target remains suspended in that location until you decide to move it again or until the effect ends.

Augment 1 sp: You can lift an unwilling creature with *levitate*. The target is allowed a Strength saving throw to negate this effect. An affected creature makes another Strength saving throw at the end of each of its turns. On a successful save, the effect ends for it. A creature may suffer falling damage if they successfully save while floating high in the air.

Augment 2 sp: This effect lasts for its remaining duration. This augment may be applied without any action required on your turn. Levitated targets will remain suspended until you end the effect early, with either a bonus action or as a reaction, causing the target to fall.

Projectile

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

Target: 1 creature or object that you can see

Cost: 0 sp

You can telekinetically lift a willing creature or object up to your telekinesis size within range, referred to as the *projectile*, and hurl it at another target that is also within telekinesis range of yourself. Make a ranged spell attack roll against the target's AC. On a successful hit, both the target and the *projectile* take bludgeoning damage (or another appropriate damage type, such as piercing if throwing a dagger) according to the chart below:

Target Size	Damage Die
Tiny	1d4
Small	1d6
Medium	1d8
Large	1d10
Huge	2d6
Gargantuan	2d8

If the *projectile* is a weapon, the attack instead deals damage to the target equal to the weapon's damage die (arrows and bolts are treated as daggers for this purpose) and the *projectile* suffers no damage, since weapons are designed for attacking. If you are already levitating an object, it is always a valid target to be made into a projectile, no matter how large it might be or whether or not it is unwilling.

Augment 1 sp: You can target an unwilling creature to be your projectile. The target is allowed a Strength saving throw to negate this effect.

Telekinesis Basic Talents

Some talents are marked (catch), or (levitate), or (projectile). While these talents may interact with or offer other Telekinesis sphere abilities, they mainly augment the ability they are marked as. Talents that are marked (gravity) focus more on magic that manipulates density, force, and mass.

Catch Talents

Greater Catch (catch)

You gain the following augments for catch. You cannot add both augments to the same catch.

Augment 1 sp: When you cast catch, you don't have to immediately choose which projectiles you target. Until the start of your next turn, you can attempt to *catch* a number of targets up to 1 plus your proficiency bonus. Targeting a *projectile* in this way does not require an action.

Augment 1 sp: Instead of targeting projectiles directly, you can create a kinetic field—a stationary flat surface to *catch* all projectiles and thrown objects passing through it until the beginning of your next turn. Any object that strikes the field immediately loses momentum and drops to the ground if the originator of the attack fails a Wisdom saving throw. This field is made up of no more than two 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. The field can only stop valid targets of your catch, and does not block line of sight or line of effect. The field gains up to an additional panel at 5th level (3 panels), 11th level (4 panels), and 17th level (5 panels).

You may concentrate to sustain a kinetic field for up to 10 minutes, and may move the field with you as you move. This can be combined with Telekinetic Maneuver to grapple targets that attempt to move through it until the beginning of their next turn (at which point they can try again).

Parry (catch)

You can use *catch* to block attacks with melee weapons, though the wielder retains its hold on their weapon even if you successfully block their attack. However, if you also possess the Steal talent, you can immediately apply it to a manufactured weapon as part of changing a *catch* into a levitate. Your telekinesis must be specially tuned towards the task, so if you ready an action to cast catch, you must specify whether you are attempting to intercept melee or ranged attacks.

Return (catch)

Augment 0 sp: When you stop an attack with catch, you can immediately fling it back at the attacker if they're in range. Resolve this attack as if it were a projectile, using the

object you were attacked with. Doing so does not interfere with concentrating on other effects.

Augment 0 sp: When you miss with a ranged weapon attack, a thrown weapon, or a telekinetic projectile, you can as a reaction make the *projectile* return back to you. You can automatically *catch* it when it returns without spending an action.

Telekinetic Maneuver (catch)

Augment 1 sp: You can target any moving creature or object within your size limit, not just projectiles and thrown objects. If the target is unwilling, make a spell attack roll opposed by the target's Strength (Athletics) or Dexterity (Acrobatics) check (their choice). On a success, you may either knock the target prone or give them the grappled condition until the beginning of your next turn. Being grappled by this ability can stop a creature from moving up or down as well, such as when used to stop an ally from falling. You can transform this ability into *levitate* without spending any additional spell points to target an unwilling creature.

Gravity Talents

Gravity Shift (gravity)

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 10 minutes

Cost: 0 sp

You manipulate the gravity affecting a 5-foot radius within range, effectively increasing or decreasing the area's gravity. This area increases by 5 feet at 5th level (10-foot radius), 11th level (15-foot radius), and 17th level (20-foot radius). The area becomes either an area of heavy gravity or an area of light gravity. You can change the gravity to heavy, normal, or light as an action or bonus action. This cannot be used in areas of no gravity or subjective gravity.

Heavy Gravity: In heavy gravity areas, Strength and Dexterity checks take disadvantage, as do all attack rolls. All object weights are effectively doubled, which might affect a character's speed. Weapon ranges are halved. Characters that fall in areas of heavy gravity take 1d10 points of bludgeoning damage for each 10 feet fallen instead of 1d6, to a maximum of 20d10 points of damage.

Light Gravity: Characters in an area of light gravity gain advantage on attack rolls with heavy weapons, Dexterity saving throws, and on Dexterity (Acrobatics) checks. All items weigh half as much, and weapon ranges double. Falling characters in light gravity take 1d4 points of bludgeoning damage for each 20 feet fallen instead of 1d6 per 10 feet, to a maximum of 10d4.

Augment 2 sp: This effect lasts for its remaining duration. This augment may be applied without any action required on your turn.

Gravity Well (gravity)

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 10 minutes

Cost: 0 sp

You can create a compact point of telekinetic force that draws everything towards it. Select a point within range. All

creatures and unattended objects of up to your telekinesis size that are within 5 feet of that spot are drawn in a straight line to the unoccupied space nearest to the center of the effect. The size of the area increases at 5th level (10-foot radius), 11th level (15-foot radius), and 17th level (20-foot radius).

Unwilling targets may make a Strength saving throw to resist, plus any turn they end their movement within the affected space. Once a target has been pulled to the center of the gravity, they are grappled for the duration, but may attempt a new Strength saving throw at the beginning of their turn to break free.

Augment 2 sp: This effect lasts for its remaining duration. This augment may be applied without any action required on your turn.

Speed Zone (gravity)

You gain the following Telekinesis sphere abilities:

Friction Field

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 10 minutes

Cost: 0 sp

You manipulate an area's friction affecting a 5-foot radius within range, flooding the area to increase friction and make it more difficult to move. This area increases by 5 feet at 5th level (10-foot radius), 11th level (15-foot radius), and 17th level (20-foot radius). The area becomes difficult terrain, even the air; flying or hovering over the ground does not avoid the effect. In addition, when a creature starts its turn within the area, that creature takes bludgeoning damage equal to your level. You can choose to not inflict this damage on a creature that you can see; this choice does not require any action.

Augment 2 sp: This effect lasts for its remaining duration. This augment may be applied without any action required on your turn.

Momentum Line

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 10 minutes

Cost: 0 sp

You manipulate an area's momentum affecting a 10 foot wide line with a length of 60 feet, centered anywhere within range. Movement within this area is doubled, allowing creatures to move two squares for only 5 feet of movement. The length of this line increases by 10 feet at 5th level (70 feet), 11th level (80 feet), and 17th level (90 feet).

Augment 2 sp: This effect lasts for its remaining duration. This augment may be applied without any action required on your turn.

Tether (gravity)

Casting Time: 1 action

Target: 2 creatures or objects that you can see

Cost: 0 sp

Duration: 1 minute

You can create a telekinetic connection between two creatures or objects of any size so long as at least one is within your telekinesis size, tethering them together. The targets

must be within 30 feet of each other; the tether prevents them from moving further than 30 feet from each other without either breaking the tether or dragging the other target with them. An unwilling creature may make a Dexterity saving throw to avoid being tethered.

A creature dragging an object follows the normal carrying capacity and encumbrance rules. Creatures two or more sizes smaller than the creature they are tethered to cannot drag their partner, and cannot resist when dragged. Otherwise, to drag an unwilling creature, each makes a contested Strength check; if the creature attempting to move wins, it may move at half speed. The tether may be broken as an action with a Strength check equal to the tether's save DC.

Augment 1 sp: The duration increases to 1 hour.

Levitate Talents

Dancing Weapon (levitate)

Your *levitate* ability gains the following augments, only one of which can be used at a time:

Augment 0 sp: When using *levitate* on an object smaller than yourself, you can treat what you are lifting as a shield under your control. The object grants a +1 AC bonus (or its usual bonus, if it is an actual shield) to anything in its space, though creatures may still only benefit from a single shield at a time. The shield can be augmented by fighting styles, feats, and talents that affect shields, and if using a creature as a shield, attacks that miss the guarded target are instead redirected against the creature being levitated using the same attack roll.

Augment 0 sp: When using *levitate* to move an object smaller than yourself, that object counts as a melee or ranged weapon (or improvised weapon) under your control. Your allies may count it as an allied creature occupying its space, you can use it to make attacks, opportunity attacks, and may apply weapon-based abilities (such as fighting styles, feats, and talents) to your actions with that weapon, as if you were wielding it in your hands. You may use your key ability modifier in place of Strength or Dexterity when making attacks with your dancing weapon, but otherwise it deals damage as normal for a weapon or improvised weapon of its type.

Finesse (levitate)

Augment 0 sp: Instead of moving a target to a different location, you can use *levitate* to perform fine manipulations, such as turning a key in a lock, unrolling a scroll, tying a knot, or using tools. You can make Dexterity checks at a distance, as well as making Wisdom (Medicine) checks to stabilize a creature. When performing an action at a distance, you can use your key ability modifier in place of the normal ability modifier, but you also suffer disadvantage on the check.

When augmenting *levitate* to be maintained without concentration, you can use *levitate* to maintain complicated, non-combat procedures such as having cutlery prepare dinner, make a lute play itself, or making a shovel dig a ditch, all without spending the bonus action usually required to move the target.

Orbit (levitate)

Augment 0 sp: When you *levitate* a creature or object and move it into your space (or immediately after catching an object targeting you), you can place it in a passive orbit around

you. An object in orbit drifts slowly around you, moving with you when you move as if you carried it, and does not require concentration to remain in orbit, though it does nothing except drift passively. At any point you can begin concentrating on it again to move it with levitate. You can have multiple objects around you at one time so long as their total size does not exceed your telekinesis maximum. If you possess the Dancing Weapon talent, you count as levitating anything in your orbit for the purposes of that talent.

If the total size of the objects in your orbit is equal or greater than your size and are not being used with Dancing Weapon, you can grant yourself half cover (granting a +2 bonus to AC and Dexterity saving throws as usual) until the start of your next turn as a bonus action.

If the total size of the objects in your orbit is at least 2 sizes greater than your size and are not being used with Dancing Weapon, you can grant yourself three-quarters cover (granting a +5 bonus to AC and Dexterity saving throws as usual) until the start of your next turn as an action.



Quick Motion (levitate)

Your *levitate* gains the following augment:

Augment 0 sp: When using *levitate* you no longer need to spend a bonus action to move the target, although you may still only do so once per round.

Steal (levitate)

Augment 0 sp: You can use *levitate* on a creature's worn or carried objects. You must make a ranged spell attack roll or Dexterity (Sleight of Hand) check contested by that creature's Strength (Athletics) or Dexterity (Acrobatics) check. If you succeed, you pull the object away from that creature and can move it up to your *levitate* movement in any direction. If an object is secured firmly or held in two hands, you have disadvantage on this check. This ability does not require being further augmented to target objects attended to by unwilling creatures.

Projectile Talents

Crater (projectile)

Augment 1 sp: Instead of making an attack roll against a target, your *projectile* targets an area based on the size of the projectile: Tiny (5-foot square), Small or Medium (10-foot square), Large (20-foot square), Huge (30-foot square), Gargantuan (40-foot square). Creatures and unattended objects inside the area who succeed on a Dexterity saving throw take half damage from the projectile.

Homing (projectile)

You gain the following telekinesis sphere ability:

Casting Time: 1 reaction

Target: 1 creature or object that you can see

Cost: 1 sp

Duration: 1 minute or until successful attack

When you or an ally misses with a ranged weapon attack, a thrown weapon, or a telekinetic projectile, you can make the *projectile* home back in on the target. The *projectile* single-mindedly moves towards the target without you needing to concentrate on it, taking the shortest path as it attempts to attack them each turn. A *projectile* directed this way can only make one attack per turn, and once it makes a single successful attack it stops pursuing the target and drops to the ground.

Augment 1 sp: (requires Mass (metasphere)), You can make multiple objects pursue a target, but as soon as any one of them makes a successful attack, they all stop pursuing.

Kinetic Weapon (projectile)

You can add your key ability modifier to all damage rolls made with a projectile. In addition, beginning at 5th level, when using a weapon as a projectile, you deal an additional 1d6 damage. The weapon must be one that you are proficient with and

that is properly sized for you. This damage increases by 1d6 at 11th level (2d6) and 17th level (3d6).

Manifest Force (projectile)

Augment 0 sp: You can attack your enemies with a visible manifestation of pure telekinetic force. When using your *projectile* ability in this way you do not need to target a creature or object as your projectile, instead dealing damage as if lifting your maximum-sized object. This *projectile* deals force damage instead of bludgeoning, piercing, or slashing.

Mobile Projectile (projectile)

Augment 1 sp: When using *projectile* you can make two attack rolls with the same *projectile* against the same or different targets within range. This cannot be combined with other options that would add multiple attacks to a projectile, such as the Mass (metasphere) talent, or talents that change the nature of the attack, such as Crater or Linear Acceleration.

Other Talents

Dampening Field

You gain the Inertial Armor ability. In addition, *levitate* and *projectile* gain the following augment:

Augment 0 sp: Objects you are levitating or using as a *projectile* gain the benefit of your inertial armor. Creatures, even constructs, never gain the benefits of this augment.

Inertial Armor

Casting Time: 1 action

Range: 30 feet

Duration: 1 round or concentration, up to 1 minute

Target: 1 creature or object that you can see

Cost: 0 sp

You can wrap a willing creature or object in cushioning force, granting them resistance to bludgeoning and slashing damage, and negating any damage they might take from falling or being used as a projectile.

Augment 2 sp: This effect lasts for its remaining duration without concentration. This augmentation may be applied without any action required on your turn.

Pushed Movement

You gain the following telekinesis sphere abilities:

Fly

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 10 minutes

Target: 1 creature or object that you can see

Cost: 1 sp

The target gains a 20 foot fly speed, increasing by 20 feet at 5th level (40 feet), 11th level (60 feet), and 17th level (80 feet).

Augment 2 sp: This effect lasts for its remaining duration without concentration. This augment may be applied without any action required on your turn.

Help/Hinder

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 10 minutes

Target: 1 creature or object that you can see

Cost: 0 sp

Increase or decrease (your choice) the target's movement speeds by 10 feet, +5 feet at 5th (15 feet), 11th (20 feet) and 17th (25 feet) levels, to a minimum of 5 feet. The target also doubles their falling damage if their speed is increased, or negates falling damage if their speed is hindered. The target is allowed a Strength saving throw to negate this effect.

Augment 2 sp: This effect lasts for its remaining duration. This augment may be applied without any action required on your turn

Kinetic Sense

Augment 0 sp: You no longer need to see a target to affect it with your Telekinesis sphere abilities. Instead, you may target a 5 ft. square, discovering and affecting whatever might be there. If nothing is in the space, your action is wasted though you retain any spell points you would have spent.

In addition, you gain the touchsense ability.

Touchsense

Casting Time: 1 action

Target: self

Cost: 1 sp

Duration: Concentration, up to 10 minutes

You gain blindsense with a 30-foot range.

Augment 2 sp: This effect lasts for its remaining duration. This augmentation may be applied without any action required on your turn.

Telekinetic Crush

You gain the following augments:

Augment 0 sp: If you are using *projectile* in an attempt to break an object (for example, smashing someone through a wall) you deal double damage to the object or objects. If an ability check is called for by the GM, you have proficiency on this check.

Augment 0 sp: When using *levitate* on a target, you can crush it with your grip. Every round you maintain concentration you can deal 1d6 force damage, increasing by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6). You can cease or resume this damage on your turn with no action required.

Whirlwind Assembly

You gain the following Telekinesis sphere abilities:

Call to Hand

Casting Time: 1 bonus action

Range: 30 feet

Target: 1 unattended object that you can see

Cost: 0 sp

Duration: Instantaneous

You can call a single object up to your telekinesis size that is either unattended or carried by (but not secured to) a willing creature that you can see within range instantly to your hand.

Telekinetic Swap

Casting Time: 1 bonus action

Range: 30 feet

Target: self

Cost: 0 sp

Duration: Instantaneous

You can use your telekinesis to ready yourself for any given situation. You can draw up to two sheathed weapons or items you are carrying (even if it is stored in a backpack or similar

container) and put away up to two objects you are holding in your hands. In addition, you can don a single set of armor or robes and put away any robes or armor you are currently wearing, or swap out any number of smaller worn items (such as gloves, hats, or rings). Each individual item equipped or put away must be up to your telekinesis size.

Telekinesis Advanced Talents

Affix (levitation)

Prerequisites: Telekinesis Sphere, Tether, 11th level or higher

Augment 3 sp: With no action required, you can permanently affix a single target of your levitation to a specific point in space. This is an instantaneous effect that ends the levitation and binds the target to that specific point, preventing it from moving in any direction, even down.

An unwilling creature may make a Dexterity saving throw to avoid being fixed in place. A creature affected by Affix can still take actions and can freely move their limbs, but cannot move away from the point they have been affixed to, even with teleportation effects.

Since this is an instantaneous effect, it cannot be dispelled. However, a successful application of telekinesis or brute force from a creature or force 2 or more sizes larger than your telekinesis size, or requiring a Strength check made with disadvantage against your sphere DC, can end the effect. A creature cannot attempt this check on themselves without something to hold on to, such as a wall. If applying your own telekinesis against an object you've affixed, you automatically succeed on your key ability check.

Effortless Telekinesis

Prerequisites: Telekinesis sphere, 11th level or higher.

Augment 1 sp: Your Telekinesis sphere abilities persist for 8 hours instead of 10 minutes.

Gravity Manipulation (gravity)

Prerequisites: Telekinesis Sphere, Gravity Shift, 15th level or higher.

Augment 2 sp: When you use Gravity Shift, you have greater control over gravity. You can create or manipulate areas of no gravity or subjective gravity, and may apply any gravity trait to any area. Creatures in the area may make a Dexterity saving throw to hang onto an adjacent surface whenever you change gravity.

No Gravity: Individuals in an area of no gravity merely float in space, unless other resources are available to provide a direction for gravity's pull.

Objective Directional Gravity: The strength of objective directional gravity is the same as normal, but the direction is not the traditional "down" toward the ground. It may be down towards any solid object, at an angle to the surface of the ground itself, or even upward.

Linear Acceleration (levitate)

Prerequisites: Telekinesis Sphere, 11th caster level or higher

Augment 3 sp: When using projectile, you can fling the creature or object at immense speeds, firing it towards any

target in line of sight up to 1 mile away and dealing double damage.

Whether the attack succeeds or fails, the object's impact into the area releases a powerful shockwave and everyone within a 30-foot radius sphere of the target square, including the initial target itself, take 2d6 thunder damage and are stunned until the end of your next turn. A Constitution saving throw negates the stunned condition.

Puppet (levitate)

Prerequisites: Telekinesis Sphere, Finesse, Telekinetic Maneuver, 11th level or higher

Augment 2 sp: When you use *levitate* on a creature, you can take precise control over their physical form. You can force them to run, jump, manipulate objects, and wield weapons, but you cannot force them to use special abilities such as class powers or spells that are not a function of bodily movement, and cannot take control of their vocal cords, though you can prevent them from making sounds. Any actions you force the target to make cost identical actions of your own; if you force them to use an action, it also costs you an action. If you force the subject to engage in combat or use any skill, use your key ability modifier in place of their Strength or Dexterity modifier, and use your own skill and weapon proficiencies when determining the bonus for their attacks or actions.

Since the subject is only under your physical control, on their turn they can still take purely mental actions.

Variants

Gyrokinesis

Your telekinesis operates entirely by manipulating the gravity on objects. Your *projectile* and *levitate* abilities may only move objects up and down, not laterally or sideways. You gain a bonus (gravity) talent from the Telekinesis sphere.

Limited Telekinesis

You can only use your Telekinesis sphere abilities on one type of material (water, metal, stone, etc.) chosen when you gain this variant. If you choose flesh as the material, you can use your telekinesis on beasts, humanoids, and monstrosities (or their corpses). Other suitable creatures (such as a flesh golem) may also be affected at the DM's discretion. You gain a bonus talent from the Telekinesis sphere.

Manifestation

Your Telekinesis sphere abilities manifest visibly as a translucent construct, with an appearance chosen when you take this variant. This manifestation links you to the effect, but does not impede movement or sight. Creatures may attack this manifestation, either at the area of effect or anywhere along the shortest unimpeded line from you to the effect. The manifestation has an AC equal to 10 + your key ability modifier and 3 hit points per level. If it is reduced to 0 hit points, the effect ends immediately. These hit points are restored at the start of each of your turns. You gain a bonus talent from the Telekinesis sphere.



Time Sphere

You can alter the flow of time itself.

When you first gain the Time sphere, you gain the *alter time* sphere ability, and one (chronos) talent of your choice.

Alter Time

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Target: 1 creature

Manipulate time around a target by applying the effects of a single (chronos) talent you possess.

Augment 2 sp: Alter Time effects with non-instantaneous durations persist for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Time Basic Talents

Some Time talents are marked (chronos). These talents grant you additional *alter time* abilities.

Chronos Talents

Adjusted Frequency (chronos)

Saving Throw: Wisdom

Cost: 0 sp

You can *alter time* in one of two ways, chosen at the time of casting:

Haste

For the duration of the effect, the target's speed is doubled, it gains a +2 bonus to AC, and it has advantage on Dexterity saving throws.

Augment 2 sp: For the duration, you also grant the target an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the effect ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Slow

For the duration of the effect, the target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. A creature affected by this effect makes another Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it.

Augment 2 sp: For the duration, the affected target also has limited actions on its turn. It can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell or sphere effect with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell or sphere effect. If it can't, the effect is wasted.

Age (chronos)

Duration: Concentration, up to 1 minute (except as noted)

Target: 1 creature or object

Cost: 1 sp

You can touch a creature or object and adjust its age either forward or backward. Creatures are permitted a Wisdom saving throw to negate this ability if they or their worn or held items are targeted. Applications with a duration may be dismissed as a reaction. Choose from the following effects:

Arboreal Shift: You can increase or decrease the size category of a plant by 1 step, the change increasing by 1 step at 7th level (2) and 14th level (3), to a maximum of Gargantuan and a minimum of Tiny.

Adjust Age: You adjust a target creature's age. A successful Constitution saving throw negates this effect. If transforming a target into a child, its size is reduced by one step and it suffers a 1d4 penalty on all weapon damage rolls, and gains disadvantage on all Intelligence, Wisdom, and Charisma checks. If transforming a target into an elder, it suffers disadvantage on all Strength, Dexterity, and Constitution saving throws.

Restore/Weather: As an instantaneous effect, you can target an item and either reduce its hit points by your level or restore hit points equal to twice your level. This does not restore or remove any charges to limited use items nor restore expended items. This option can also be used to counter or dispel the other applications of this talent with a spellcasting ability check.

Rewind Enchantment: You return an object to the state it was in before it was enchanted. Make a spellcasting ability check against the item's spell save DC or sphere DC (see Item Magic Skill in the introduction if necessary). If successful, the object becomes non-magical for the duration of the effect.

Spoilage: As an instantaneous effect, you can cause an amount of food sufficient to feed 1 Medium creature per level to spoil or cause an equal amount of spoiled food to return to a palatable state. If the food had had poison or magical effects added, you must succeed on a spellcasting ability check against the poison or effect's DC to remove it. Restoring the food does not prevent future spoilage.

Broken Time (chronos)

Saving Throw: Wisdom

Cost: 1 sp

You cause time to move at an unnatural pace around the target, jumping and skipping in distorted shudders unless they succeed at a Wisdom saving throw. Targets who fail their saving throw take disadvantage on all ability checks and must succeed on a Constitution check against your sphere DC to cast a spell or sphere effect; failing this check means the spell fails and the effort is wasted. Creatures are permitted a new saving throw at the end of each of their turns to end this effect on themselves.

Causality (chronos)

Duration: Instantaneous

Cost: 0 sp

You can pull causality from an alternate timeline, making cause follow effect rather than the other way around. You force the target to attempt a Strength (Athletics) or Dexterity (Acrobatics) check against your Sphere DC. If they fail the check, something happens to hinder them; perhaps a falling rock lands on them, they trip over something benign, or a freak accident debilitates them in some way (the details are left to the DM). The outcome of this is one of the following, chosen randomly:

1. The target is deafened for 1 minute.
2. The target falls prone.
3. The target is grappled for 1 round.
4. The target's movement speed is cut in half for 1 minute.
5. The target is blinded for 1 round.
6. The target drops whatever they are holding, which falls 10 feet away in a random direction.

Usually a target can spend an action to rub out their eyes, untie their clothing, or otherwise undo whatever happened to them and end this effect early. If you are using any form of critical failure rules, you may instead roll for a critical failure instead of on the table above.

Augment 1 sp: You can choose which effect they get from the table.

Delay Pain (chronos)

Casting Time: 1 reaction

Duration: 1 round

Target: 1 creature or object that you can see

Saving Throw: Wisdom

Cost: 1 sp

When a willing creature or object within range would take damage or be subject to any effect, you can delay the onset of that damage and/or effect until the end of the creature's next turn (for creatures and objects that are worn or held) or your next turn (for unattended objects). The delayed damage and/or effect is incurred at this time, though is subject to any changes to immunity, resistances, etc. A given effect or instance of damage cannot be delayed more than once. Unwilling creatures and objects worn or held by unwilling creatures are allowed a Wisdom saving throw to negate this delay. If this effect is dispelled before the delayed effect is incurred, it is incurred immediately. Effects that would heal damage, remove conditions, or dispel or otherwise counter the delayed effect may have all or part of their effect directed to reduce the amount of damage or remove or counter the effect being delayed.

Augment 1 sp: You can partially delay hit point damage further, causing the creature to receive half (round up) of the damage at the end of its next turn and the remainder at the end of the following turn.

Eject (chronos)

Duration: 1 round

Target: 1 creature or object

Saving Throw: Wisdom

Cost: 1 sp

You can eject a creature or object from time itself for the duration of the effect. Creatures are allowed a Wisdom saving throw to negate this effect for themselves and objects that they wear or hold. The target disappears completely and cannot be the target of any damage or effect while it is vanished. When the effect ends, the target returns in the exact spot it disappeared from (or the closest unoccupied square). From the target's perspective no time has passed, and any effect already on the target with a duration (such as magic or poison) continues as if the time spent ejected simply hadn't happened. Targeted objects can be no larger than medium sized, increasing to large size at 5th level, huge size and 11th level, and gargantuan size at 17th level. You can dismiss this effect on your turn with no action required.

Augment 1 sp: The duration increases to concentration, up to 1 minute. This augment must be applied at the time of casting.

Augment 3 sp: The duration increases to 1 minute. This augment must be applied at the time of casting.

Fractured Image (chronos)

Cost: 2 sp

You can cause a target to bleed through time, blurring their image so that they appear to be in multiple places at once. For the duration, all creatures have disadvantage on attack rolls against the target.

Lethargy (chronos)

Duration: Instantaneous

Cost: 1 sp

You can cause a target within range to experience a massive amount of time in a single instant, increasing their exhaustion level by 1 (to a maximum of 5) unless they succeed at a Constitution saving throw.

Rapid Response (chronos)

Cost: 0 sp

For the duration, you grant the target advantage on Dexterity checks for initiative and the ability to take an action or bonus action in a round when surprised.

Augment 1 sp: Affected creatures also gain evasion (when the target is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and half damage if it fails).

Augment 1 sp: Attackers the target is not aware of do not gain advantage on attack rolls made against the target.

Repetition (chronos)

Casting Time: 1 action (if self-only, 1 bonus action)

Duration: 1 round

Cost: 1 sp

You can momentarily extend time for a target, allowing them to take extra care when performing an action. This allows the target to treat a Strength or Dexterity ability check

as if it had rolled a 20. This may only be used on ability checks that take no more than 1 round to perform and do not target and are not opposed by a hostile creature. If using this ability on yourself and only yourself, you can use this ability as a bonus action. You cannot use this ability as a bonus action in this manner if augmenting it with the Mass (metasphere) talent.

Retroactive Preparation (chronos)

Duration: Instantaneous

Target: varies

Cost: 1 sp

You can edit the past. Choose one of the following effects:

- **Influence:** Choose a creature within your alter time range. You can alter the past so that you sought out and influenced that creature recently. Make a Charisma (Deception), Charisma (Persuasion), or Charisma (Intimidate) ability check to influence the target's attitude or otherwise manipulate its behavior. The creature is treated as if you had made the check in the past. The creature must have been in a place you could have reasonably found it within the past 1 day per level, or else the effect fails, though you do not lose the spell point. This ability does not increase the duration of the outcome of the chosen ability check. You can expend up to 10 gp per level as part of this ability check for bribes or similar payments. This application cannot cause creatures to appear in a place they would not have otherwise been (so you can retroactively bribe a guard to let you pass, but you cannot pay him to hire mercenaries on your behalf).
- **Purchase:** You can retroactively obtain a generic object worth less than 100 gp per level. The object immediately appears on your person or in a container or extradimensional space in your possession. The cost of the item is immediately deducted from the wealth you currently carry. The object must be one that would have been available in a settlement you have visited within the past 1 week per level. If you specify an item that could not have been purchased, the casting fails, but the spell point is not expended.
- **Research:** You can alter the past to have spent time researching a subject. You have expertise (you add your proficiency bonus twice) when making Intelligence checks regarding a specific subject (you could choose "green dragons" or "this city" but not "arcana" or "geography") for 1 hour, provided you have been near a location where you could have accessed reference materials within the past 1 week per level, retroactively spending time to research the subject. You can expend up to 100 gp per level to gain access to such research materials.

Wealth spent on this ability is usually coins, but can be non-magical gemstones or other non-magical objects used for trade, and must be accessible to you at the time the effect is cast. You cannot spend wealth that you do not possess. Once a given creature has been targeted by this effect, you cannot target it again with this ability for 24 hours.

If you augment this ability with the Mass (metasphere) talent, you can influence multiple creatures (rolling each ability

check separately), obtain multiple items, or attempt multiple skill checks, with the total number of affected creatures, objects, or skill checks limited by that talent. You can also include willing creatures in the effect, allowing an ally to make the ability checks or obtain the item(s). Each ally included counts against the Mass (metasphere) limit. Each casting may only select one of the options; you cannot influence a creature while obtaining an item or researching a subject.

Retry (chronos)

Casting Time: 1 reaction

Duration: Instantaneous

Cost: 2 sp

You can force a target to redo their turn (a Wisdom saving throw negates this effect for unwilling creatures). The target is returned to where their turn began, and any ability checks, attack rolls, movement, opportunity attacks, etc. that occurred during their turn become as if they never happened. The target may perform the same actions again (remaking any rolls required by such actions), or they may choose completely different actions. If you choose to redo your own turn in this manner, you do not recover the action or spell points spent using this ability.

Rewind Mana (chronos)

You gain the following abilities:

Restore Mana

Duration: Instantaneous

Cost: varies

You can rewind time to restore magical energy previously spent by another creature. You expend a number of spell points not exceeding your proficiency bonus to restore an equal number to a willing creature within range whose CR or level does not exceed your level. This cannot cause a creature to exceed its maximum spell points; any excess are not transferred. Temporary spell points cannot be transferred. If augmented with the Mass (metasphere) talent in the Universal sphere, you distribute the points amongst the affected creatures as you choose. This does not allow you to exceed your proficiency bonus in spell points transferred.

Cancel Dispel

Casting Time: 1 reaction

Duration: Instantaneous

Target: 1 spell or sphere effect dispelled since the end of your last turn

Cost: 2 sp

When a spell or sphere effect within range is dispelled, you can rewind time to undo the dispelling.

Shift Time (chronos)

You gain the following abilities:

Borrow Time

Casting Time: 1 action (self-only: bonus or free action, see text)

Duration: Instantaneous

Cost: 1 sp

You can grant the target the ability to immediately take an action, move up to their speed, or take a bonus action if they choose. Any target who takes an action, bonus action,

or moves with this ability loses that action, bonus action, or movement distance for their next turn. You can use this ability on yourself and only yourself as a bonus action, or a free action if you choose to take a bonus action with this ability. You cannot use this ability as a bonus or free action in this manner if combining it with the Mass (metasphere) talent. A creature cannot benefit from Shift Time abilities (borrow time and store time) more than once per round.

Store Time

Casting Time: 1 bonus action

Cost: 0 sp

You can grant a creature the ability to store actions for future use for the duration of the effect. On the target's turn, it may expend an action, bonus action, or its entire movement. Before the end of its next turn, it gains an extra action of the stored type or the stored movement distance as a free action. A creature may only gain one additional action or movement from this ability in a round and any unspent actions are lost at the end of the creature's next turn. A creature cannot benefit from Shift Time abilities (borrow time and store time) more than once per round.

Augment 1 sp:

Targets may store the action or movement for a number of rounds equal to your key ability modifier (minimum 2 rounds).

Steal Time (chronos)

Duration: Instantaneous

Saving Throw: Wisdom

Cost: 1 sp

You can attempt to erase a target's turn from existence. The target is incapacitated for 1 round unless it succeeds on a Wisdom saving throw.

Augment 1 sp: The target is stunned, instead of incapacitated, on a failed saving throw.

Augment 1 sp: If the target fails their saving throw, you also immediately gain an additional action. An individual target cannot suffer the effects of this ability more than once per round. If you successfully target multiple creatures in the same round with this ability (such as augmenting it with the Mass

(metasphere) talent from the Universal sphere), you cannot gain more than a single action in a round in this manner.

Time Freeze (chronos)

Duration: 1 round

Target: 10-foot cube, increasing by 5 feet at 5th level (15-foot) 11th level (20-foot) and 17th level (25-foot)

Cost: 1 sp

You can freeze all activity within an area. If used as a readied action, this can stop ranged attacks or instantaneous magical effects (such as destructive blasts), but in the case of effects that target areas, only the effect contained within the time freeze's area is stopped.

Unwilling targets (including allies if they choose) are allowed a

Wisdom saving throw to negate this effect for themselves or effects originating from them (attacks, magic, etc.). You can choose whether or not to affect yourself with your own time freeze.

All affected objects and creatures within this area cannot act until the end of your next turn; neither can they be acted upon (moved, dealt damage to, etc.). Once the effect is in place, non-affected creatures can enter the area of effect without incident, though may not disturb an affected creature or object. At the end of your next turn, everything within the area is unfrozen; creatures resume moving, ranged



attacks hit the square they were targeting, and blast effects resolve as normal.

Augment 1 sp: You can reduce the casting time to 1 reaction.

Throttle Duration (chronos)

Cost: 1 sp

You can choose to speed or slow time for a creature or object.

Fleeting Duration

You can accelerate time for a creature or object. All effects on the creature or object have their duration decreased by a number of rounds equal to your proficiency bonus each round. This also decreases the maximum length of time an effect (other than this one) can be concentrated on. This affects

magic (spells, sphere abilities, etc.), poisons, diseases, etc., but does not grant extra actions to the targets within this area or provide any other benefit. Unwilling targets (including allies if they choose) are allowed a Wisdom saving throw to negate this effect. Fleeting duration counters the effects of relaxed duration.

Relaxed Duration

All effects that are active on the creature or object have their duration extended by a number of rounds equal to the caster's proficiency bonus, to a maximum extended duration of twice the effect's normal duration (so an effect that normally only lasts for 1 round could not be extended in this manner for more than 1 additional round). This affects magic (spells, sphere abilities, etc.) poisons, diseases, etc., but does not prevent creatures from taking actions as normal. Unwilling targets (including allies if they so choose) are allowed a Wisdom saving throw to negate this effect. You can choose whether or not to affect yourself with your own relaxed duration. Relaxed duration counters the effects of fleeting duration.

If you apply the Time Zone augment to either of these effects, they apply to all ongoing effects in the area, though only modify the duration of the portion of the effect in this area. An unwilling creature may attempt a Wisdom saving throw to exclude an effect originating from it from being affected.

Timeline Bridge (chronos)

Cost: 0 sp

By connecting the target to versions of themselves that exist in alternate timelines, you grant the target advantage on all Intelligence ability checks to recall lore.

Augment 1 sp: As reaction, you can end this effect on the target and give an attacker targeting that creature disadvantage on a single attack roll or grant the target creature advantage on a single saving throw by giving them a surge of revelation from a version of themselves that has already survived the attack or effect in another timeline. This augment is applied at the time the triggering condition (an attack being declared against the target) is met.

Other Talents

Manipulate Healing

Augment 0 sp: Creatures benefitting from your Haste may spend a hit die as a bonus action to heal as if completing a short rest. This does not grant any other benefit of completing a short rest.

Augment 1 sp: When you use Slow on a creature, you can suspend the target's healing abilities. Regeneration and other abilities that restore hit points are suppressed. Magic effects that restore hit points do not restore them unless the caster succeeds on a spellcasting ability check against your sphere DC.

Second Chance

Casting Time: 1 reaction

Duration: Instantaneous

Target: 1 creature that you can see currently under the affects of your alter time

Cost: 1 sp

You can force any one creature currently under the effects of one of your *alter time* effects to reroll a saving throw it just failed. They must accept the new result even if it is worse than the original roll. Unwilling targets may attempt a Wisdom saving throw to negate this effect.

Time Zone

You can apply the following augment to any (chronos) ability that targets a creature and has a duration of concentration:

Augment 0 sp: Your *alter time* effect is shaped into a sphere or wall. You can imbue this area with a single *alter time* ability. The area of the effect is visually perceptible. Creatures that enter or begin their turn in this area are affected as if targeted by the chosen *alter time* ability. If leaving the area, the effects last until the start of the creature's next turn. If the *alter time* ability allows a saving throw, the creature must make it the first time each round it enters or begins its turn within the area.

Available areas are:

- **Sphere:** Your alter time has a radius of up to 10 feet, increasing by 5 feet at 5th level (15 feet), 11th level (20 feet), and 17th level (25 feet), centered on you. This effect radiates from a central point, and cannot extend through walls. You can choose to exclude yourself from the effect.
- **Wall:** You can arrange your alter time as up to three 5-foot cubes. You must be able to perceive all areas your alter time will inhabit. You must occupy a space in or adjacent to one of the cubes. The number of cubes that you may arrange increases by three at 5th level (6 cubes), 11th level (9 cubes), and 17th level (12 cubes).

Alter time abilities, such as Haste, applied to creatures in this area end for the affected creature the first time it ends its turn outside the affected area. If you possess the Reaching (metasphere) talent from the Universal sphere, the selected area may be anywhere within your Time sphere range and does not have to be centered on or adjacent to you.

Augment 1 sp: You can double the size of an *alter time* effect that targets an area.

Time Advanced Talents

Hasten Rest (chronos)

Prerequisites: Time sphere, 1st level or higher.

Duration: 10 minutes

Range: 30 feet

Target: 1 willing creature

Cost: 2 sp

You speed the flow of time surrounding a target, causing them to fall unconscious for the duration. The effect ends on a target early if it takes damage or someone uses an action to shake or slap it awake. If the target remains unconscious for the full duration, that target gains the benefits of a short rest, and it can't be affected by this sphere effect again until it finishes a long rest. Augmenting this talent with (metasphere) talents from the Universal sphere, such as Mass, cannot reduce the duration of this sphere ability to less than 10 minutes.

Improved Fractured Image

Prerequisites: Time sphere (Fractured Image), 9th level or higher.

Augment 2 sp: Whenever a target is under the effects of your Fractured Image talent, it gains an increased ability to perceive and act through their state of altered time; each round the target may take 1 additional bonus action for the duration of the fractured image effect. This bonus action cannot be used to cast a spell or sphere effect.

Past Sight

Prerequisites: Divination sphere (Hindsight), Time sphere, 5th level or higher.

Casting Time: 1 minute

Duration: Concentration, up to 10 minutes

Range: 30 feet.

Target: special

Cost: 1 sp

You peer not only through space, but through time. You can view the past of a location within range, viewing the past hour. You gain full sensory information based on the senses you possess. You can concentrate on this effect, viewing an additional hour for each minute of concentration, to a maximum of 10 minutes. All attacks targeting you have advantage and you have disadvantage on all Strength and Dexterity ability checks and saving throws while casting and concentrating on this ability.

If you possess the Mass (metasphere) talent from the Universal sphere, you can augment this ability to share this sight with a number of targets within your *alter time* range as defined by that talent. Such creatures suffer the same penalties, though they may choose to exit the vision at any time, though may not rejoin it.

At 11th level, you can gain the following augment:

Augment 1 sp: The casting time of this ability increases to 10 minutes and you view one day. You can concentrate for up to 1 hour, viewing 1 day every 10 minutes.

At 17th level, you can gain the following augment:

Augment 2 sp: The casting time of this ability increases to 1 hour and you view one year. You can concentrate for up to 8 hours, viewing 1 year every hour.

Query Self

Prerequisites: Time sphere, 11th level or higher.

Duration: Instantaneous or Concentration, up to 1 minute

Target: special

Cost: 2 sp

You can reach through time to contact a possible future self. This future self can be up to 1 hour per level into the future. You can ask a future self a single short question, receiving a short, concise answer if your future self is able. You can concentrate on this effect, asking a different future self a different question each round. If the answer must be longer than a few words, your future self may reply over multiple rounds as long as you maintain concentration. While your future self usually gives honest and accurate information, your new knowledge of events may change the outcome, and therefore render the advice of your future self obsolete at the GMs judgement (such

as the case of outcomes tied to random chance, in which case the GM should roll a dice to roughly approximate the chance of success when determining whether a successful or not version of yourself was contacted). If you cast the effect two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The GM makes this roll in secret. This result is identical to if you try to contact a version of yourself that is dead as a result of the course of action you specified.

Reversion

Prerequisites: Time sphere, 17th level or higher.

Casting Time: 1 hour

Duration: Instantaneous

Target: one willing creature

Cost: 6 sp

You gain the ability to allow a character to completely retrain the last class level they gained by returning them to an earlier point in time. At the end of the casting, the target may immediately retrain the last class level they gained, choosing a new class, talents, feats (if in use), spells, or other class options as appropriate. The target of this ability must still rest to regain any spell points, spell slots, or other limited use abilities granted by this new class level.

The Reversion talent presented here offers a very flexible option for players in that they both allow for rapid retraining of a character in the event that a player grows dissatisfied with their character, and in that it allows a character to swap to a different build during a short rest (albeit at some expense of character daily resource). While this ability can be both interesting and useful, it also has the potential to severely impact play at the table if not managed wisely. We strongly encourage any character planning on using Reversion during play to have their alternate build put together before they sit down at the table so that they are not trying to rebuild a character while the rest of the party is trying to move forward with the story.

We also encourage players planning to use this ability on themselves to choose alternate builds that still have access to a spell point pool and the Reversion in the event that they find they enjoyed their previous build more; once a character has trained away their ability to use these talents, they may find that they cannot easily access them again.

Temporal Jailor (chronos)

Prerequisites: Time sphere (Eject), 17th level or higher.

You gain the following abilities:

Improved Eject

Augment 4 sp: You change the duration of your Eject (chronos) talent to instantaneous. The subject remains in a state of suspended animation unless Reclamation is cast at the locale where the ejection took place. Magical search by a crystal ball, a locate object spell, or other similar divinations (including most effects from the Divination sphere) does not reveal the fact that a creature is ejected, but the locate creature spell or Discern Location advanced talent do. A wish or miracle spell will not free the recipient, but will reveal where it has been ejected.

Reclamation

Duration: Instantaneous

Target: 30-foot cube

Cost: 5 sp

You can return a creature ejected from the space-time continuum using Improved Eject. This ability must be used at the location where the target was first ejected. This talent may also be used to free a creature from the effects of an imprisonment or maze spell, and can be used to instantly dispel any ongoing effect created by the Time sphere, such as a slow effect, time bubble, or time clone.

Temporal Stasis

Prerequisites: Time sphere, 15th level or higher.

Duration: Special

Cost: 3 sp

You can place a creature into a state of suspended animation (a successful Constitution saving throw negates this effect). For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. When placing this effect on a creature, you can choose to either place the target into stasis permanently or to set either a time limit or a condition on the ability. When the time limit expires or the condition is met, the temporal stasis ends. Temporal stasis may be dispelled.

Time Clone (chronos)

Prerequisites: Time sphere, 5th level or higher.

Cost: 1 sp

Target: 1 willing creature

You can create a time clone of the target, causing it to appear in an unoccupied space within range of you. This time clone is a magical and translucent image of the target that lasts for the duration, until it is destroyed, until you dismiss it as a bonus action, or until you use Time Clone again.

All time clones have AC 14 + your proficiency bonus, 1 hit point, and immunity to all conditions. If a time clone has to make a saving throw, it uses the target's saving throw bonus for the roll. It is the same size as the target, and it occupies its own space.

The target on their turn can mentally command their time clone to move 30 feet in any direction (no action required). If any time clone is ever more than your Time sphere range from you at the end of the target's turn, it is destroyed.

The target can use their time clone in the following ways:

As a bonus action, the target can teleport, magically swapping places with their time clone at the cost of their movement, regardless of the distance between them.

When the target takes the Attack action on their turn, any attack they make with that action can originate from their space or their time clone's space. The target makes this choice for each attack.

When the target casts a cantrip, or a sphere ability with a spell point cost of 0 on their turn, they can have the magical effect originate from their space or their time clone's space.

When a creature that the target can see within 5 feet of their time clone moves at least 5 feet away from it, they can use their reaction to make an opportunity attack against that creature as if they were in their time clone's space.

Time Stop

Prerequisites: Time sphere (Time Freeze), 17th level or higher.

Duration: Instantaneous

Target: Self

Cost: 4 sp

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal.

This effect ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it.

Variants

Personal Time

You can only target yourself when using *alter time* abilities that target creatures. You cannot gain the Time Zone talent. You gain a bonus talent from the Time sphere.



Universal Sphere

The universal sphere serves as a home for various abilities that do not fit in other spheres, interact with multiple spheres, or otherwise need a place.

When you first gain the Universal sphere, select and gain one of the following universal packages: dispel, mana, metasphere, spellcrafting, or wild magic. Some packages have additional requirements or prerequisites to use them. The Universal Package talent grants access to additional packages.

Dispel Package

The dispel package is about dealing with and disrupting magical effects. Upon gaining the dispel package, you gain the dispel ability below:

Dispel

Casting Time: 10 minutes

Range: 30 ft.

Duration: Instantaneous

Target: One creature, object, or magical effect

Saving Throw: None

Cost: 0 sp

You attempt to dispel a single active magical effect. If the spell or sphere effect on the target has a spell level or required spell points equal to or lower than half your proficiency bonus, it ends. Otherwise, make a spellcasting ability check. The DC equals 10 + the spell's level, or 10 + the number of spell points included. On a successful check, the spell ends.

Augment 1 sp: You can attempt to dispel a number of additional magical effects equal to half your proficiency bonus.

Augment 1 sp: You automatically dispel active magical effects with a spell level or spell point cost equal to or lower than your proficiency bonus.

Augment 1 sp: The casting time is reduced to 1 action. When used in this way, you can ready this ability to disrupt a creature's casting.

Mana Package

The mana package deals with manipulating the spell pool and spell slots of others. In addition to the Manabond ability below, when you first gain the mana package, you gain one (manabond) talent of your choice.

Manabond

Casting Time: 1 bonus action

Range: 30 ft.

Duration: Concentration, up to 10 minutes

Target: One creature or object

Saving Throw: None

Cost: 0 sp

Make a ranged spell attack against a target within your manabond range; unless otherwise stated, a magical effect has an AC equal to its spell save or sphere DC. On a hit, you form a manabond with the target.

For the duration, on each of your turns you can use your action to apply a (manabond) talent you know to the target. The manabond ends if you use your action to do anything else. The manabond also ends if the target is ever outside of the manabond's range or if it has total cover from you.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment can be applied after the effect is cast on your turn without an action.

Metasphere Package

The metasphere package deals with establishing a firm foundation in magical theory and applying that knowledge to all other spheres you possess. Upon gaining the metasphere package, you learn the *druidcraft*, *prestidigitation*, and *thaumaturgy* cantrips, and can use your key ability as your spellcasting ability when casting any cantrips you know. In addition, you gain one (metasphere) talent of your choice.

Spellcrafting Package

Using this package requires possessing two or more different magic spheres. The spellcrafting package has no base ability; instead, upon gaining the spellcrafting package, you gain a (dual sphere) talent of your choice. You can only benefit from a (dual sphere) talent while you possess the talent, its base spheres, and meet any other prerequisites. Additionally, while possessing the spellcrafting package, if you gain a bonus talent from a sphere you may instead gain a (dual sphere) talent that has that sphere as a prerequisite (excluding bonus talents from sphere variants).

Wild Magic Package

Using this package requires the optional wild magic rules found in the wild magic portion of Section 5: Optional Rules. Sphercasters who possess a casting tradition that includes wild magic as a drawback can select (wild magic) talents from this sphere without possessing the Wild Magic package.

Chaos Aura

Casting Time: 1 action

Range: self

Duration: Concentration, up to 1 minute

Area: 5-foot radius sphere

Saving Throw: None

Cost: 0 sp

You emit an aura that twists the fabric of magic, increasing the wild magic chance of all creatures in the area by 50%. Only creatures with the wild magic package, general drawback, or similar class feature (such as sorcerers with the wild magic sorcerous origin) are innately aware of this increase. The area increases by 5 feet at 5th level (10-foot radius), 11th level (15-foot radius), and 17th level (20-foot radius).

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment can be applied after the effect is cast on your turn without an action.

Universal Basic Talents

Dispel Talents

Disorient (dispel)

Augment 1 sp: When you successfully counter a spell using Dispel, the caster must succeed on an Intelligence saving throw, or suffer disadvantage on all spell attack rolls and grant advantage on any saving throw made against their spells and magic spheres for 1 minute.

Fool's Counterspell (dispel)

Augment 1 sp: When you successfully counter a spell using Dispel, the caster must succeed on an Intelligence saving throw equal to your sphere DC, or believe the spell had its intended effect even if they would otherwise be aware of its failure. Treat this effect as an illusion with a duration equal to the countered spell, and use the rules for interacting and investigating illusions.

Greater Dispel (dispel)

Augment 1 sp: You can attempt to dispel any number of magical effects.

Shaped Dispel (dispel)

You can treat your Dispel ability as a (blast type) talent, shaping it with (blast shape) talents and using your *destructive blast's* range when doing so. Your *dispel* does not deal *destructive blast* damage when used in this way. Augmentation costs for using these blast shapes apply as normal. Spell effects that must travel to their target through a space occupied by a blast shape with a non-instantaneous duration are also subject to the dispel effect.

Spellthief (dispel)

Augment 1 sp: When you successfully counter a spell that targets a creature or object using dispel, you can instead choose to reassign the effect's targets. If you do so, you immediately take over concentration for the original caster (if the effect requires concentration), and the original caster cannot choose to prematurely end the effect.

Vicious Dispel (dispel)

Augment 1 sp: If you successfully end an effect, the target takes 1d10 force damage, increasing by 1d10 at 5th (2d10), 11th level (3d10), and 17th level (4d10).

Dual Sphere Talents

Alloy Enhancement (dual sphere, Enhancement, Nature (metal geomancy))

Whenever you use a *geomancy* ability from the metal package to create or affect a metal object, you can enhance the object as a bonus action. You can use this (dual sphere) talent even if your *geomancy* effect has a spell point cost of 1 or higher.

Alloy Telekinesis (dual sphere, Telekinesis, Nature (metal geomancy))

When you create a metal object using any *geomancy*, you can use a Telekinesis sphere ability (usually *levitate* or *projectile*) on the object as a bonus action. You can use this (dual sphere) talent even if your *geomancy* effect has a spell point cost of 1 or higher.

Aurora (dual sphere, Light, Weather)

While in weather of severity 1 or higher, you can as a Light sphere effect magically increase the light level by one step as a bonus action (darkness becomes dim light, dim light becomes bright light). This change in light affects everything within your *glow* range. At 11th level, you can increase the light level by an additional step (darkness becomes bright light). Areas of magical darkness in range of this effect are unaffected, their light levels remaining unchanged.

Backdoor Control (dual sphere, Enhancement, Mind)

Whenever you use a *charm* against a creature or object under the effects of your Bestow Intelligence, requests you make are treated as 1 step more reasonable. See the Mind sphere for details.

Baleful Storm (dual sphere, Death, Universal (Mass (metasphere)), Weather)

When thunder rolls and lightning cracks, your minions rise.

Augment 2 sp: While you are in a Storm weather category of severity 2 or greater, you can *reanimate* up to your proficiency bonus number of corpses within *reanimate* range each round as a bonus action without paying the normal *reanimate* spell point cost. You still cannot have more *reanimated* creatures active than your proficiency bonus with this ability, and the *reanimated* undead only lasts as long as you are in a Storm weather category of at least severity level 2. The *reanimate* cannot be further augmented.

Bioluminescent Transformation (dual sphere, Alteration, Light)

When you *shapeshift* a target, you can also cause that target to *glow*. The *glow* ends automatically when the *shapeshift* does. If the *glow* is ended by a Dark sphere *darkness* or similar effect, it does not end the *shapeshift*. The *shapeshift* and *brighten* count as a single effect for the purposes of concentration. If you apply a (light) talent to a *glow* created and maintained this way, it counts against the number of traits you can grant with your *shapeshift*.

Coalescence (dual sphere, Death, Life)

Whenever you use a ghost strike, you can before the end of your turn cast a *cure*, *restore*, or *invigorate* as a bonus action. You can use this (dual sphere) talent even if your *ghost strike* effect has a spell point cost of 1 or higher.

Corpse Explosion (dual sphere, blast shape, Death (Corpse Bomb), Destruction)

You can use a *destructive blast* to activate your Corpse Bomb talent instead of a *ghost strike*. Affected targets are allowed a Dexterity saving throw for half damage.

Destructive Companion (dual sphere, Conjunction (Explosive Companion), Destruction)

When you *summon* a companion that possesses the Explosive Companion (form) talent, you can apply a single (blast type) talent that you possess to that companion. When the explosive companion detonates, it uses d8's and the damage type of the (blast type) talent and applies its rider effects as if it were a *destructive blast*. Any additional spell point costs associated with the chosen (blast type) talent must be paid as part of casting *summon*.

Destructive Radiance (dual sphere, Destruction, Light)

Whenever you use your *destructive blast*, you can choose to have it take on the properties of light. A *destructive blast* modified in this way can pass through solid objects that are transparent (such as glass), but cannot affect any creature or object that you cannot see. Possessing special senses that allow you to see through opaque substances does not let your destructive blast pass through the normally opaque solid object.

Dimensional Aegis (dual sphere, Succour, Protection, Warp)

You sacrifice an *aegis* you have placed on another ally to swap places with them by using *teleport*. They must be within range of your *teleport* ability. The ally must be willing or unconscious. This can be done in response to an attack before the results of the attack are determined. If so, the attack changes target to whomever is now occupying the space previously occupied by the original target.

Enhanced Creation (dual sphere, Creation, Enhancement)

When you *create* an object, before the end of your turn you can enhance it as a bonus action. The *create* and *enhance* count as a single effect for the purpose of concentration.

Any *enhance* effect that would apply to attack or damage rolls apply to any attack or damage rolls made as part of dropping the object on a target. The bonus action *enhance* casting can be augmented to affect multiple *created* objects, if they were created since the start of your turn. Use the shorter of the two effects' durations, ending both when it expires. You can use this (dual sphere) talent even if your *create* effect has a spell point cost of 1 or higher.

Enhancing Telekinesis (dual sphere, Enhancement, Telekinesis)

When you target an object with a Telekinesis sphere ability, you can *enhance* it as a bonus action before the end of your turn. Both sphere abilities count as a single effect for the purpose of concentration, dismissing, and dispelling. Use the shorter of the two effects' durations, ending both when it expires. You can use this (dual sphere) talent even if your Telekinesis sphere ability has a spell point cost of 1 or higher.

Forceful Creation (dual sphere, Creation, Telekinesis)

When you *create* an object, before the end of your turn you can use a Telekinesis sphere ability (usually *projectile* or *levitate*) on it as a bonus action. The *create* and Telekinesis sphere ability count as a single effect for the purpose of concentration.

The bonus action use of the Telekinesis sphere ability can be augmented to affect multiple created objects, if they

were *created* since the start of your turn. Use the shorter of the two effects' durations, ending both when it expires. You can use this (dual sphere) talent even if your *create* effect has a spell point cost of 1 or higher.

Hypnotic Darkness (dual sphere, Dark, Mind)

Creatures inside the area of your *darkness* are imposed with disadvantage on saving throws made against the charm, frightened, and unconscious conditions, as well as any effect that causes confusion such as the *confusion* spell. This counts as a negative effect from your *darkness* for the purpose of interacting with the Clear sight (meld) talent.

Life-Saving Evacuation (dual sphere, Life, Warp)

Whenever you use a *teleport*, you can before the end of your turn cast a *cure*, *restore*, or *invigorate* as a bonus action. You can use this (dual sphere) talent even if your *teleport* effect has a spell point cost of 1 or higher.

Luminous Aegis (dual sphere, Light, Protection)

As a bonus action, you can make an ally *glow* if they are bearing an *aegis* you created. You must use a separate action to *brighten* them. The *glow* ends when the *aegis* ends. You can use this (dual sphere) talent even if you just cast the *aegis* on your ally that turn, and the *aegis* has a spell point cost of 1 or higher.

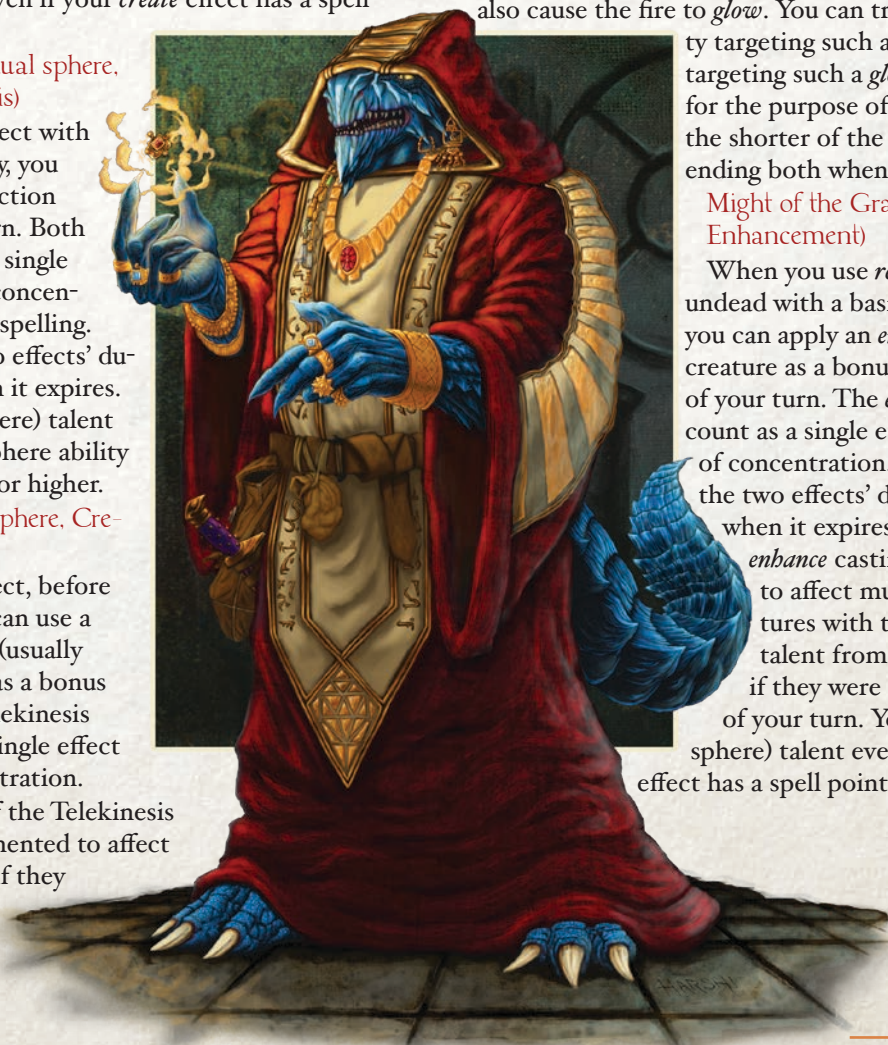
Luminous Flame (dual sphere, Light, Nature (fire geomancy; Create Nature))

Whenever you use Create Nature to create a fire, you can also cause the fire to *glow*. You can treat a *geomancy* ability

targeting such a fire and a *brighten* targeting such a *glow* as a single effect for the purpose of concentration. Use the shorter of the two effects' durations, ending both when it expires.

Might of the Grave (dual sphere, Death, Enhancement)

When you use *reanimate* to create an undead with a basic (undead) talent, you can apply an *enhance* to the created creature as a bonus action before the end of your turn. The *enhance* and *reanimate* count as a single effect for the purpose of concentration. Use the shorter of the two effects' durations, ending both when it expires. The bonus action *enhance* casting can be augmented to affect multiple *reanimated* creatures with the Mass (metasphere) talent from the Universal sphere, if they were created since the start of your turn. You can use this (dual sphere) talent even if your *reanimate* effect has a spell point cost of 1 or higher.



Misleading Teleport (dual sphere, Illusion, Warp)

Augment 1 sp: Whenever you use a *teleport*, you can use an Illusion sphere talent or ability (usually Obscure (glamer) or creating a figment) as a reaction. You can choose when using this (dual sphere) talent to have your Illusion ability and *teleport* to take effect simultaneously.

One-Way Window (dual sphere, Dark, Light)

When you create an area of *darkness*, before the end of your turn you can cast a *glow* or *lens* on another creature as a bonus action. Both the *darkness* and Light sphere ability count as a single effect for the purpose of concentration. Creatures under the effects of the Light sphere ability do not have their senses (including vision) impaired by the area of *darkness*. You can use this (dual sphere) talent even if your *darkness* effect has a spell point cost of 1 or higher.

Precogniscent Protection (dual sphere, Divination, Protection)

When you grant a creature a *sense*, you can grant it an aegis as a bonus action before the end of your turn. Both sphere abilities count as a single effect for the purpose of concentration, dismissing, and dispelling. Use the shorter of the two effects' durations, ending both when it expires. You can use this (dual sphere) talent even if your *sense* effect has a spell point cost of 1 or higher.

Seeking Blast (dual sphere, Destruction, Divination)

When you use a *destructive blast*, you ignore any bonuses to AC or Dexterity saving throws affected targets may have from half cover (+2 AC, Dexterity saves) and three-quarter cover (+5 AC, Dexterity saves).

Shadow Cage (dual sphere, Dark, Protection)

When you create a *ward*, you can cast *darkness* targeting the same area as a bonus action. The *darkness* affects only the area of the *ward*. You can apply (darkness) talents to this *darkness* as normal. The *darkness* and *ward* count as a single effect for the purpose of concentration. Use the shorter of the two effects' durations, ending both when it expires. You can use this (dual sphere) talent even if your *ward* effect has a spell point cost of 1 or higher.

Stack The Deck (dual sphere, Divination, Fate)

Whenever you use *divine* as an action, you can before the end of your turn cast a *consecration*, *motif*, or *word* as a bonus action. You can use this (dual sphere) talent even if your *divine* effect has a spell point cost of 1 or higher.

Stasis Storage (dual sphere, Time, Warp (Extradimensional Storage))

By spending one minute in concentration, you can lock away part of your extradimensional storage, sending it beyond time and placing its contents in stasis. This renders the selected contents inaccessible until you spend another minute unlocking it, but while they are locked the contents do not suffer wear from age or from effects such as rust or rot while stored in this way, and time spent in the space does not count against the duration of abilities such as (enhance) talents, or time limits such as the time limit reviving a dead creature.

Swift Demise (dual sphere, Death, Time)

When you use *reanimate* to create an undead with a basic (undead) talent, you can apply an *alter time* effect that targets a creature to the created creature as a bonus action before the

end of your turn. The *alter time* and *reanimate* count as a single effect for the purpose of concentration. Use the shorter of the two effects' durations, ending both when it expires. The bonus action *alter time* casting can be augmented to affect multiple *reanimated* creatures with the Mass (metasphere) talent from the Universal sphere, if they were created since the start of your turn. You can use this (dual sphere) talent even if your *reanimate* effect has a spell point cost of 1 or higher.

Sylvan Necromancy (dual sphere, Death, Nature (plant geomancy))

You can use inanimate bones and corpses, instead of plants, to fulfill any additional prerequisites for plant geomancy talents and abilities.

Your *ghost strike* talents and abilities that normally only affect undead can also affect plant creatures.

You can target dead plantlife to fulfill the target prerequisites for any *reanimate* you cast to create a corporeal undead with a basic (undead) talent. The state of the vegetation determines what types of undead you can reanimate; Barren dead branches could be reanimated as skeletons, rotting branches could be reanimated as zombies, while freshly chopped shrubbery could be reanimated as ghouls, etc. Mere limbing and bucking of wood generally doesn't disqualify the vegetation as being a valid target for *reanimate*, but wood that has been made into proper lumber beams is not. The GM has the final say on what vegetation is and is not a valid target for *reanimate*, as well as what base creature is used when determining their CR and statistics; for example a topiary elk may use the base statistics of an elk, whereas a shambling wooden humanoid may use the base statistics of a thug.

Additionally, your *reanimate* ability gains the following augment:

Augment 1 sp: Whenever you use *reanimate* to create a corporeal undead with a basic (undead) talent, you can infuse it with spores and plantlife. The *reanimated* creature loses the undead creature type and gains the plant creature type.

Transform Object (dual sphere, Alteration, Enhancement (Animate Object))

When you use Animate Object from the Enhancement sphere, you can apply a *shapeshift* to the target as a bonus action before the end of your turn. The *enhance* and *shapeshift* count as a single effect for the purpose of concentration. Use the shorter of the two effects' durations, ending both when it expires. The bonus action *shapeshift* casting can be augmented to affect multiple targets with the Mass (metasphere) talent from the Universal sphere, if they were *enhanced* since the start of your turn. You can use this (dual sphere) talent even though your *enhance* effect has a spell point cost of 1 or higher.

Twilight Adept (dual sphere, Dark, Light)

Areas of *darkness* that you or your allies create can coexist inside areas of magical light effects that you or your allies create; both casters must agree to let their effects coexist for this talent to function. In areas where a *darkness* and magical light effect created by allies overlap, the area becomes dim light, while still providing additional effects as if it were an area of *darkness* or bright light, as applicable.

Twisted Reanimation (dual sphere, Alteration, Death)

When you use *reanimate* to create an undead with a basic (undead) talent, you can apply a *shapeshift* to the created creature as a bonus action before the end of your turn. The *reanimate* and *shapeshift* count as a single effect for the purpose of concentration. Use the shorter of the two effects' durations, ending both when it expires. The bonus action shapeshift casting can be augmented to affect multiple *reanimated* creatures with the Mass (metasphere) talent from the Universal sphere, if they were created since the start of your turn. You can use this (dual sphere) talent even if your *reanimate* effect has a spell point cost of 1 or higher.

Vudu (dual sphere, Death, Illusion (Illusionary Disguise))

You can grant your *reanimated* undead the benefits of the Illusionary Disguise talent, appearing as they did when they were alive. You do not need to know what the creature looked like when it was alive to gain this benefit.

Warded Bones (dual sphere, Death, Protection)

When you use *reanimate* to create an undead with a basic (undead) talent, you can apply an *aegis* to the created creature as a bonus action before the end of your turn. The *aegis* and *reanimate* count as a single effect for the purpose of concentration. Use the shorter of the two effects' durations, ending both when it expires. The bonus action *aegis* casting can be augmented to affect multiple *reanimated* creatures with the Mass (metasphere) talent from the Universal sphere, if they were created since the start of your turn. You can use this (dual sphere) talent even if your *reanimate* effect has a spell point cost of 1 or higher.

Manabond Talents

Control Resistance (manabond)

The target loses or gains resistance against one type of damage for 1 round. The number of resistances that the target loses or gains increases by 1 at 5th level (2 resistances), 11th level (3 resistances), and 17th level (4 resistances).

Expunge (manabond)

The target makes a spellcasting ability check against your sphere DC. On a failed check, the creature loses 1 spell point or spell slot from the lowest spell level available. Spell slots and spell points lost through Expunge can be regained as normal with long or short rests. The number of spell slots or spell points lost increases by 1 at 5th level (2 spell points or slots), 11th level (3 spell points or slots), and 17th level (4 spell points or slots).

Flow (manabond)

Once during the round, you or a willing target can transfer magical energy to the other, sacrificing either spell points or spell slots. The sacrificing creature can sacrifice 1 spell point or spell slot to grant the other creature an equal number of spell points or spell slots. Granted spell slots cannot exceed the creature's normal maximum, and cannot restore spell slots of a level higher than half the sacrificing creature's proficiency bonus. Granted spell points are temporary, do not stack with themselves (or from other instances of Flow), and last for up to 1 minute or until used, whichever comes first. The num-

ber of spell points or spell slots that a creature can sacrifice increases by 1 at 5th level (2 spell points or slots), 11th level (3 spell points or slots), and 17th level (4 spell points or slots).

Incompetence (manabond)

The target of your manabond must successfully make a Charisma saving throw or be inflicted with a casting tradition general drawback of your choice upon the target for 1 round. The target does not gain bonus spell points from possessing these drawbacks. The number of general drawbacks inflicted on a failed saving throw increases by 1 at 5th level (2 drawbacks), 11th level (3 drawbacks), and 17th level (4 drawbacks).

Knowledge (manabond)

For 1 round, you can choose a single cantrip, magic sphere, or magic talent you possess and grant it to the target. The target can use this granted ability as if they possessed it themselves, using their own proficiency bonus and key ability modifiers. The target must pay any spell point costs as normal. If you attempt to grant a talent to a target that does not possess the base sphere, or that already knows the talent, this effect fails.

Lifeturn (manabond)

Anytime during the next round that the target casts a spell or sphere ability, they must successfully make a Charisma saving throw or take 1d10 force damage. This damage increases by 1d10 at 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Misdirection (manabond)

For 1 round, anytime you or the target becomes the target of a hostile or non-harmless spell or sphere ability, you can as a reaction redirect the effect to the other creature. If the other creature is unwilling, a successful Charisma saving throw negates having the effect redirected.

Presence (manabond)

You can reveal the location and presence of the target to all creatures within manabond range, allowing them to be automatically seen and heard for 1 round. Presence functions even if they would normally be invisible, ethereal, or using the Hide action. Ethereal creatures appear ghostly and translucent.

Soulmate (manabond)

For 1 round, anytime you or the target becomes the target of a harmless spell or sphere ability, you can as a reaction copy it and have also applied to the other creature. If the other creature is unwilling, a successful Charisma saving throw negates having the effect applied.

Tethered (manabond)

You can apply this (manabond) talent as a bonus action. There is now a very real and physical cord that connects you and your target for 1 round. These physical bonds are tough, durable chains made of raw energy that inhibit movement, including teleportation. During that round, you and the target cannot move further than the maximum range for the manabond without either destroying the tether (hit points equal to 3 times your level + 5, AC 10), or by successfully making a Strength (athletics) check made against your Mana sphere DC. Destroying the tether does not end the manabond, but

does cause it to lose its physicality, removing any effects granted by this talent. While tethered, both you and the target are unable to teleport outside the manabond range unless they successfully teleport the other as well.

Metasphere Talents

Extended (metasphere)

You can augment the maximum duration of your magic sphere abilities. These augments cannot benefit a magic sphere ability with a duration of instantaneous, greater than 24 hours, or less than 1 minute, nor can it increase the maximum duration of your magic sphere abilities beyond 24 hours.

Augment 1 sp: The maximum duration of your magic sphere abilities increases by 1 step.

Augment 2 sp: The maximum duration of your magic sphere abilities increases by 2 steps.

Augment 3 sp: The maximum duration of your magic sphere abilities increases by 3 steps.

Augment 4 sp: The maximum duration of your magic sphere abilities increases by 4 steps.

Initial Duration	Concluding Duration
1 minute	10 minutes
10 minutes	30 minutes
30 minutes	1 hour
1 hour	4 hours
4 hours	8 hours
8 hours	12 hours
12 hours	24 hours

Glyph (metasphere)

Augment 1 sp: You bind a magic sphere effect onto an unoccupied 5-foot cube within range creating a *glyph* for 1 hour or until triggered. The augmented sphere effect must target a creature or area and have a casting time of no longer than 1 action. Any creature who enters the space activates the effect; if it is normally a targeted ability, the creature is immediately affected by that ability, though they are allowed a saving throw as normal, if appropriate. If the effect normally creates an area effect, the cube itself is used as the center of that effect (even if it would normally be centered on the caster) and all creatures within the area are immediately affected by the ability, making saving throws as normal if appropriate. Any bound magic sphere effect with a duration longer than instantaneous lasts for 1 minute, regardless of its normal duration, though you can dismiss it on your turn with no action required.

You can only have 1 active *glyph* at a time; placing a second *glyph* dismisses the first; However, you can select this talent multiple times, increasing the number of *glyphs* you can have active at once by 1 each time you do so.

Augment 1 sp: Your *glyph* binds a magic sphere effect onto an unoccupied 10-foot cube, increasing in size at

5th level (15-foot cube), 11th level (20-foot cube), and 17th level (25-foot cube).

Augment 2 sp: Your *glyph* lasts for 24 hours or until triggered.

Augment 4 sp: Your *glyph* lasts indefinitely, until triggered, or dispelled. Your maximum spell point total is reduced by the number of spell points spent creating the *glyph*; this reduction goes away when the *glyph* is triggered or dispelled, though the spell points are not regained until such a time as you would normally regain them.

Heightened (metasphere)

Augment 0 sp: You can add half your proficiency bonus when determining the sphere effect's effective spell level or effective number of spell points it costs for purposes such as overcoming dispels and targeting creatures with immunities to magic.

Lingering (metasphere)

If you lose concentration on a magic sphere effect, the effect continues to linger for a number of rounds equal to your proficiency bonus. You can only have one lingering sphere effect at a time; producing a second lingering sphere effect causes the first to end. Lingering (metasphere) has no effect on a magic sphere effect with a duration other than concentration (including sphere effects which have been augmented to persist without concentration).



Mass (metasphere)

You can increase the number of targets that your sphere effects can affect per casting. This can only be applied to a magic sphere ability that targets a single creature or object. This cannot be used on a magic sphere ability that targets an area and each target of the magic sphere effect must be within range.

Augmenting a magic sphere effect with Mass (metasphere) doesn't change or remove other limitations on the sphere effect (such as the maximum size for the Telekinesis or Creation spheres), and all affected targets must have a combined size smaller than this limitation. If you use the Mass talent to make multiple attacks (such as using the augments below with Telekinesis's projectile power, or dropping multiple objects with the Creation sphere), you still cannot make more than one attack, which increases by 1 at 5th level (2 attacks), 11th (3 attacks) and 17th levels (4 attacks).

Only one of the following augments may be used to apply the effects of the Mass (metasphere) talent to a single sphere effect.

Augment 1 sp: You can decrease the duration of a magic sphere ability with a duration of at least 10 minutes (but no greater than 24 hours) by 2 steps to increase the number of targets by your proficiency bonus. This counts as a single effect for the purpose of concentration, as well as for talents or abilities that allow them to be dismissed or expended for additional effects (such as *motif* and *succor* effects); however, when dismissed or expended, they would affect all valid targets.

Initial Duration	Concluding Duration
24 hours	8 hours
12 hours	4 hours
8 hours	1 hour
4 hours	30 minutes
1 hour	10 minutes
30 minutes	1 minute
10 minutes	1 round

Augment 2 sp: You can increase the number of targets of a magic sphere ability with a duration of instantaneous by your proficiency bonus, but the targets must all be willing.

Augment 3 sp: You can increase the number of targets of a magic sphere ability with a duration of instantaneous by your proficiency bonus.

Opportunistic (metasphere)

Augment 1 sp: When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a sphere effect at the creature, rather than making an opportunity attack. The sphere effect must have a casting time of 1 action or 1 bonus action and must target only that creature. You can only apply this augment once until the start of your next turn.

Quicken (metasphere)

Augment 1 sp: When you target only yourself or an object you are attending (holding, wearing, or wielding) with a magic

sphere effect, you can reduce the casting time of a magic sphere ability from an action to a bonus action.

Augment 2 sp: You can use the Quicken (metasphere) talent augment when targeting any single willing creature, not just yourself.

Reaching (metasphere)

The range of your magic sphere abilities increases by 1 step. You can take this talent up to three times, its effects stack. When you increase the range of a magic sphere ability with an initial range of Self, the target of your ability must be a willing target. Sphere effects whose range increases as you gain levels have their level-based range increases applied after the concluding range.

Initial Range	Concluding Range
Self	Touch
Touch	30 feet
30 feet	60 feet
60 feet	120 feet
120 feet	300 feet
300 feet	600 feet

Augment 1 sp: Double the range of your spherecasting ability. Doubling the range of a sphere effect with a range of touch, allows you to target creatures an additional 5 feet away.

Striking (metasphere)

Augment 1 sp: When using a magic sphere effect that targets a single creature or object and is cast as an action, you can deliver the effect through a single weapon attack, which replaces any spell attack (if any) required by that effect. Any creature or object damaged by the attack is also subjected to the sphere effect. All limitations of the effect must otherwise be met, including spell point cost and range.

Widen (metasphere)

Augment 1 sp: When using a magic sphere effect that targets an area, double the area of effect (a 5-foot radius becomes a 10-foot radius, a 30-foot cone becomes a 60-foot cone, etc.).

Wild Magic Talents

Blood Dampening (wild magic)

When you trigger a wild magic event (but not a major event), you can choose to negate the event by reducing your hit point maximum by 1 per level. This reduction can only be removed by completing a long rest. This decision must be made before the roll is made on the wild magic table. If you possess at least 4 wild magic talents, you can use this ability on a major event (see Variant Rules) by reducing your hit point maximum by 2 per level.

Careful Caster (wild magic)

You can spend an action or a bonus action to reduce the wild magic chance of the next sphere effect you cast before the start of your next turn by 25%. This ability does not stack with itself. This reduction increases by 5% per additional wild magic talent you possess, to a maximum reduction of 50%.

Chaotic Counter (wild magic)

Prerequisites: Counterspell or the ability to cast *dispel magic*.

When you successfully end a spell or sphere effect using Counterspell or *dispel magic*, the caster suffers a 50% increase in wild magic chance until the end of its next turn. This penalty increases by 10% per wild magic talent you possess, to a maximum of 100%. The affected caster is not aware of this increase.

Curse of Chaos (wild magic)

As a bonus action, you can spend a spell point to charge your next attack with disruptive energies. The next creature you deal damage to with a weapon attack before the start of your next turn increases its wild magic chance by 100% for a number of rounds equal to your key ability modifier (minimum 1). Affected creatures are unaware of this penalty.

Energy Shift (wild magic)

When casting a *destructive blast* or an evocation spell that deals damage, you can increase your wild magic chance for that *destructive blast* or spell by 50% to change its damage type to one of the following types: acid, bludgeoning, cold, fire, lightning, piercing, or slashing. You can instead increase your wild magic chance by 100% to change the damage type to force, necrotic, poison, psychic, or radiant.

Greater Chaos Aura (wild magic)

You learn new and exciting ways to augment your chaos aura.

Augment 1 sp: You can choose to exclude any number of creatures that you can see from the effect.

Augment 1 sp: You can target another creature within 30 feet instead of yourself. That creature emits the chaos aura instead of yourself. A successful Charisma saving throw negates the effect, and the target can make a new saving throw at the end of each of their turns to end it early.

Augment 1 sp: The wild magic chance increases to 100%.

Inspired Surge (wild magic)

Casting Time: 1 bonus action

Range: Self

Duration: 1 minute

Target: Personal

Cost: 0 sp

You can grant yourself an additional magical talent from a magic sphere you possess; you must meet any prerequisites that the talent possesses. You increase the wild magic chance by 100% any time you use the granted magic talent, either by casting a sphere ability granted by the talent, or applying the talent's effects to another magic sphere effect you cast. You retain knowledge of this talent for the duration or until you cast Inspired Surge again, whichever is shorter. You can cast Inspired Surge twice. You regain expended uses when you finish a short or long rest.

Manipulate Result (wild magic)

When you trigger a wild magic event (but not a major event), you can spend a reaction to roll twice and choose which result to take. You can use this talent a number of times equal to the number of wild magic talents you possess. Completing a long rest restores all of these uses.

Overpower Resistance (wild magic)

Augment 1 sp: When casting a sphere effect, you can increase your wild magic chance for that effect by 100% to impose disadvantage on saving throws against that effect.

Shift Cost (wild magic)

You can reduce the spell point cost of and the maximum number of spell points you can spend on an ability or sphere effect by 1 spell point, to a minimum of 1 spell point cost. Increase your wild magic chance by 50% for that ability or effect. At character level 10, you can double both the reduction and wild magic chance increase.

Shift Effect (wild magic)

When you trigger a wild magic event (but not a major event), you can spend a spell point as a reaction after the result is revealed to roll 1d20. On a result of 1-10, subtract the result from the result of your wild magic roll and take the new result, even if it is worse. On a result of 11-20, subtract ten from your roll, then add that number to your wild magic result, taking the new result even if it is worse. If you possess at least 6 wild magic talents, you can use this ability when triggering a major event (if the major event rules are being used).

Other Talents

Counterspell

Prerequisites: Dispel or mana package.

Augment 2 sp: As a reaction that can be taken when a creature within range that you can see is casting a spell or sphere effect, you can either attempt a Dispel to disrupt that casting, or create a Manabond with that creature.

Mystic Focus

Prerequisites: Ability to gain martial focus (see Spheres of Might).

Whenever you use a magical sphere effect as an action, you can spend 1 spell point as a bonus action to regain martial focus.

Universal Package

Choose and gain a universal package you do not already possess. You can select this talent multiple times, gaining a new package each time.

Universal Advanced Talents

Contingency (metasphere)

Prerequisites: Universal sphere 11th level or higher.

Augment 1 sp: You can increase the casting time of a magic sphere ability by 3 steps to create a contingent sphere effect that lasts 1 week. This cannot be used on a magic sphere ability that cannot target you, or with a casting time of 1 reaction or 1 minute or greater.

Describe a circumstance, that causes the contingent sphere effect to trigger. For example, augmenting an Energy Resistance (aegis) with the Contingency (metasphere) talent might stipulate that the Energy Resistance (aegis) comes into effect when you take elemental damage.

The contingent sphere effect takes effect immediately after the circumstance is met for the first time, whether or not you want it to.

The contingent sphere effect takes effect only on you, even if it can normally target others. You can only have one contingent sphere effect at a time. If you augment another sphere effect with Contingency (metasphere), the previous contingent sphere effect ends.

<i>Initial Casting Time</i>	<i>Concluding Casting Time</i>
1 bonus action	1 minute
1 action	10 minutes
1 action and 1 bonus action*	1 hour

*This casting time usually only occurs with casting traditions with the Extended Casting drawback.

Extreme Duration

Prerequisites: Universal sphere (Extended (metasphere)), 5th level or higher.

You can decrease the spell point cost of the Extended (metasphere) talent augments by 1 spell point (minimum 0). You can take this advanced talent up to two times, its effects stack; each time it decreases the spell point cost of the talent augment by 1 spell point (minimum 0).

Extreme Opportunistic

Prerequisites: Universal sphere (Opportunistic (metasphere)), 5th level or higher.

You can decrease the spell point cost of the Opportunistic (metasphere) talent augment by 1 spell point (minimum 0).

Extreme Reach

Prerequisites: Universal sphere (Reaching (metasphere) (3)), 5th level or higher.

You can increase the range of your magic sphere abilities by 1 step, as if you had taken the Reaching (metasphere) talent an additional time. You can take this advanced talent up to two times, its effects stack. If the initial range of your magic sphere ability is 600 or 1,000 feet, use the table below to calculate the concluding range.

<i>Initial Range</i>	<i>Concluding Range</i>
600 feet	1,000 feet
1,000 feet	2,000 feet

Extreme Striking

Prerequisites: Universal sphere (Striking (metasphere)), 5th level or higher.

You can decrease the spell point cost of the Striking (metasphere) talent augment by 1 spell point (minimum 0).





Warp Sphere

You can twist space to your whim.

When you first gain the Warp sphere, you gain the *teleport* and *bend space* sphere abilities.

Teleport

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Target: 1 creature

Cost: 0 sp

You can teleport yourself or a willing creature and anything up to the target's carrying capacity to any place within 10 feet. You must have line of sight to your destination. The distance that you can teleport a target increases by 10 feet at 5th level (20 feet), 11th level (30 feet), and 17th level (40 feet).

Augment 1 sp: The distance you can teleport a target increases to 30 feet at 1st level, 60 feet at 5th level, 90 feet at 11th level, and 120 feet at 17th level.

Talents marked (teleport) improve or grant you new ways of utilizing your teleport sphere ability.

Optional Rule: Tiring Teleportation

A creature's body can only stand to benefit from *teleport* a limited number of times; after a creature completes a long rest, it may benefit from this ability with no repercussions a number of times equal to its proficiency bonus; each time after this amount, the creature must succeed on a Constitution saving throw with DC 10. This DC increases by 2 for every additional time the creature benefits from this ability. Failure causes the creature to increase its exhaustion level by 1. If the *teleport* is augmented to cost at least 1 spell point, it does not require a saving throw nor count toward the number of times the creature has been affected since its last long rest.

Bend Space

Casting Time: 1 action

Range: Touch

Duration: varies

Target: varies

Cost: 0 sp

Talents marked (space) grant you ways of bending and folding space. You must be touching the target or location to be affected.

Warp Base Talents

Space Talents

Blink (space)

Duration: Concentration, up to 1 minute

Target: 1 creature

Cost: 1 sp

A creature affected by this ability interacts with physical objects erratically. You can choose to apply this effect as a benefit or penalty.

As a benefit, creatures attacking the target suffer disadvantage on their attack roll unless first succeeding on a Wisdom saving throw. As a penalty, if the target fails a Wisdom saving throw against this ability, it suffers disadvantage on all attack rolls. This ability has no effect on attacks made with force effects or effects that pass between coterminal planes, including any attack made while under the effects of the Plane Manipulator talent.

At the end of each of its turns, an affected creature may attempt a Wisdom saving throw. On a success, the effect ends for that creature.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augmentation may be applied after the effect is cast on your turn without an action.

Create Gap (space)

Duration: Concentration, up to 10 minutes

Target: 1 inanimate object

Cost: 1 sp

You bend space to create a gap in an otherwise solid object or wall. You can create a hole in an inanimate object up to a 5-foot cube in size. This hole does not damage the object or affect its structural integrity; since the created hole is formed of added space rather than removed space, everything in the affected area is still accessible, pushed to the nearest edge of the created gap. If the gap is created so that a creature would fall through it, they may make a Dexterity saving throw to safely move to the nearest edge of the hole. The hole may include an additional 5-foot cube at 5th level (2 cubes), 11th level (3 cubes), and 17th level (4 cubes); the configuration of the cubes must be contiguous.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augmentation may be applied after the effect is cast on your turn without an action.

Distort Size (space)

Duration: Concentration, up to 10 minutes

Target: 1 creature or object

You distort a target's spatial footprint, causing it to occupy a smaller or larger area. Unwilling targets can make a Wisdom saving throw to negate the effect. The target occupies space as if it were one size larger or smaller (your choice); this does not actually change the target's size category, though its reach now extends from the new space they occupy. You can alter the target's space by an additional category at 5th level (10 feet), 11th level (15 feet), and 17th level (20 feet).

You can alter the target's space to a new size as a bonus action. You can also grant a target control over its own space, allowing it to spend the bonus action instead.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augmentation may be applied after the effect is cast on your turn without an action.

Extradimensional Room (space)

Duration: special (see text)

Target: special

You can create a small pocket dimension, accessible through a shimmering portal that either appears in the air before you or on a touched, reasonably flat surface. This pocket dimension measures one 10-foot cube per level, arranged as you wish so long as the space is continuous. You can make the entrance as small as 5-foot square or as large as 10-foot square. You can select its light level and temperature (from -40°F to 120°F), but otherwise it is a featureless location.

This space does not exist until you enter the portal, and continues to exist as long as you are inside. If the portal is placed on the ground or in some other way an unwilling creature might fall in, the creature is allowed a Dexterity save to avoid falling in. Climbing the walls of this room requires an Athletics check against your sphere DC. When this ability expires or is dispelled, all objects and creatures within this space are harmlessly ejected through the portal.

Augment 1 sp: You can create the space without entering and have it to remain for up to 1 minute regardless of whether or not you are inside it. You can dismiss this ability on your turn without spending an action.

Extradimensional Storage (space)

Duration: special, see text

Target: special

You gain a permanent extradimensional space that may hold up to 10 pounds per level of non-living material. You can create a portal to this extradimensional space within arm's reach at will. Placing an object in this space or calling an object from this space requires an action, but may be done with no action required by spending a spell point. Living things and unwilling non-living creatures cannot be placed in your extradimensional storage. If you die, all the contents of your extradimensional space appear in your square or the nearest unoccupied space.

If you also possess Extradimensional Room, your extradimensional storage becomes as large as an extradimensional room, with no weight limit so long as it all can fit within that space. When creating an extradimensional room, you can lay out any or all of the things inside your extradimensional storage within that space, arranged as you like.

Flex Space (space)

Duration: Concentration, up to 10 minutes

Area: three 10-foot Cubes

You can choose to either contract or expand space in an area, measured in 10 feet cubes. These cubes must be arranged contiguously, but otherwise may assume any shape.

Contracted space is easier to move through, allowing you to move 10 feet per 5 feet of movement. Expanded space is more difficult to move through, and 10 feet of movement allows you to only move one 5-foot square. These effects multiply and divide all other movement costs (such as difficult terrain). If you occupy squares with different effects on your movement speed, you move at the slowest rate of all the squares. If you attempt to contract an expanded space (or vice versa) you must succeed on a spellcasting ability check against the op-

posing effect's DC. On success, your effect functions normally and the opposing effect is suppressed for the duration.

The number of 10-foot cubes you can affect increases by 1 at 5th level (4 cubes), 11th level (5 cubes), and 17th level (6 cubes).

Augment 2 sp: The effect persists for the remaining duration without concentration. This augmentation may be applied after the effect is cast on your turn without an action.

Looped Space (space)

Duration: Concentration, up to 1 minute

Area: one 10-foot cube

You bend the edges of an area, bounding it with your magic and trapping creatures inside. The bounded area is measured in 10-foot cubes that may be arranged as you wish, so long as the entire area is contiguous. Anyone inside the area must succeed on a Wisdom saving throw to move out of the area. On a failed save, they instead move to the opposite face of the area and must wait until their next turn to attempt to leave it again. This does not prevent attacks across the boundary in either direction, and creatures may enter the area without difficulty.

The number of 10-foot cubes you can affect increases by 1 at 5th level (2 cubes), 11th level (3 cubes), and 17th level (4 cubes).

Augment 1 sp: If you also possess Plane Manipulator, you can apply its dimensional anchor effect to the area of your looped space, contesting teleportation and planar travel with a spellcasting ability check.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augmentation may be applied after the effect is cast on your turn without an action.

Plane Manipulator (space)

Anchoring Aura

Duration: Concentration, up to 10 minutes

Target: self

You can create a dimensional anchor emanating from yourself, affecting you and all creatures within 10 feet, increasing by 10 feet at 5th level (20 feet), 11th level (30 feet), and 17th level (40 feet). Any attempt to teleport or cross planes made by any creature within this area fails unless they succeed on a spellcaster ability check against your sphere DC. This also applies to the summoning of companions and other extraplanar creatures. Creatures residing in the near ethereal plane or other similar planes can be seen and interacted with as if they were on the Material plane while within this space.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augmentation may be applied after the effect is cast on your turn without an action.

Augment 2 sp: The casting time of this ability becomes 1 reaction.

Augment 1 sp: When a teleportation effect fails due to your dimensional anchor, you can redirect it, choosing its destination as if you had cast the effect instead of the caster. The caster must succeed on a Wisdom saving throw to avoid the effect being redirected. This augmentation may be applied after the effect is cast with no action required even when it is not your turn.

Banishing Touch

Cost: 1 sp

Duration: Instantaneous

Target: one creature that you can see that is native to a different plane

You can attempt to banish a creature back to its home plane. A successful Charisma saving throw negates this effect.

Spatial Reach (space)

Duration: Concentration, up to 10 minutes

Target: one creature that you can see

Cost: 1 sp

You can imbue a creature with magic that bridges the distance between them and anything they reach or move towards, contorting space to their benefit. The target gains a +10 feet bonus to their movement speed and adds 10 feet to their natural reach. Both bonuses increase by 5 feet at 5th (+15 speed, +15 reach), 11th (+20 speed, +20 reach), and 17th (+25 speed, +25 reach) levels.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augmentation may be applied after the effect is cast on your turn without an action.

Warp Link (space)

Duration: special

Target: one creature, location, or object that you can see

You can create a link to a touched spot, object, or creature, allowing you to know the direction and distance to it. You know if the target is on another plane and whether that plane is coexistent, coterminous, or separate from the plane you are on, but you do not know their direction and distance if they are on another plane. If your target is unwilling to create the link, and they are allowed a Wisdom saving throw to negate the effect.

The link lasts until you complete a long rest. You can only maintain one link at a time; using this ability again ends any

previous instances. If you also possess Teleport Beacon, your beacons gain all the effects of this talent as if they were also links, though do not count as links for the purpose of creating or ending links.

Augment 1 sp: You create a link that does not end previous links nor is it ended by future links.

Wormhole (space)

Duration: Concentration, up to 1 minute

Range: 30 feet

Target: two 5-foot cubes

You affect two 5-foot cubes within range and link them together, contracting the space between them. Anyone may choose to use 5 feet of their movement to travel in a straight line between two linked squares as if they were adjacent (though they are not treated as adjacent for any other purpose).

The number of 5-foot cubes you can affect increases by 1 at 5th level (3 cubes), 11th level (4 cubes), and 17th level (5 cubes).

Augment 2 sp: The effect persists for the remaining duration without concentration. This augmentation may be applied after the effect is cast on your turn without an action.

Teleport Talents

Attack Portal (teleport)

Augment 0 sp: You can target a creature's attack with your teleport. This usually requires a readied action to catch the attack as it's being made, and requires Unwilling teleport as normal if the target is unwilling. You can use this power on yourself, provided you have attacks to make (an attack made as a bonus action if you have that power, or through the use of Quick Teleport).

Until the end of the affected creature's turn, they may target a creature of your choosing within the distance that you can teleport a target, even if they would not normally be able to. If the target was unwilling, this only affects a single attack.

Augment 1 sp: You can use teleport with the above augment as a reaction.

Distant Teleport (teleport)

When you spend a spell point to augment the range of your *teleport*, the range increases to 60 feet at 1st level, 120 feet at 5th level, 300 feet at 11th level, and 600 feet at 17th level.

Emergency Teleport (teleport)

Augment 1 sp: You can perform a *teleport* as a reaction. The range is decreased to 5 feet, increasing to 10 feet at 11th level; the distance may not be augmented. If used to avoid an attack or area effect, this grants the target advantage on all saving throws against the effect while also imposing disadvantage on any attack rolls. If the target succeeds on a saving throw against an effect that allows a save to reduce damage, it instead takes no damage.

Imbue Teleport (teleport)

Augment 0 sp: When you would teleport a target, you can imbue them with the ability to *teleport* instead of immediately teleporting them. The imbued target gains the ability to *teleport* itself once with the same details (such as range, talents, spell point expenditures) as you used with the original casting. However, the target may only *teleport* themselves and not others.



The imbued teleport remains until either the target or the caster completes a short or long rest or until it is used once. You can maintain one imbued teleport at a time, increasing by 1 at 5th level (2 imbued teleports), 11th level (3 imbued teleports), and 17th level (4 imbued teleports).

Isoport (teleport)

Augment 0 sp: When you *teleport* a target you can change their orientation and lower their velocity. This allows you to turn the target up to 360 degrees, which lets you turn them while moving (counting the movement as a straight line), either give or remove the prone condition, and cancel out momentum-based movement (such as falling, being thrown or pushed), which effectively resets any distance they've fallen. Using this talent to respond to actions or events outside of your turn typically requires a readied action.

You can choose to apply only the effects of Isoport, changing a target's spatial orientation and velocity without teleporting them to another location. Doing so reduces the casting time to a bonus action instead of an action. You must still apply Unwilling Teleport to affect unwilling targets.

Augment 1 sp: You can Isoport a target as a reaction.

Quick Teleport (teleport)

Augment 1 sp: The casting time of *teleport* is reduced to 1 bonus action.

Augment 1 sp: When you *teleport* yourself or a group that includes you, you can *teleport* in place of your movement for that round instead of as an action. Having a movement speed of 0 does not prevent you from being able to teleport in this fashion.

Recall (teleport)

Augment 0 sp: Before you teleport yourself or a willing ally, you can designate the target's current square as a recall point as a bonus action. At the end of each round, the target may choose to return to the recall point, teleporting there without spending an action so long as it is within the maximum distance that you can teleport a target. The recall point lasts for 1 minute or until used once, whichever comes first.

Augment 1 sp: This ability no longer requires a bonus action.

Segmented Warp (teleport)

Augment 1 sp: When teleporting yourself, you can split the *teleport* in two. You cast a single *teleport* on yourself and pay any spell point costs once, but may *teleport* yourself twice in quick succession. Between these two *teleports* you can only take one action of any kind you have remaining (such as a single action or single bonus action). Casting the second *teleport* does not require a second action, but counts as casting a sphere effect. The combined total distance covered by both *teleports* cannot be longer than the maximum distance that you can teleport a target. If your second *teleport* is disrupted, it is lost.

If used in conjunction with Pouncing Teleport you do not get extra attacks, but may make your attack after either half of the split *teleport*. Attacking this way counts as your single action for the purposes of Segmented Warp.

If you choose to augment Pouncing Teleport to allow an attack action, you can instead use any number of your attacks as the single allowed action, and use any remaining attacks

after your second *teleport*. Other abilities that would create additional effects with your *teleport* only apply to one of the split teleports.

Splinter (teleport)

Augment 0 sp: When you *teleport* a target, you can splinter it, causing it to appear not quite as it was. This deals 1d8 slashing damage to the target, increasing by 1d8 at 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Augment 1 sp: The *teleport* instead deals 1d10 damage + 1d10 damage per 2 levels.

Swap Placement (teleport)

Augment 0 sp: When teleporting yourself or another creature to a location already occupied by a different creature, you can send the creature already occupying that location back to where the teleporting creature came from. This must be a willing target unless you possess the Unwilling Teleport talent. If the second target is unwilling, you must pay the augmentation cost of Unwilling Teleport (this cost is only paid once even if both targets are unwilling) and it is allowed a saving throw as normal. If any unwilling creature succeeds on its saving throw, the teleporting creature remains at their point of origin, unaffected.

Teleport Beacon (teleport)

Casting Time: 1 action

Target: 1 location, creature, or object that you can see

Cost: 0 sp

Range: Touch

Duration: 24 hours



You can designate a touched spot, object, or creature as a personal dimensional beacon. You can only have one teleport beacon designated at a time; creating a second removes the first.

Augment 1 sp: You can create a teleport beacon without removing any previous teleport beacons.

In addition, your teleport gains the following augment:

Augment 1 sp: You can *teleport* yourself to your teleport beacon regardless of how far away it is, so long as it is on the same plane. If your teleport beacon is a creature or object, you can instead *teleport* your teleport beacon to you. You must use the Unwilling Teleport talent to do this with an unwilling creature, and they are allowed a saving throw as normal.

If you possess multiple teleport beacons and the Mass (metasphere) talent from the Universal sphere, you can use the Mass (metasphere) talent to teleport multiple teleport beacons at once, as if you were touching all affected targets. All affected teleport beacons must be teleported to the same location (you, or an unaffected teleport beacon of your choice).

If you possess the Planeshift advanced talent, you can use it to augment this ability to function across planar boundaries.

Teleport Object (teleport)

Augment 0 sp: You can teleport objects independent of people. The object must be Tiny size and cannot weigh more than 10 pounds per level, and it cannot be in the possession of another creature (in their hand or on their person). If a creature is willing, you can teleport the object directly into their hand or onto their person.

If you possess the Reaching (metasphere) talent from the Universal sphere, you can, as a readied action, catch a projectile out of the air that passes within range, redirecting it against another target if you wish. The creature who initiated the attack is allowed a Wisdom saving throw to negate this effect, and you must make a spell attack roll against the new target. Damage is still determined by the creature who initiated the attack.

Augment 1 sp: The maximum teleported object increases to Small size and 100 pounds per level.

Unseeing Teleport (teleport)

Augment 1 sp: When using *teleport*, you no longer require line of sight to the location; instead of choosing a spot to appear, you can instead indicate a direction and distance. If the target arrives in a place that is already occupied by a solid body, the target takes 4d6 force damage and the spell fails to *teleport* it.

Augment 1 sp: When the target or targets of a *teleport* arrives inside a solid object, they return to its point of origin unharmed. This augment may be applied at the time the targets arrive in the solid object without any action required.

Unwilling Teleport (teleport)

Augment 1 sp: You can target unwilling creatures that you can see with your teleport. The unwilling creature is allowed a Wisdom saving throw to negate being teleported. An unwilling creature can only be teleported into open areas on solid surfaces (thus, they can't be teleported into the air or into a solid object, and any such attempt instantly fails). In addition, they gain advantage on their saving throw if the location

would be directly harmful to them (onto a bed of spikes, the trigger area of a trap, etc.).

Warp Advanced Talents

Create Demiplane

Prerequisites: Warp sphere (Extradimensional Room), 15th level or higher.

Augment 3 sp: When using the Extradimensional Room talent, you can create your extradimensional room as an instantaneous effect; it becomes a permanent demiplane and cannot be dispelled, no matter who is or isn't inside. Alternately, you can use this ability to create a new portal to a permanent demiplane you have previously created. You can permanently close a portal to your demiplane on your turn with no action required, but know that only interdimensional travel can reach a demiplane without a working portal.

As a permanent demiplane, you have much more control over the composition, appearance, and contents of your room. The demiplane can be filled with air or water (your choice), and could have an earth, stone, water, or wood floor. The "walls" and "ceiling" of the plane may appear like solid earth, stone, wood, or water, or they may end in mist, a featureless void, or a similar unreal-looking border. While it is still generally featureless, you can transplant plants or animals to your demiplane to create an ecosystem and manipulate the earth, water, and/or stone of the demiplane as you would any other materials.

If you use this ability while within your demiplane, you can either permanently increase its size by an additional 10-foot cube per level, or add or remove one of the following traits to the entire demiplane:

- **Magic:** By default, magic functions normally on your plane. You can apply the following traits:
 - ◇ *Dead Magic:* You can make your plane a dead magic plane. No spell or sphere effects, including your own, may be cast there. You can still use this ability to remove this trait.
 - ◇ *Impeded Magic:* You can impede all magic on your plane; any attempt to cast a spell or sphere effect requires a spellcasting ability check against your sphere DC. If this check fails, the action and any spell slots or spell points are lost. You can choose to automatically succeed on this check. You can choose to impede a single sphere or school of magic, rather than all magic.
 - ◇ *Wild Magic:* You can make your plane a wild magic plane; all spells and sphere effects cast on the plane trigger a wild magic event (see Section 5: Optional Rules for more on wild magic events).
- **Morphic:** Your plane reacts to your thoughts; you can adjust the terrain's shape as an at-will ability. By concentrating for 1 minute, you can adjust a 150-foot square (10 foot deep) portion of earth, stone, or plantlife, shaping it however you will. This isn't fast enough to do damage or trap creatures, but may be used to create fences and walls, ditches, human shapes, embankments, and others.
- **Portal:** If you possess the Planeshift advanced talent, you can grant your demiplane a permanent gate to one

location on another plane, which can only be used for planar travel. This location must be very familiar to you. This gate is always open and usable from both sides, but you can secure it using normal means (such as by building a door around it).

- **Time:** By default, time passes at the normal rate in your demiplane. If you possess the Time sphere, you can make your flow at up to double or down to one-half speed.
- **Alignment:** If you possess the Fate sphere, you force creatures of a particular alignment that complete a long rest in your demiplane to succeed on a DC 10 Charisma saving throw or gain a level of exhaustion. This trait may only affect creatures with an alignment opposed to yours (good versus evil, lawful versus chaotic).
- **Bountiful:** If you possess the Nature sphere, you can grant your demiplane a thriving natural ecology, with streams, ponds, waterfalls, and plants. The demiplane provides enough plant-based food (nuts, grains, fruit, fungi, and so on) to support one Medium creature for every 10 foot cube of the demiplane. The demiplane does not have any animals unless you transport them there, but the ecology can sustain itself for as long as the demiplane exists without requiring watering, gardening, pollination, and so on; dead organic material decays and returns to the soil in the normal manner. If your demiplane has ambient light, these plants are normal, familiar surface plants; if it is a realm of twilight or darkness, these plants are fungi and other plants adapted to near-darkness or underground locations.
- **Gravity:** By default a demiplane's gravity is normal and oriented in one direction, like what most creatures are used to on the Material Plane. If you possess the Telekinesis sphere, you can adjust the plane's gravity is heavy, light, none, objectively directional, or subjectively directional.
 - ◇ *Heavy Gravity:* In heavy gravity areas, Strength and Dexterity checks incur take disadvantage, as do all weapon attack rolls. All item weights are effectively doubled, which might affect a character's speed. Weapon ranges are halved. A character's Strength and Dexterity scores are not affected. Characters that fall in areas of heavy gravity take 1d10 points of bludgeoning damage for each 10 feet fallen instead of 1d6, to a maximum of 20d10 points of damage.
 - ◇ *Light Gravity:* Characters in an area of light gravity gain advantage on attack rolls with heavy weapons, Dexterity saving throws, and on Dexterity (Acrobatics) checks. All items weigh half as much, and weapon ranges double. Strength and Dexterity don't change as a result of light gravity, but what you can do with such scores does change. Falling characters in light gravity take 1d4 points of bludgeoning damage for each 10 feet fallen instead of 1d6, to a maximum of 10d4.
 - ◇ *No Gravity:* There is no gravity.
 - ◇ *Objective Gravity:* All gravity functions in a set direction.

◇ *Subjective Gravity:* Each creature determines the direction of gravity and may choose a new direction once per turn.

- **Weather:** If you possess the Weather sphere, you can grant a weather and seasonal cycle to your demiplane, customizable as you see fit (for example, your demiplane could always be winter or have week-long seasons).
- **Shape:** By default, the demiplane has a fixed shape and borders. You can make your plane self-contained so it loops upon itself when a creature reaches one edge. You can designate areas or locations on the edges of your plane where this occurs (such as a pair of secret doors or a path in the woods) or apply it to the entire plane.
- **Structure:** If you possess the Creation sphere, you can give your demiplane a specific, linked physical structure, such as a giant tree, floating castle, labyrinth, mountain, and so on. (This option exists so you can pick a theme for your plane without having to worry about the small details of determining what abilities you need for every hill, hole, wall, floor, and corner.)

Dimensional Lock (space)

Prerequisites: Warp sphere (Plane Manipulator), 15th level or higher.

Casting Time: 1 action

Range: 120 feet

Target: 40-foot cube

Cost: 2 sp

Duration: 1 week

You can designate an area within range as being completely immune to extradimensional travel. Any attempt within this area to cross space or planes (including all Teleportation Sphere effects, summoning a companion from the Conjunction Sphere, *astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *maze*, *plane shift*, and similar spell-like abilities) instantly fails. A dimensional lock does not interfere with the movement of creatures already in ethereal or astral form when it is created, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

Flawless Teleport

Prerequisites: Warp sphere (Distant Teleport, True Teleport, Unseeing Teleport), 15th level or higher.

Augment 0 sp: When using the True Teleport advanced talent, the range is increased to unlimited and you no longer suffer a chance of arriving off-target, always appearing exactly where you intended. When using the Planeshift advanced talent, you no longer appear off-target from your intended destination on the other plane.

You need not have seen the destination you are trying to reach, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location.

Planeshift

Prerequisites: Warp sphere (Distant Teleport, True Teleport, Unseeing Teleport), 11th level or higher.

Augment 2 sp: You can *teleport* to an alternate dimension or plane of existence. You must know the plane you are trying to reach, as well as where within that plane you would like to appear (if you do not know a specific location to appear on that plane you can still use this ability, but you run the risk of appearing anywhere on that plane). You appear near your intended destination (if specifying a city, you can appear at any gate in that city or otherwise in view of its exterior, for example) though the exact location is at the GM's discretion.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this effect can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

Sigil Sequence

Permanent teleportation circles have a unique sigil sequence identifying them. Learning a sigil sequence requires studying a circle for 1 minute.

Portal

Prerequisites: Warp sphere (Unwilling Teleport), 5th level or higher.

Augment 1 sp: When using your *teleport* ability, you can open a portal between your location and your destination. This portal has a maximum diameter of 5 feet per level and opens in the air somewhere adjacent to you. The portal lasts as long as you concentrate, to a maximum of 1 minute. Anything moving through one end of this portal arrives at the other end; it is possible to make attacks, threaten, or perform other actions as if the two locations were adjacent.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augmentation may be applied after the effect is cast on your turn without an action.

Augment 2 sp: The maximum duration of the portal becomes 8 hours.

Store Structure

Prerequisites: Warp sphere (Extradimensional Storage), 5th level or higher.

Augment 1 sp: You can touch an object to place it in your extradimensional storage, even if it would normally be too large or dense. Objects stored this way do not count against the weight limit of your storage, but are limited by size; you can store objects whose combined size is no larger than the maximum size listed on Table: Structures below.

When you retrieve an object stored this way, it appears in an unoccupied, adjacent square. It must be placed on a suitably supportive surface; a boat could be placed on a relatively flat plain or a large body of water, but not midair.

Teleport Army

Prerequisites: Warp sphere, Universal sphere (Mass (metasphere), Reaching (metasphere)), 11th level or higher

Augment 2 sp: You can teleport any number of targets within range. If you possess Unwilling Teleport, you only need

to spend one spell point no matter how many unwilling targets are affected. If an unwilling target makes their saving throw, other targets are still affected as normal. If you possess the Teleport Object talent, you can also teleport any number of objects so long as each individual object is within your weight limit (or size limit if you possess Teleport Structure).

Teleport Structure

Prerequisites: Warp sphere (Teleport Object), 5th level or higher

You can teleport objects of much greater weight and size, even whole vehicles and structures. You can teleport any object of appropriate size, shown on Table: Structures below.

If you use Teleport Army in conjunction with this talent, you can teleport all targets touching a teleported object or structure in range instead of teleporting all creatures within range. You must use Unwilling Teleport to teleport any unwilling creatures in contact with the object or structure.

Table: Structures

CL	Maximum Size	Example Object
1st	Medium	Barrel
5th	Large	Table
11th	Huge	Wagon
17th	Gargantuan	Catapult

True Teleport

Prerequisites: Warp sphere (Distant Teleport, Unseeing Teleport) 11th level or higher.

Augment 2 sp: When teleporting, your range becomes 1000 miles. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d100 and consult the following table. Refer to the following information for definitions of the terms on the table.

Table: Mishap

Familiarity	Mishap	Similar Area	OffTarget	On Target
Permanent circle	-	-	-	1-100
Associated object	-	-	-	1-100
Very familiar	1-5	6-13	14-24	25-100
Seen casually	1-33	34-43	44-53	54-100
Viewed once	1-43	44-53	54-73	74-100
Description	1-43	44-53	54-73	74-100
False destination	1-50	51-100	-	-

Familiarity. “Permanent circle” means a permanent teleportation circle whose sigil sequence you know. “Associated object” means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard’s library, bed linen from a royal suite, or a chunk of marble from a lich’s secret tomb.

“Very familiar” is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell. “Seen casually” is someplace you have seen more than once but with which you aren’t very familiar. “Viewed once” is a place you have seen once, possibly using magic. “Description” is a place whose location and appearance you know through someone else’s description, perhaps from a map.

“False destination” is a place that doesn’t exist. Perhaps you tried to scry an enemy’s sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists.

On Target. You and your group (or the target object) appear where you want to.

Off Target. You and your group (or the target object) appear a random distance away from the destination in a random direction. Distance off target is $1d10 \times 1d10$ percent of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The GM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

Similar Area. You and your group (or the target object) wind up in a different area that’s visually or thematically similar to the target area. If you are heading for your home laboratory, for example, you might wind up in another wizard’s laboratory or in an alchemical supply shop that has many of the same tools and implements as your laboratory. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up anywhere on the plane.

Mishap. The spell’s unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes $3d10$ force damage, and the GM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

Variants

Bender

You cannot *teleport*, you can only *bend space*. You gain a (space) talent as a bonus talent.

Inanimate Teleport

You cannot *teleport* creatures, only objects. You gain Teleport Object as a bonus talent. You must have the *teleport* ability to select this variant.

Limited Warp

You can only *teleport* when within an area that meets a specific condition and can only choose a destination that also matches that condition. Choose one of the following condi-

tions or speak with your GM about finding another appropriate one: you can only *teleport* to and from areas of darkness; you can only *teleport* to and from a body of water; you can only *teleport* to and from fire; you can only *teleport* to and from a living tree. You gain a (teleport) talent as a bonus talent. You must have the *teleport* ability to select this variant.

Personal Warp

You can only target yourself with your *teleport* ability. You cannot gain the Object Teleport or Unwilling Teleport talents. You gain a (teleport) talent as a bonus talent. You must have the *teleport* ability to select this variant.

Splintering Teleport

Whether due to the style of your teleportation, incomplete training, or some other phenomenon, whenever you *teleport* something, it suffers damage in transit. You gain Splinter as a bonus talent and must always apply its effects to your *teleport*. You must have the *teleport* ability to select this variant.

Taxing Teleport

When you *teleport*, you must always apply the augment to increase the distance that you can teleport a target, even if you are *teleporting* a shorter distance. You gain a (teleport) talent as a bonus talent. You must have the *teleport* ability to select this variant.





Weather Sphere

You command the weather to do your bidding.

When you first gain the Weather sphere, you gain the *mantle* and *shroud* sphere abilities. In addition, you gain one (mantle) or (shroud) talent of your choice.

Mantle

Casting Time: 10 minutes

Range: Touch

Duration: Concentration, up to 1 hour

Target: 1 creature

Cost: 0 sp

You wrap your magic around the target, granting them benefits depending on the surrounding weather. While an individual creature can never have more than one *mantle* on them at a time, the creature gains the benefits of all (mantle) talents that you have that are applicable to the weather in the area.

Augment 1 sp: The casting time is reduced to 1 action.

Augment 1 sp: You bestow the effects of one of your (mantle) talents regardless of what the weather is in the area. This augment may be applied multiple times, granting the effects of an additional (mantle) talent each time. You can change a bestowed (mantle) talent once each round as a bonus action.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Shroud

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Target: 1 creature or object

Cost: 0 sp

You alter the weather immediately surrounding the target, applying the effects of one (shroud) talent you know. An individual creature can only be under the effect of one of your shrouds at a time; targeting a creature with a second *shroud* dispels the first. While a *shroud* might produce rain, winds, or more, its effects are not lasting on the environment; any rain evaporates immediately, ice disappears when it leaves the target, etc.

Table: Weather Conditions

Severity	Aridity	Cold	Heat	Precipitation	Storm	Wind
0	None	Temperate	Temperate	None	None	Dead calm
1	Dry	Cold	Hot	Light fog	Thunderclouds	Moderate wind
2	Parched	Extreme cold	Extreme heat	Heavy fog	Storm	Strong wind
3	Drought	Arctic cold	Unbearable heat	Rain, hail, snow	Powerful Storm	Gale wind
4	Desiccating	Supernaturally cold	Supernaturally hot	Torrential rain, driven hail, blizzard	Haboob (A), Typhoon (P)	Tornado winds

Augment 2 sp: The effect persists for the remaining duration without concentration. The effect immediately ends on a shrouded target once they have made 3 successful saving throws against the effect. This augment may be applied after the effect is cast on your turn without an action.

Weather Basic Talents

Talents marked (mantle) grant new effects to your mantle. Talents marked (shroud) give you new shrouds you can bestow. Other talents may be marked with a specific weather category, such as (aridity), (cold), (heat), etc. These talents work best in or modify weather of that type.

Use the Weather Conditions table below as a guideline when determining what the current weather is. More detail and information on the specific mechanics of each weather category and its severities can be found in the Appendix.

Mantle Talents

Backlash (mantle)

Choose one of the options below. While in an area with a weather category of severity 1 or higher, if creatures with your *mantle* are hit by a melee attack, the attacker takes 1d4 damage, provided that they meet the other prerequisites. The type of damage is determined by the weather category. The amount of damage increases at 5th level (1d6), 11th level (1d8), and 17th level (1d10).

- **Biting Wind (wind).** Requires Wind severity 1 or higher. Attackers take piercing damage.
- **Blazing Skin (heat).** Requires Heat severity 1 or higher. Attackers take fire damage.
- **Freezing Skin (cold).** Requires Cold severity 1 or higher. Attackers take cold damage.
- **Lightning Rod (storm).** Requires Storm severity 1 or higher. Attackers take lightning damage.
- **Splashback (precipitation).** Requires Precipitation severity 1 or higher. Attackers take bludgeoning damage and are doused in water.
- **Withering Hide (aridity).** Requires Aridity severity 1 or higher. Attackers take necrotic damage from desiccation.

Augment 1 sp: Increase the number of damage dice by 1 (2d4 at 1st, 2d6 at 5th, etc.).

Dynamic (mantle)

Creatures with your *mantle* gain one of the following abilities:

- **Borne Aloft (wind).** While in an area of Wind of severity 1 or higher, creatures with your mantle may levitate up to 10 feet, remaining suspended there. Mantled creatures can move only by pushing or pulling against a fixed object or surface within reach (which allows them to move as if climbing). They can change their altitude once each turn by up to 10 feet in either direction as part of their move, which increases at 5th level (20 feet), 11th level (40 feet), and 17th level (60 feet). Should the mantle end while levitating, the mantled target floats gently to the ground, falling at a rate of 60 feet per round.
- **Flash Step (storm).** While in an area of Storm of severity 1 or higher, creatures with your mantle can teleport up to 5 feet as a bonus action. If lightning strikes while the mantle is active, the mantled creatures can also teleport as a reaction. The distance mantled creatures can teleport

increases by 5 feet at 5th level (10 feet), 11th level (15 feet), and 17th level (20 feet).

- **Flame Zephyr (heat).** While in an area of Heat of severity 1 or higher, creatures with your mantle gain a +5 feet bonus to all movement modes they possess. The bonus to movement increases by 5 feet at 5th level (+10 feet), 11th level (+15 feet), and 17th level (+20 feet).
- **Fluidity (precipitation).** While in an area of Precipitation of severity 1 or higher, creatures with your mantle gain advantage on Strength (Athletics) and Dexterity (Acrobatics) checks made to resist or escape a grapple. The mantled creatures treat themselves as one size smaller for the purpose of squeezing through tight spaces at 5th level (1 size smaller), 11th level (2 sizes smaller), and 17th level (3 sizes smaller).
- **Ice Skates (cold).** While in an area of Cold of severity 1 or higher, creatures with your mantle can ignore any difficult terrain caused by ice, mud, sand, snow, or water. Additionally, while moving through these terrains, mantled creatures gain a +10 foot bonus to their land speed, increasing by 10 feet at 5th level (+20 feet), 11th level (+30 feet), and 17th level (+40 feet).
- **Sand Swimmer (aridity).** While in an area of Aridity of severity 1 or higher, creatures with your mantle may make Strength (Athletics) checks to swim through sand as if it were water, and gain tremorsense 10 feet. The range of the tremorsense increases by 10 feet at 5th level (20 feet), 11th level (30 feet), and 17th level (40 feet).

Hostile (mantle)

Creatures with your *mantle* gain one of the following abilities:

- **Boreal Glare (cold).** While in an area of Cold of severity 1 or higher, creatures with your mantle may freeze others with just a look. As an Action or bonus action they may make a ranged spell attack roll using your key ability modifier against a single target within 30 feet. Creatures hit take 1d6 cold damage. The gaze attack's cold damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).
- **Desiccant (aridity).** While in an area of Aridity of severity 1 or higher, creatures with your mantle deal an additional 1d4 necrotic damage from desiccation when they hit a creature with a melee attack. The amount of bonus necrotic damage increases at 5th level (1d6), 11th level (1d8), and 17th level (1d10).
- **Fever (heat).** While in an area of Heat of severity 1 or higher, creatures with your mantle deal an additional 1d4 fire damage when they hit a creature with a natural weapon (such as a bite, claw, or slam attack). The amount of bonus fire damage increases at 5th level (1d6), 11th level (1d8), and 17th level (1d10).
- **Hyponatremia (precipitation).** While in an area of Precipitation of severity 1 or higher, creatures with your mantle deal an additional 1d4 poison damage when they



- hit a creature with a ranged weapon. The amount of bonus poison damage increases at 5th level (1d6), 11th level (1d8), and 17th level (1d10).
- **Razor Wind (wind).** While in an area of Wind of severity 1 or higher, creatures with your mantle deal an additional 1d4 slashing damage when they hit a creature with an unarmed strike. The amount of bonus slashing damage increases at 5th level (1d6), 11th level (1d8), and 17th level (1d10).
- **Shock (storm).** While in an area of Storm of severity 1 or higher, creatures with your mantle deal an additional 1d4 lightning damage when they hit a creature with a metal weapon. The amount of bonus lightning damage increases at 5th level (1d6), 11th level (1d8), and 17th level (1d10).

Augment 1 sp: Increase the number of damage dice by 1 (2d4 at 1st, 2d6 at 5th, etc.).

Utility (mantle)

- **Breezespeech (mantle, wind).** While in an area of Wind of severity 1 or higher, creatures with your mantle may talk to other creatures with a Breezespeech mantle as if they were adjacent to each other, regardless of distance or even if one is silenced. This works regardless of distance between them, as long as they are both within an unbroken area of Wind of severity 1 or higher and on the same plane. This allows them to speak and hear each other even if one of them is in an area of magical silence, though it does not allow them to use verbal components in such an area.
- **Defibulation (storm).** While in an area of Storm of severity 1 or higher, creatures with your mantle have advantage on any death saving throw they make.
- **High Energy (heat).** While in an area of Heat of severity 1 or higher, creatures with your mantle gain a number of temporary hit points equal to your proficiency bonus. These temporary hit points replenish at the beginning of each round.
- **Ice Box (cold).** While in an area of Cold of severity 1 or higher, creatures with your mantle and their equipment are protected against decay and can't become undead. Additionally, mantled creatures have their time limit extended on when they can be raised from the dead, since rounds, minutes, and hours spent under the mantle don't count against the time limit of such spells or magic sphere talents and abilities.
- **Light Load (aridity).** While in an area of Aridity of severity 1 or higher, creatures with your mantle may add your proficiency bonus to their Strength score when determining the amount of weight that they can carry.
- **Mist Form (precipitation).** While in an area of Precipitation of severity 1 or higher, creatures with your mantle are immune to opportunity attacks, and can enter and occupy the space of another creature.

Weathercaster (mantle)

Creatures with your *mantle* gain one of the following abilities:

- **Barometric Mantle (any).** Creatures with your mantle may accurately predict the natural weather within 5 miles up to 48 hours into the future, and always therefore know if the weather is being magically manipulated. They also gain advantage on any saving throws against weather effects (including Weather sphere effects, such as shrouds).
- **Clear Skies (any).** Creatures with your mantle treat weather as one step less severe, up to severity level 0. This and other (mantle) talents still work according to the true severity level. The mantled creature treats the weather as one additional step less severe at 5th level (2 steps), 11th level (3 steps), and 17th level (4 steps).

Weatherproof (mantle)

Creatures with your *mantle* gain one of the following abilities:

- **Gelid Body (cold).** While in an area of Cold of severity 1 or higher, creatures with your mantle gain resistance to cold damage and nonmagical slashing damage.
- **Mirage Sheen (heat).** While in an area of Heat of severity 1 or higher, creatures with your mantle gain resistance to nonmagical piercing damage and advantage on Intelligence (Investigation) checks made to disbelieve illusions.
- **Mummified Flesh (aridity).** While in an area of Aridity of severity 1 or higher, creatures with your mantle gain resistance to necrotic damage and nonmagical bludgeoning damage.
- **Nonconductive (storm).** While in an area of Storm of severity 1 or higher, creatures with your mantle gain resistance to lightning damage. Additionally, mantled targets gain advantage on all saving throws made to negate or reduce lightning damage.
- **Sodden (precipitation).** While in an area of Precipitation of severity 1 or higher, creatures with your mantle gain resistance to fire and poison damage. Additionally, mantled targets can also douse nonmagical fires of Tiny size or smaller with a successful melee attack. The mantled target may also douse magical fires, but it requires a successful spellcasting ability check against the fire's spell save DC or sphere DC. The size of the fire they may douse increases by one step at 5th level (Small size), 11th level (Medium size), and 17th level (Large size).
- **Wind Tunnel (wind).** Ranged weapon attacks made against creatures with your mantle while in an area of Wind of severity 1 or higher are made with disadvantage. Additionally, mantled creatures do not automatically miss when launching ordinary projectiles at targets behind a wind wall (or similar effect).

Shroud Talents

Arctic's Cold (shroud, cold)

You can place one of the following shrouds on a target:

- **Black Ice.** Placing this shroud on a target causes ice to form around its limbs, reducing its movement speed by half. A creature whose speed would be reduced to less than 5 feet is restrained.
- **Diamond Dust.** Placing this shroud on a target causes the air around it to suddenly be filled with ice crystals.

For the duration, at the end of your turn, the shrouded target takes 1d6 cold damage. Affected targets may avoid this damage with a successful Constitution saving throw, but if the final spell point cost of your shroud is 1 or more spell points, a successful save instead reduces the damage by half. The cold damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).

- **Karakaze.** Placing this shroud on a target that creates a cold dry mountain wind that numbs it, imposing a -2 penalty to AC and Dexterity saving throws they make.

Coast's Precipitation (shroud, precipitation)

You can place one of the following shrouds on a target:

- **Drench.** Placing this shroud on a target causes a small cloud to follow it, pouring rain constantly. Unless the target spends a bonus action to dry off each round, an action that provokes an opportunity attack, its movement speed is reduced by half, it has disadvantage on saving throws against Cold weather effects, and is considered doused or wet.
- **Drown.** Placing this shroud on a target creates a torrent of water that sprays its way into every orifice in an attempt to drown the target. For the duration, at the end of your turn, the shrouded target must succeed on a Constitution saving throw or take 1d8 nonmagical bludgeoning damage. Targets who took bludgeoning damage last round from the shroud, and fail their saving throw are poisoned for one round. Creatures who can breathe water are immune to the effect of this shroud. The bludgeoning damage increases by 1d8 at 5th level (2d8), 11th level (3d8), and 17th level (4d8).
- **Rip Current.** Placing this shroud on a target envelops them in water, incapacitating the victim, leaving them vulnerable to drowning. For the duration, at the end of your turn, the shrouded target must make a Constitution saving throw. A creature which fails this save is considered grappled for one round. Creatures who fail two saving throws become poisoned for as long as they are grappled. Creatures who fail three saving throws become restrained for the duration of the grapple. Succeeding at a save releases a creature from the grapple but does not end the effect. Creatures who can breathe both water and air are immune to the effects of this shroud, while creatures that can only breathe water have advantage on the saving throws.

Desert's Aridity (shroud, aridity)

You can place one of the following shrouds on a target:

- **Dust Cloud.** Placing this shroud on a target fills the air of its space with dry dust. For the duration, at the end of your turn, the shrouded target must succeed a Constitution saving throw or be poisoned for the round.
- **Illuminating Shaft.** Placing this shroud on a target creates a beam of light to reveal its position, imposing disadvantage on all Dexterity (Stealth) checks they make.
- **Sirocco.** Placing this shroud on a target that creates a constant desiccating wind that saps its strength. The shrouded target must succeed a Constitution saving throw or be inflicted with level 1 exhaustion that lasts

for the duration of the shroud. A successful Constitution saving throw will immediately end the shroud, with no further effect. The level of exhaustion inflicted by a failed Constitution saving throw increases by 1 at 5th level (level 2 exhaustion), 11th level (level 3 exhaustion), and 17th level (level 4 exhaustion).

Forest's Storm (shroud, storm)

You can place one of the following shrouds on a target:

- **Crackling Arc.** Placing this shroud on a target causes it to be veiled in plasma that leaps to strike another creature. For the duration, at the end of your turn, you can choose one creature (other than the shrouded target) within shroud range of the target to take 1d6 lightning damage. Affected creatures may avoid this damage with a successful Dexterity saving throw, but if the final spell point cost of your shroud is 1 or more spell points, a successful save instead reduces the damage by half. If you do not choose a creature to deal lightning to, the plasma discharges harmlessly that round. Regardless of how many Crackling Arc shrouds you have active at a time, no individual creature can be damaged by this shroud more than once per round. If this shroud has a duration other than concentration, the effect immediately ends once an individual creature has made 3 successful saving throws against the effect. The lightning damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).
- **Personal Thunderhead.** Placing this shroud on a target creates a thundercloud that follows it and periodically emits bursts of loud thunder. For the duration, at the end of your turn, the shrouded target takes 1d6 thunder damage. Affected targets may avoid this damage with a successful Constitution saving throw, but if the final spell point cost of your shroud is 1 or more spell points, a successful save instead reduces the damage by half. The thunder damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Intensified Weather (shroud)

Upon placing this *shroud* on a target, choose Aridity, Cold, Heat, Precipitation, or Wind. The shrouded target suffers the effect of that weather category at severity level 1; see the Control Weather advanced talent. If the target is already in weather of the chosen category at the same severity or higher, it suffers the effect of the chosen type of weather as if it were one step more severe (maximum severity level 4). You can apply this *shroud* multiple times to a single target, choosing a different weather category each time. You can choose to increase the severity level of the chosen weather category by an additional one step at 5th level (severity level 2), 11th level (severity level 3), and 17th level (severity level 4).

Mountain's Wind (shroud, wind)

You can place one of the following shrouds on a target:

- **Battering Winds.** Placing this shroud on a target imposes disadvantage on ranged weapon attack rolls and Dexterity saving throws.
- **Biting Wind.** Placing this shroud on a target imposes disadvantage on Wisdom (Perception) checks based on sight.

- **Squamish.** Placing this shroud on a target creates a constant forceful wind that shoves it around. For the duration, at the end of your turn, the shrouded target is moved 5 feet in the direction of your choosing. A successful Strength saving throw prevents this forced movement. The distance moved on a failed Strength saving throw increases by 5 feet at 5th level (10 feet), 11th level (15 feet), and 17th level (20 feet).

Swamp's Heat (shroud, heat)

You can place one of the following shrouds on a target:

- **Fata Morgana.** Placing this shroud on a target imposes disadvantage on all saving throws against illusions and Intelligence (Investigation) checks made to disbelieve illusions.
- **Glare.** Placing this shroud on a target causes bright light to blind it. For the duration, at the end of your turn, the shrouded target must succeed a Wisdom saving throw or be blinded for the round.
- **Heat Stroke.** Placing this shroud on a target creates a region of intense heat around it. For the duration, at the end of your turn, the shrouded target takes 1d6 fire damage. Affected targets may avoid this damage with a successful Constitution saving throw, but if the final spell point cost of your shroud is 1 or more spell points, a successful save instead reduces the damage by half. The fire damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).



Weather Advanced Talents

Climate

Prerequisites: Universal sphere (Reaching (metasphere)), Weather sphere (Control Weather), 11th level or higher.

When using Control Weather, the duration becomes Concentration up to 8 hours.

Augment 3 sp: the range increases to 1 mile.

Augment 4 sp: (requires 15th level): the range increases to 5 miles.

Control Weather

Casting Time: 10 minutes

Range: 30 feet

Duration: Concentration, up to 1 hour

Cost: 0 sp

For the duration, you take control of the weather, affecting only the area within range. If you are in a confined area, such as inside a building, your control only extends to the edge of that space.

When using control weather, you change the weather conditions, which are determined by the GM based on the climate, location, and season. When you change the weather conditions, find the current condition on the following tables and change its severity by one step, up or down. Every 10 minutes that you use control weather, you can further increase or decrease the severity by one, up to the maximum severity of 1. The maximum severity you can create increases by 1 when you reach 5th level (severity level 2), 11th level (severity level 3), and 17th level (severity level 4).

Each category of weather (aridity, cold, heat, precipitation, and wind) has 5 steps of severity (0-4). Temperature is divided between 'Heat' and 'Cold', each with 5 steps of severity. (If the temperature is lowered below severity 0 of Heat, it becomes severity 1 of Cold.) Likewise, humidity is divided between 'Precipitation' and 'Aridity', which follows a similar setup. An average day of no wind, and unremarkable humidity and temperature is assumed to be at severity level 0 for all categories. Information on each category of weather and their severities can be found in the Appendix.

When the duration of control weather ends, the severity of the altered weather returns to normal at the rate of one step every 10 minutes.

Augment 1 sp: The casting time of control weather becomes an action.

Augment 2 sp: The effect persists for the remaining duration without concentration. This augment may be applied after the effect is cast on your turn without an action.

Stormlord

Prerequisites: Weather sphere (Control Weather)

When using control weather to create a Storm of severity level 1 or higher, you choose the locations of the effects, such as lightning; they are no longer chosen at random.

Sudden Storm

Prerequisites: Universal sphere (Quicken (metasphere)), Weather sphere (Control Weather)

Every minute that you use control weather, you can further increase or decrease the severity by one, up to your maximum or minimum severity.

Augment 1 sp: Every round that you use control weather, you can further increase or decrease the severity by one, up to your maximum or minimum severity.

Variants

Aeromancy

Instead of gaining a (mantle) or (shroud) talent when you first gain the Weather sphere, you gain the Control Weather advanced talent and ability.

Focused Weather

Choose a weather category from: aridity, cold, heat, precipitation, or wind. When using (mantle) or (shroud) talents or abilities, you are limited to those marked with (any) or the chosen weather category. If you have the Control Weather advanced talent, you can only modify the severity level of the chosen weather category, or decrease the opposing weather category to become your chosen weather category. For example, if you chose (heat), and you have the Control Weather advanced talent, you can modify the heat severity between levels 0 and 4, or you can decrease cold severity levels to reach heat severity levels. You gain a bonus talent from the Weather sphere when you gain this sphere variant.

Appendix: Weather Categories

The weather categories below are based upon existing rules for controlling or handling weather, but there are some key changes, particularly in relation to ability checks or saving throw DCs. When using the Weather sphere to magically alter the weather, all ability check or saving throw DCs are always equal to the spherecaster's sphere DC. When using naturally occurring weather, we recommend using the DCs listed in the Weather Conditions table below, especially if you are using these weather severity rules.

Table: Weather Conditions

Severity	Aridity	Cold	Heat	Precipitation	Wind	Storm*	DC
0	None	Temperate	Temperate	None	Dead calm	None	0
1	Dry	Cold	Hot	Light fog	Moderate wind	Thunderclouds	5
2	Parched	Extreme cold	Extreme heat	Heavy fog	Strong wind	Storm	10
3	Drought	Arctic cold	Unbearable heat	Rain, hail, snow	Gale wind	Powerful Storm	20
4	Desiccating	Supernaturally cold	Supernaturally hot	Torrential rain, driven hail, blizzard	Tornado winds	Haboob (A), Typhoon (P)	30

*Storms are not raised and lowered on their own, but are instead the product of raising both Precipitation or Aridity and Wind together. For example, to create a level 2 Storm, both Wind and Precipitation or Aridity must be raised to level 2.

Aridity

Aridity is the opposite of Precipitation. If the Precipitation is lowered below severity 0 of Precipitation it becomes severity 1 of Aridity, and vice versa.

Water left in open air loses about an inch of height per day for every level of combined severity between Aridity and Heat. This becomes 2 inches per combined level at Aridity severity level 3, and 4 inches per combined level for Aridity severity 4.

Immunities

Creatures naturally adapted to arid climates treat Aridity weather conditions as 1 severity level less. Creatures with resistance to necrotic damage treat Aridity weather conditions as 2 severity levels less. Creatures immune to necrotic damage automatically succeed on any saving throws made against Aridity weather conditions.

Severity 0

In normal conditions (Aridity severity level 0), a character can go without water for 1 day plus a number of hours equal to their Constitution score. After this time, the character must succeed at a Constitution saving throw each hour thereafter or gain one level of exhaustion.

Severity 1

At Aridity severity level 1 and greater, all creatures gain disadvantage on any Constitution saving throws against exhaustion due to dehydration. Additionally, each additional time that the Constitution saving throw is made during the same 24 hours, the DC increases by 1.

Severity 2

At Aridity severity level 2, all creatures must drink twice as much water each day to stay healthy, and the amount of time a character can go without water before they must begin attempting Constitution saving throws, as well as the time between checks, is cut in half (12 + 1/2 Constitution score hours, checks every 30 minutes).

Severity 3

At Aridity severity level 3, the amount of time a character can go without water before they must begin attempting Con

stitution saving throws, as well as the time between checks, is cut in half again (6 + 1/4 Constitution score hours, checks every 15 minutes).

Severity 4

At Aridity severity level 4, the amount of time a character can go without water before they must begin attempting Constitution saving throws is reduced to 1 hour, and the time between checks is reduced to once every minute. In addition to gaining a level of exhaustion for failing their Constitution saving throw, the character also takes necrotic damage equal to their level. This damage is caused from desiccation, and cannot be healed until they have consumed the necessary water.

Cold

Cold is the opposite of Heat. If the Heat is lowered below severity 0 of Heat it becomes severity 1 of Cold, and vice versa.

Immunities

Creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates treat Cold weather conditions as 1 severity level less. Creatures with resistance to cold damage treat Cold weather conditions as 2 severity levels less. Creatures immune to cold damage automatically succeed on any saving throws made against Cold weather conditions.

Severity 0

In temperate conditions (Cold severity level 0), characters are generally comfortable in common clothing without many layers.

Severity 1

At Cold severity level 1, the temperature is between 40 and 0 degrees Fahrenheit (4 to -18 Celsius). Characters exposed to the cold must succeed a Constitution saving throw at the end of every 4 hours exposed or gain 1 level of exhaustion. Each time that the check is made during the same 24 hours, the DC increases by 1.

Severity 2

At Cold severity level 2, the temperature is between 0 and -40 degrees Fahrenheit (-18 to -40 Celsius). Characters exposed to this extreme cold must succeed the Constitution saving throw at the end of every hour exposed.

Severity 3

At Cold severity level 3, the temperature is between -40 and -120 degrees Fahrenheit (-40 to -85 Celsius). Characters exposed to this arctic cold must succeed the Constitution saving throw at the end of every 10 minutes exposed. Creatures that roll a natural 1 on their saving throw (regardless if they passed or failed their saving throw) take 1d8 cold damage.

Severity 4

At Cold severity level 4, the temperature is below -120 degrees Fahrenheit (-85 Celsius). Characters exposed to this supernatural cold must succeed the Constitution saving throw at the end of every minute exposed, and those that fail also take 4d8 cold damage. Any cold damage taken from failing this saving throw cannot be healed until warmed up or in an area of Cold severity level 1 or less.

Heat

Heat is the opposite of Cold. If the Cold is lowered below severity 0 of Cold it becomes severity 1 of Heat, and vice versa.

Immunities

Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on any saving throws against Heat weather conditions. Creatures wearing warm weather gear (loose linen clothing, loose head covering, and the like) and creatures naturally adapted to hot climates treat Heat weather conditions as 1 severity level less. Creatures with resistance to fire damage treat Heat weather conditions as 2 severity levels less. Creatures immune to fire damage automatically succeed on any saving throws made against Heat weather conditions.

Severity 0

In temperate conditions (Heat severity level 0), characters are generally comfortable in common clothing without many layers.

Severity 1

At Heat severity level 1, the temperature is between 80 and 100 degrees Fahrenheit. Characters exposed to the heat must succeed a Constitution saving throw at the end of every 4 hours exposed or gain 1 level of exhaustion. Each time that the check is made during the same 24 hours, the DC increases by 1.

Severity 2

At Heat severity level 2, the temperature is between 100 and 140 degrees Fahrenheit (26 to 38 Celsius). Characters exposed to this extreme heat must succeed the Constitution saving throw at the end of every hour exposed.

Severity 3

At Heat severity level 3, the temperature is between 140 and 180 degrees Fahrenheit (38 to 82 Celsius). Characters exposed to this unbearable heat must succeed the Constitution saving throw at the end of every 10 minutes exposed. Creatures that roll a natural 1 on their saving throw (regardless if they passed or failed their saving throw) take 1d8 fire damage.

Severity 4

At Heat severity level 4, the temperature is above 180 degrees Fahrenheit (82 Celsius). Characters exposed to this supernatural heat must succeed the Constitution saving throw at the end of every minute exposed and those that fail also take 4d8 fire damage. Any fire damage taken from failing this saving throw cannot be healed until cooled down or in an area of Heat severity level 1 or less.

Precipitation

Precipitation is the opposite of Aridity. If the Aridity is lowered below severity 0 of Aridity, it becomes severity 1 of Precipitation. If the Precipitation is lowered below severity 0 of Precipitation, it becomes severity 1 of Aridity.

Severity 0

In normal conditions (Precipitation severity level 0), a character will generally not be wet, but will instead be more or less dry. If there are clouds, they do not significantly impact visibility.

Severity 1

At Precipitation severity level 1, there is a combination of light clouds or ground fog, lightly obscuring flying creatures in the clouds, or creatures in the ground fog.

Severity 2

At Precipitation severity level 2, there is a combination of overcast clouds or thick fog, heavily obscuring flying creatures in the clouds, or creatures in the thick fog. Vampires and other creatures with similar vulnerabilities do not suffer the ill effects of sunlight while in an area with overcast clouds.

Severity 3

At Precipitation severity level 3, there is either rain (if Heat severity 1 or higher), hail (if Cold/Heat severity 0), or snow (if Cold severity 1 or higher). The affected area is lightly obscured, and all exposed flames are doused.

Severity 4

At Precipitation severity level 4, there is either torrential rain (if Heat severity 1 or higher), driving hail (if Cold/Heat severity 0), or blizzard (if Cold severity 1 or higher). The affected area is heavily obscured, all exposed flames are doused, the ground is slick and considered difficult terrain, and finally other creatures concentrating in the area must make Constitution saving throws vs the effect or lose concentration.

Storm

Unlike other weather conditions, Storm severity only rises when both humidity (Aridity/Precipitation) and Wind is raised. For example, to reach Storm severity 1, both Wind and either Aridity or Precipitation must also be 1 or higher. This means that the effects of a storm are cumulative with the effects of both the Wind and the Aridity/Precipitation.

Severity 1

At Storm severity 1, there are thunderclouds. Once every 10 minutes, there is a discharge of mostly harmless electrical energy that strikes a random space within the area creating a loud clap of thunder that deafens nearby creatures. While the electrical energy itself is not particularly dangerous, any creature within 5 feet of where the bolt struck must succeed a Constitution saving throw. A creature takes 1d4 thunder damage on a failed save and is deafened for 1 round. A creature is only deafened for 1 round on a successful save.

Severity 2

At Storm severity 2, there is an actual storm. Once every minute, a bolt of lightning randomly strikes a square with lightning. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much on a successful one.

Severity 3

At Storm severity 3, there is a powerful storm. This is just like Storm severity 2, except that the bolts of lightning strikes a random square once every round, and that the bolts of lightning deal 6d10 lightning damage on a failed save, or half as much on a successful one.

Severity 4

At Storm severity 4, there is either a Haboob (if Aridity severity 4) or a Typhoon (if Precipitation severity 4). A haboob creates heavy obscurity in the area, and creatures in the area suffer 1d6 slashing damage each round, and must make a Constitution saving throw each round or be poisoned for 1 minute. A typhoon creates light obscurity in the area, and creatures must make a Strength saving throw each round or suffer 2d6 bludgeoning damage, or half as much on a successful save. Cover can protect a target from a haboob or typhoon.

Wind

In a dead calm (Wind severity level 0), there is insufficient wind for vehicles to move under sail. If there is a breeze, it won't significantly impact the area.

Severity 1

At Wind severity level 1, there is a moderate wind that has a 50% chance of extinguishing exposed flames of Tiny size or smaller, such as candles.

Severity 2

At Wind severity level 2, the area imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. The wind also extinguishes open flames, and disperses fog. Additionally, Wind at severity 2 or higher makes flying require a Strength (Athletics) or Dexterity (Acrobatics) check against the weather effect. Those that fail, must land at the end of its turn or fall. If a strong wind is present in an area with a lot of loose debris (such as sand in a desert), the area also imposes disadvantage on Wisdom (Perception) checks that rely on sight.

Severity 3

At Wind severity level 3, there is a gale force wind that is powerful enough to bring down branches if not whole trees. Such winds in addition to extinguishing open flames have a 75% chance to extinguish protected flames, such as lanterns. Common ranged weapon attacks are impossible, and even siege weapons suffer disadvantage on their ranged attack rolls. The area also imposes disadvantage on all Wisdom (Perception) checks. Creatures that are Medium sized or smaller must make a Strength (Athletics) check to move against the winds. Creatures that are Small sized or smaller that fail this check are knocked prone and rolled 1d4 x 10 feet taking 1d4 bludgeoning damage per 10 feet.

Severity 4

At Wind severity level 4, there are tornado winds. All flames are extinguished. All ranged attacks are impossible (even with siege weapons), Wisdom (Perception) checks based on hearing always fail, and the area is lightly obscured. Creatures that are Huge sized or smaller must make a Strength (Athletics) check to move against the winds. Creatures that are Large sized or smaller that fail this check are picked up and thrown 2d4 x 10 feet taking 1d8 bludgeoning damage per 10 feet after being knocked prone. Flying in this area is impossible; a flying creature in tornado winds must land at the end of their turn or fall.

Chapter 5

Additional Rules

Feats

Additional Boon

Prerequisite: Casting tradition.

You have unlocked a new boon that augments your casting tradition. You gain the following benefits:

- You gain a casting tradition boon for which you meet the prerequisites.

Extra Magic Talent

Prerequisite: Spell pool.

You have devoted yourself to broadening your magical skills. You gain the following benefits:

- Increase your key ability score by 1, to a maximum of 20.
- You gain a bonus magic talent.

You can gain this feat multiple times.

Extra Spell Points

Prerequisite: Spell pool.

Your reserves of magical energy are deeper than most. You gain additional spell points equal to your proficiency bonus. These spell points are refreshed as normal when completing a long rest.

Magical Training

Prerequisite: Cannot have a casting tradition, must have a 13 or higher in the key ability of the tradition you choose with this feat.

You have training in a magical tradition, unlocking some basic proficiency. You gain the following benefits:

- You gain a casting tradition.
- You gain a spell pool with a number of spell points equal to your key ability modifier. These spell points are refreshed once per day when completing a long rest.

If you ever gain the spherecasting feature from class levels or other sources, you immediately exchange this feat for either the Extra Magic Talent, Extra Spell Points, or Magical Expertise feat.

Magical Expertise

Prerequisite: Spell pool.

You have mastered a great many magical skills. You gain two bonus magic talents of your choice. You can gain this feat multiple times.

Photosynthesis

Prerequisites: Constitution 13 or higher, Light sphere.

After a long period of meditation, you have learned how to harness the power of light. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- If you are in an area of bright light, you can expend a Hit Die to heal as a bonus action. You can do this once per short or long rest.
- If you complete a short or long rest in an area of bright light, any Hit Dice you expend to heal as part of that rest are maximized.
- So long as you spend at least one full hour in an area of bright light, you gain all the nourishment you need and do not need to eat or drink that day.

Transformation

Whether by inheritance, curse, gift, or training, you have the ability to assume another form.

You gain the shapechanger tag.

Choose one Alteration sphere (genotype) talent other than Blank Form. As an action, you can assume the form of a single creature that can be mimicked with this talent, as the shape-shift ability. The same creature (wolf, spider, treant, etc.) is mimicked with the same appearance each time, although you can make cosmetic changes to your form if you possess the Blank Form (genotype) talent. The chosen form may be the same as your base size, or else Medium or Small. This transformation lasts until you choose to revert to your original form as an action.

You gain all the abilities granted by this form (movement modes, natural attacks, special abilities, etc.). At 5th, 11th, and 17th level, you can gain one trait while in this form, chosen from either those available from the chosen (genotype) talent, those granted by an Alteration talent that you possess, or pos-

sibly those deemed suitable by the GM for your chosen form. These cannot be traits that cost spell points to apply (such as frightful presence from Dragon (genotype)). Once chosen, these traits are granted each time you transform and may not be changed.

Venomous Soul

Prerequisites: Alteration sphere (Serpentine (genotype) or Vermin (genotype) talents) or racial poison ability.

You gain the following benefits:

- You can spit your poison as a ranged attack with a normal range of 20 feet and a long range of 60 feet. Treat the poison as a contact poison for this ability.
- Any creature that makes a critical hit against you with a piercing or slashing melee weapon is sprayed with your poison (treat the poison as a contact poison for this application). Melee weapons with the reach property don't endanger their users in this way if the user is not adjacent to you.
- You can apply your poison to a weapon or unarmed strike by dipping it in your own blood as a bonus action. This requires dealing 1d4 damage to yourself as part of the bonus action unless you are below half your maximum hit points.

Sidekicks

This section provides a straightforward way to add a special NPC—called a sidekick—to the group of adventurers. These rules take a creature with a low challenge rating and give it levels in a sidekick class, such as the Spherecaster.

Creating A Sidekick

A sidekick can be any type of creature with a stat block, but the challenge rating in its stat block must be 1/2 or lower. Some sidekick classes may have additional prerequisites. You take that stat block and add to it, as explained in the “Advancing A Sidekick” section.

To join the adventurers, the sidekick must be the friend of at least one of them. This friendship might be connected to a character's backstory or to events that have transpired in play. For example, a sidekick could be a childhood friend or pet, or it might be a creature the adventurers saved. The GM determines whether there is sufficient trust established for the creature to join the group.

- The GM decides who plays the sidekick. Here are some options:
- A player plays the sidekick as their second character—ideal when you have only one or two players.
- A player plays the sidekick as their only character—ideal for a player who wants a character who's simpler than a typical player character.
- The players jointly play the sidekick.
- The GM plays the sidekick.

Advancing A Sidekick

When you create a sidekick, you choose the class it will have for the rest of its career: while other sidekick classes exist, Spheres of Power provides the Spherecaster,

which is detailed below. If a sidekick class contains a choice, the GM either makes the choice or let the players make it.

Starting Level

The starting level of a sidekick is the same as the average level of the group. For example, if a 1st-level group starts out with a sidekick, that sidekick is also 1st level, but if a 10th-level group invites a sidekick to join them, that sidekick starts at 10th level.

Leveling Up A Sidekick

Whenever a group's average level goes up, the sidekick gains a level. It doesn't matter how much of the group's recent adventures the sidekick experienced; the sidekick levels up because of a combination of the adventures it shared with the group and its own training.

Leadership Sphere & Sidekicks

Sidekicks created or gained through the Leadership sphere from Spheres Of Might have different rules regarding the level of their sidekicks. As such, sidekicks that are acquired through that sphere, should utilize those rules in regards to sidekick level, not the ones presented here. In all other aspects, sidekicks are generally the same whether they use a sidekick class published here or in another book.

Hit Points

Whenever the sidekick gains a level, it gains one Hit Die, and its hit point maximum increases. To determine the amount of the increase, roll the Hit Die (the type of die appears in the sidekick's stat block), and add its Constitution modifier. It gains a minimum of 1 hit point per level.

If the sidekick drops to 0 hit points and isn't killed outright, it falls unconscious and subsequently makes death saving throws, just like a player character.

Proficiency Bonus

The sidekick's proficiency bonus is determined by its level in its class, as shown in the class's table. Whenever the sidekick's proficiency bonus increases by 1, add 1 to the to-hit modifier of all the attacks in its stat block, and increase the DCs in its stat block by 1.

Ability Score Increases

Whenever the sidekick gains the Ability Score Improvement feature, adjust anything in its stat block that relies on an ability modifier that you increase. For example, if the sidekick has an attack that uses its Strength modifier, increase the attack's modifiers to hit and damage if the Strength modifier increases. If it's unclear whether a melee attack in the stat block uses Strength or Dexterity, the attack can use either.

Spherecaster

The Spherecaster is as diverse an individual as their casting tradition. They could be a mage, a priest, or a spellsworn. To gain the Spherecaster class, a creature must have at least one language in its stat block that it can speak. A sidekick gains the following class features as it gains levels, as summarized on the Spherecaster table.

Bonus Proficiencies

1st-level Spherecaster feature

The sidekick gains proficiency in one saving throw of your choice: Intelligence, Wisdom, or Charisma. In addition, the sidekick gains proficiency in two skills of your choice from the following list: Arcana, History, Insight, Medicine, Nature, Performance, Persuasion, and Religion.

Spherecasting

1st-level Spherecaster feature

The sidekick can combine spheres and talents to create magical effects. They gain a spell pool, magic talents, and a casting tradition.

Spell Pool

The sidekick gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their key ability modifier (minimum: 1). The spherecaster gains additional spell points equal to half their spherecaster level (rounded

down). This pool replenishes once per day after a long rest. (Note: sidekicks generally never multiclass, but if multiclassing, spell points from their key ability modifier are only gained once.)

Magic Talents

The sidekick gains 1 magic talent every odd spherecaster level they gain (1, 3, 5, etc.), according to **Table: Spherecaster**.

Casting Tradition

If the sidekick does not already have a casting tradition, they gain one at 1st level. A sidekick's casting tradition determines their key ability modifier. The sidekick also uses their key ability modifier for spherecaster class abilities.

Ability Score Improvement

4th-level Spherecaster feature

At 4th level and again at 8th, 10th, 12th, 16th, and 19th level, the sidekick increases one ability score of your choice by 2, or the sidekick increases two ability scores of your choice by 1. The sidekick can't increase an ability score above 20 using this feature.

Table: Spherecaster

Level	Proficiency Bonus	Features	Spell Points	Magic Talents
1	+2	Bonus Proficiencies, Spherecasting	0	1
2	+2	—	1	1
3	+2	—	1	2
4	+2	Ability Score Improvement	2	2
5	+3	—	2	3
6	+3	Spherecaster Recovery (1 use)	3	3
7	+3	—	3	4
8	+3	Ability Score Improvement	4	4
9	+4	—	4	5
10	+4	—	5	5
11	+4	—	5	6
12	+4	Ability Score Improvement	6	6
13	+5	—	6	7
14	+5	Spherecaster Recovery (2 uses)	7	7
15	+5	—	7	8
16	+5	Ability Score Improvement	8	8
17	+6	—	8	9
18	+6	—	9	9
19	+6	Ability Score Improvement	9	10
20	+6	Focused Casting	10	10



Spherecaster Recovery

6th-level Spherecaster feature

When a sidekick finishes a short rest, they regain a number of spell points equal to their proficiency bonus. When it uses this feature, it can't use the feature again until it finishes a long rest. The sidekick can use this feature twice between long rests starting at 14th level.

Focused Casting

20th-level Spherecaster feature

Taking damage can't break the sidekick's concentration on a magic sphere effect or spell.

Wild Magic

Your wild magic chance is the likelihood of a wild magic event occurring whenever you cast a spell, use a magic item that requires activation, or use an ability from a magic sphere. It can increase or decrease through a variety of sources such as class abilities, feats, boons, and drawbacks, but it can never be reduced below 0.

When you use such a triggering ability, roll a d100. If you roll at or below your wild magic chance, a wild magic event occurs. A wild magic event counts as a spell or magic sphere effect, but its results are random, requiring a roll on one of the tables below. If your wild magic chance is over 100, then a wild magic event automatically happens, then reduce your wild magic chance by -100 and roll to see if a second wild magic event also occurs. If two events have conflicting results, the GM decides what happens. If not using the major event rules (see Variant Rules), then no effect may have a wild magic chance above 200%.

If an event calls for a saving throw, the saving throw DC is equal to the saving throw DC of whatever effect triggered the wild magic roll (or 8 + the originator's proficiency bonus + their key ability modifier/highest mental ability score, if there was no save DC). A caster's resistance or immunity never applies to wild magic events that they trigger.

Wild magic cantrips: If you possess the wild magic drawback, any wild magic talent, or another ability that imposes a wild magic chance on your casting abilities, you can always choose a target within 30 feet as an Action to roll 1d100 on the cantrips wild magic table. Use your normal sphere DC for any cantrip results that call for a saving throw.

Augment 1 sp: You can use this ability as a bonus action.

Augment 1 sp: You can roll twice and choose either result.

Augment 1 sp: You can instead roll on the general wild magic table.

Variant Rules

If the Game Master so desires, they can use any of the following variant rules:

Dangerous concentration: When someone with a wild magic chance fails a Constitution saving throw to maintain concentration, the GM may decide to make a wild magic roll to see if the breaking of concentration triggers an event.

Major events: If the GM desires, wild magic chances can go above 200%, and a chance of 200% or more might result in a major event. These events are significantly greater in scope,

and might permanently alter a character, or even the world itself. Creating a major wild magic event reduces the caster's wild magic chance by -200 when determining if a roll is still required for a minor event as well.

Wild Magic Tables

Universal Wild Magic Table

D100	Result
1	The effect fails and the action is lost. Spell points or spell slots are also lost.
2	You are treated as if you had the Verbal Casting drawback until you complete a long rest.
3	You are treated as if you had the Draining Casting drawback until you complete a long rest.
4	For 1 minute, all spells and sphere effects cast within 30 feet of you (including yours) are treated as if the caster's proficiency bonus was reduced by an amount equal to your proficiency bonus.
5	All creatures within 30 feet of you gain immunity to the magical effects of all spheres you do not possess for 1 minute.
6	All creatures within 30 feet must succeed on a Wisdom saving throw or have their proficiency bonus reduced to 0 for 1 minute.
7	A creature of your choice within 300 feet is treated as if it had the Draining Casting drawback until it completes a long rest.
8	For 1 minute you leave behind a glowing trail of flame. Any creature that passes through a space you were in the previous turn takes 1d10 fire damage. A creature may only take this damage once per turn.
9	You permanently change color to a random hue. Roll 1d6 to determine the color: 1: blue, 2: green, 3: red, 4: yellow, 5: pink, 6: your choice.
10	For 1 minute, all your magic sphere effects are treated as if their damage rolls were always their maximum value.
11	Your arms and legs are replaced by tentacles for 1 minute. These tentacles cannot hold anything or supply somatic components, and your base speed becomes 10 feet and you gain a climb speed of 20 feet. Your tentacles are considered simple weapons that deal 1d4 bludgeoning damage and have the reach property.
12	All creatures within 120 feet of you must succeed on a Dexterity saving throw or fall prone. Flying creatures instead fall 50 feet.
13	Nearby dead invertebrates of Tiny size and smaller animate as undead and follow you for 1 hour. Their noise imposes disadvantage on Stealth checks.

<i>Droo</i>	<i>Result</i>
14	A creature of your choice within 300 feet is treated as if it had the Somatic Casting drawback until it completes a long rest.
15	For 1 minute, all sphere effects cast by you have any damage dice rolled treated as having rolled their minimum value.
16	Whenever you take damage, you gain resistance to that damage type until the end of your next turn or until you take a different type of damage. This effect lasts until you complete a long rest.
17	All creatures within 30 feet of you are struck by lightning, suffering 1d6 lightning damage. A successful Dexterity saving throw negates this damage. The lightning damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).
18	The effect is cast without any action required.
19	You grow extremely hungry and must succeed on a Constitution saving throw each hour or be compelled to eat a day's worth of food during that hour. Failure to do so inflicts 1 level of exhaustion (to a maximum of level 5). A successful save ends this effect.
20	The effect is cast as a bonus action unless its casting time would be shorter.
21	All creatures within 30 feet of you at the time of this event become frightened for 1 round whenever they see a mouse. This effect persists for 1 week.
22	You are restrained until the end of your next turn.
23	A shadow twin of you appears adjacent to you. This twin possesses all of your abilities and equipment, though only 1 hit point. This twin aids you for 1 minute or until reduced to 0 hp. At that time, the twin and all its equipment disappear and any non-instantaneous magical effect it created also disappears.
24	Roll twice and take both results. Ignore any results that require rerolls. If both rolls are thus ignored, there is no effect.
25	For 1 minute, all sphere effects cast within 300 feet of you have any damage dice rolled treated as having rolled their maximum value.
26	An illusory minstrel follows you for 1 hour, singing loudly of your deeds.
27	Your perception of time slows, allowing you to take two bonus actions per round for 1 minute.
28	You are treated as if you had the Somatic Casting drawback until you complete a long rest.
29	A random creature within 30 feet forgets everything that has happened in the last 24 hours.

<i>Droo</i>	<i>Result</i>
30	You gain immunity to any magical effect you are capable of creating for 1 minute.
31	Whenever you take damage, you gain vulnerability to that damage type until the end of your next turn or until you take a different type of damage. This effect lasts until you complete a long rest.
32	The spell point cost of the triggering effect increases by 1. If you do not have enough spell points, you are instead unable to take actions or bonus actions until the end of your next turn.
33	Any food carried by you at the time of casting becomes infested with maggots and inedible.
34	All hostile creatures within 30 feet of you gain immunity to all magical effects of all spheres you do not possess for 1 minute.
35	All creatures within 100 feet are surrounded by a barrier just large enough for them to stand in, but otherwise holds them in place. This barrier lasts for 1 minute or until destroyed. It has 5 hit points.
36	You cannot take bonus actions for 1 minute.
37	For 1 minute, all sphere effects that require an action to cast that are cast within 120 feet of you can be cast as a bonus action instead. You can always choose to use the normal casting time instead.
38	Your body turns plantlike. You gain the plant creature type for 1 hour and are immune to the charmed, frightened, and unconscious conditions, but all your movement speeds are reduced by 10 feet.
39	You gain the Empowered Abilities boon for 1 hour.
40	All creatures within 30 feet of you gain immunity to the magical effects of all spheres you possess for 1 minute.
41	You are treated as if you had the Extended Casting drawback until you take a long rest.
42	You suffer 50% spell failure chance for 1 minute. Any attempt to cast a spell or sphere effect has a 50% chance to fail, losing the action and the spell slot or spell points.
43	For 1 minute, any magic sphere effect or spell you cast with a duration other than instantaneous or permanent have their duration (or maximum duration) doubled.
44	Your proficiency bonus is reduced to 0 for 1 minute.

<i>Droo</i>	<i>Result</i>
45	A stationary pillar of brilliant light appears in the target's space (or in the center of the target area) and follows the target (or the creature nearest the center of the target area, choose randomly if multiple creatures are equidistant), moving toward it at a rate of 30 feet per turn at the start of your turn, passing through solid objects in the shortest possible route. Any creature occupying a space with the pillar of light at the beginning of its turn is blinded until it ends its turn outside the pillar's space. This effect lasts for 1 minute. The pillar extends 20 feet vertically.
46	You gain immunity to the magical effects of all spheres you do not possess for 10 minutes.
47	You gain the invisible condition for 1 hour or until you make a hostile action, whichever comes first.
48	You are stunned until the end of your next turn as you receive a vision of the most recent violent death of a humanoid within 10 miles.
49	One goblin per level appears within 30 feet of you. These goblins are hostile to all creatures and attack the nearest to the best of their ability.
50	You gain knowledge of one talent of your choice from a sphere used in the triggering effect for 1 round.
51	A creature of your choice within 120 feet suffers an increase to wild magic chance of all spells and sphere effects of 25% until it completes a short or long rest.
52	One unattended object of tiny size per level within 30 feet of you become animated as per the Animate Object talent for 1 minute. These objects are hostile toward you and will harm you to the best of their ability.
53	The effect fails and the action is lost. Spell points or spell slots are not lost.
54	You take disadvantage on ability checks and saving throws for your key ability modifier until you complete a short or a long rest.
55	You are poisoned and unable to take actions or bonus actions until the end of your next turn.
56	A creature of your choice within 300 feet gains the Verbal Casting drawback, but not its benefits, until it completes a long rest.
57	All hostile creatures within 300 feet of you shrink as the Size Change talent of the Alteration sphere for 1 hour.
58	The target or creatures in the target area shrink as per the Size Change talent of the Alteration sphere for one minute. This stacks with other size-changing effects.

<i>Droo</i>	<i>Result</i>
59	All creatures within 30 feet of you must succeed on a Dexterity saving throw or begin falling upward at a rate of 5 feet per round. This effect prevents the creature from falling but otherwise has no impact on the creature's movement for that round, provided it has a move speed suitable to its environment (flight if in the air, swim if below water, burrow if underground). This effect lasts for 1 minute.
60	For 1 minute per level, all creatures within 300 feet sing loudly about their actions, as if in a musical. This imparts disadvantage on Stealth checks but otherwise has no impact on actions or any other mechanical effect.
61	The spell point cost of the effect decreases by 1. If the effect did not require any spell points, you instead gains 1 temporary spell point that expires at the end of your next turn.
62	All unattended flammable objects within 30 feet of the target or center of the target area are set on fire.
63	You take necrotic damage equal to your proficiency bonus. This damage does not force concentration checks to cast or maintain sphere effects or spells.
64	You suffer a 50% increase to the wild magic chance of all spells and magic spheres until your next short or long rest.
65	You gain the undead creature type for 1 hour. You are immune to necrotic and poison damage and the poisoned condition, but gain vulnerability to radiant damage.
66	For 1 hour, a creature of your choice within 30 feet of you at the time this result is triggered gains the Empowered Abilities boon.
67	All creatures treat all squares within 30 feet of you as difficult terrain for 1 minute.
68	A shower of sparks light up the air in a 1 mile radius, increasing the light level to a minimum of normal light for 1 minute.
69	You must succeed on a Constitution saving throw or have your proficiency bonus reduced by 1 until you complete a short rest.
70	For 1 minute, you leave behind a glowing trail of positive energy. Any creature that enters a square you entered on your previous turn heals a number of hit points equal to your proficiency bonus. Creatures of the Undead type instead take an equal amount of radiant damage. A creature may only be affected by this ability once per turn.

<i>Draw</i>	<i>Result</i>
71	For 1 minute, all magic sphere effects or spells cast within 300 feet of you that have a duration other than instantaneous or permanent have their duration (or maximum duration, for concentration effects) doubled.
72	All allied creatures within 30 feet of you gain immunity to all magical effects of all spheres you do not possess for 1 minute.
73	Each round for 1 minute you return to the location where you began your previous turn. This effect functions even across planar boundaries.
74	For 1 minute, you leave behind a shadowy trail of negative energy. Any creature that enters a space you occupied on your previous turn takes 1d10 necrotic damage. Undead are instead healed an equal amount. A creature may only be affected by this ability once per turn.
75	For 1 minute, all magic items within 300 feet of you shed light as a torch.
76	You lose knowledge of any of the talents used in the magic effect (but not the base sphere) for the length of the effect (minimum 1 minute).
77	Your maximum hit points are reduced by your level until you complete a long rest.
78	All unattended flammable objects within 30 feet of you are set on fire.
79	For 1 minute you fall prone whenever attempting to move more than half your speed. If flying, you instead fall 50 feet.
80	You lose access to all magic spheres used in the triggering effect for 1 minute.
81	Casting the effect requires an action on your next turn in addition to its normal casting time.
82	All creatures within 30 feet of you must succeed on a Dexterity saving throw or become entangled by plants, shifting rocks, or ice as appropriate to the environment, making them grappled for 1 minute.
83	All allied creatures within 300 feet of you shrink to Tiny size for 1 hour.
84	You are struck by lightning once per round, dealing 1d4 lightning damage, for a number of rounds equal to your proficiency bonus.
85	For 1 minute, all sphere effects cast within 300 feet of you have any damage dice rolled treated as having rolled their minimum value.

<i>Draw</i>	<i>Result</i>
86	All flat surfaces within a 30-foot cube around you are covered in small, hard, round objects. Any creature attempting to leave a square in this area must succeed on a Dexterity saving throw or fall prone. These objects persist for 1 minute. A 5-foot square may be cleared of them with an actions
87	A creature of your choice within 300 feet is treated as if it had the Addictive Casting drawback until it completes a long rest.
88	All cheese within 300 feet of you explodes harmlessly, destroying the cheese.
89	The spell point cost of the effect increases by 1d4. If you do not have enough spell points, you are instead stunned until the end of your next turn.
90	Roll again on the Wild Cantrips table.
91	For 1 hour, non-magical objects you touch temporarily age. Food becomes rotten, metal tarnished, cloth worn and threadbare. All objects return to their previous state when this effect ends.
92	Feathers fall from the sky in an area out to 300 feet from you for 1 minute, making the area heavily obscured.
93	The effect fails, but the action is not lost. Spell points or spell slots spent are lost.
94	For 1 minute, all creatures within 30 feet of you are incapable of gaining advantage or disadvantage on any rolls.
95	A celestial or fiend of an alignment opposed to yours (for true neutral, LG, CG, LE, or CE is randomly selected) of the GM's choosing is called per the Calling advanced talent of the Conjuraton sphere, appearing adjacent to you. This creature has CR equal to your level and is not bound or controlled in any way.
96	Your exhaustion level increases by 1, to a maximum of 5.
97	You are treated as if you had the Addictive Casting drawback until you complete a long rest.
98	You are stunned until the end of your next turn.
99	For 1 minute, all sphere effects that require an action to cast that are cast within 120 feet of the target or center of the target area may be cast as a bonus action instead. You can always choose to use the normal casting time instead.
100	A creature of your choice within 300 feet gains the Extended Casting drawback, but not its benefits, until it completes a long rest.

Cantrips Wild Magic Table

<i>D100</i>	<i>Result</i>
1	You suffer an increase to wild magic chance of all sphere effects of 25% for 1 hour.
2	The target loses the ability to distinguish colors for 1 minute. A Constitution saving throw negates this effect.
3	The caster is followed by a tiny, invisible fairy for 1 hour that glows as a torch and can't be targeted. This fairy hovers near your head until a hostile creature comes within 120 feet, upon which it flies toward the hostile creature at a fly speed of 120 feet and begins hovering near it, yelling 'Hey, listen!'.
4	As an instantaneous effect, you create a pile of ash and dust which falls into a 5-foot radius area where the target stands.
5	The target suffers an increase to wild magic chance of 25% for 1 hour.
6	As an instantaneous effect, a grease-paint mustache appears on your face (or nearest equivalent).
7	The target's footsteps squeak loudly for 1 hour, imposing disadvantage on Stealth checks. This does not affect flying creatures.
8	As a free action, you can retry one failed Intelligence check made within the last 24 hours.
9	As an instantaneous effect, a puddle of water forms under the target. Any creature who moves or starts their turn on the square must make a DC 5 Dexterity saving throw or fall prone.
10	A grating, squeaking noise follows all creatures within 30 feet for 1 minute, imposing a -2 penalty on all saving throws to maintain concentration.
11	A number of gold coins equal to your proficiency bonus falls on the target. Any creature in that square must succeed on a Dexterity saving throw or take 1 point of bludgeoning damage per coin. These coins disappear after 1 hour.
12	All creatures within 300 feet must succeed on a Dexterity saving throw or be struck by flying pies, dealing 1d4 bludgeoning damage.
13	As an instantaneous effect, an assortment of colored thread, scissors, ribbons, cloth, and a sewing needle spontaneously appear and begin making alterations to your clothing. You become restrained for 1d4 rounds, but afterward your clothing is changed into another outfit of your choice. This has no effect on any magical properties of the clothes.
14	The target loses the ability to speak in anything other than a randomly-determined language for until its next short or long rest. The target does not gain the ability to read or write that language.

<i>D100</i>	<i>Result</i>
15	All of the belongings on your person become sticky with glue. Extracting anything from a belt, scabbard, backpack, etc., requires a DC 10 Strength check. You can wash everything off with water during a short or long rest.
16	The target becomes slowed as the Time sphere ability for 1 round. A successful Constitution saving throw negates this effect.
17	A game board spontaneously appears adjacent to you, which remains until any two creatures complete a game or for 24 hours, whichever comes first.
18	The target teleports 10 feet in the direction of your choice unless it succeeds on a Wisdom saving throw. The direction must be decided before the affected creature is chosen. This effect can only place creatures in unoccupied spaces; if the affected creature cannot be moved, a different creature is selected. If no creatures can be safely moved in the chosen direction, the GM selects a safe direction to move a randomly selected creature.
19	The target gains a 10-foot fly speed for 1 round.
20	You take a -2 penalty to AC for 1 minute.
21	Roll twice and take both results. Ignore any results of this entry. If both rolls are this entry, there is no effect.
22	Summon a pipe with one dose of tobacco already lit, which remains until outside of your reach at the end of your turn or 1 hour, whichever comes first.
23	A random creature or unattended object within 30 feet catches on fire, taking 1d6 damage per round until extinguished. A successful Dexterity saving throw negates this effect. Creatures are allowed a saving throw at the end of their turns to end this effect. Dousing the flames with water or rolling on the ground as an action extinguishes the flame automatically.
24	You fall prone.
25	As an instantaneous effect, candy rains from the sky, covering an area centered on you with a radius of 5 feet. All creatures in the area suffer your proficiency bonus in bludgeoning damage. The radius area increases by 5 feet at 5th level (10 foot radius), 11th level (15 foot radius), and 17th level (20 foot radius).
26	Feathers fall from the sky around you in an area out to 300 feet for 1d4 rounds, making the area lightly obscured.
27	Semiprecious gems worth 50 gp total spew from your mouth for 1 minute, making talking impossible.
28	The target and caster switch places.

<i>Droo</i>	<i>Result</i>
29	A chicken appears and attempts to nest on your head. This chicken persists in this behavior for 1 day or until slain. If slain, the chicken disappears and another appears to continue this behavior until the duration expires.
30	You summon a Tiny beast of the GM's choice, such as a bat, cat, lizard, rat, raven, viper, toad or weasel for 1 minute. The creature is hostile to you and attacks to the best of its ability.
31	For one hour, any time you use the Help action, the creature gains a +2 bonus to the check in addition to the normal effects of the Help action.
32	The target falls prone unless it succeeds on a Dexterity saving throw.
33	Your toenails grow obscenely large, reducing your walking speed by 10 feet until trimmed, which requires 1 minute of effort.
34	A tiny object within 30 feet becomes animated per the Animate Objects talent of the Enhancement sphere for 1 minute. This object serves you as per that talent.
35	You transform into an extremely old version of yourself for 1 minute, suffering disadvantage on all Strength, Dexterity, and Constitution ability checks and saving throws.
36	A goblet filled with an alcoholic beverage (worth no more than 5 cp) spontaneously appears in front of you. The goblet lasts for 1 hour or until the beverage is no longer contained inside the vessel, whichever comes first.
37	A swarm of hamsters overrun a 10-foot square area of your choice centered within 30 feet; all creatures in the area must pass a Dexterity saving throw or fall prone. The hamsters disperse harmlessly immediately after.
38	You divine the presence of magical auras in the area similar to the Divination sphere Detect Magic ability, except that the caster only detects the strength of magical auras (not location) within 30 feet.
39	All containers weighing less than 30 lbs within 120 feet open if they are closed and close if they are open.
40	A grating squeaking noise follows one creature of your choice within 120 feet for 1 minute, imposing disadvantage on saving throws to maintain concentration.
41	As an instantaneous effect, a page of parchment, a quill, and an inkwell (with only enough ink to fill the page) spontaneously appear adjacent to the caster.

<i>Droo</i>	<i>Result</i>
42	You grow a tail and ears similar to a donkey's for 1 hour. This grants a +1 competence bonus to Perception checks but makes most hats and helmets unwearable.
43	All coins you touch for the next hour gain the appearance of copper until 1 minute after they leave your possession.
44	You become fascinated with the target for 1 minute. You take no action other than to move toward the target. Any hostile action against you ends this effect.
45	One random non-magical unattended object within 30 feet animates for 1 minute performing its created purpose for that duration, indifferent to you. Examples include: animated brooms sweeping, animated swords swinging at anyone adjacent, and animated sewing needles mending torn cloth.
46	All creatures within 30 feet sing loudly about their actions for 1 minute, as if in a musical. This has no impact on Stealth until the minute is over, after which everyone realizes they were hearing someone singing about Stealth.
47	One non-magical book, scroll, or tablet of your choice within 120 feet reads itself aloud in a clear and strong voice for 1 hour or until there is no more text to read.
48	All creatures within 120 feet are soiled as the soil function of the prestidigitation spell.
49	You gain the ability to speak with and understand the nearest beast to you, and others of its same species.
50	Plantlife spontaneously surrounds the target, grappling it for 1d4 rounds. A successful Dexterity saving throw negates this effect. Affected creatures may attempt a Strength (Athletics) check against your sphere DC to escape the grapple as an action.
51	The target is stunned for 1 round.
52	The target has its skin thickened, granting a +1 bonus to AC for 1 minute.
53	A glowing summoning circle forms within 30 feet. This circle produces an illusion which appears to be of what whoever looks upon it fears the most. The illusion remains for 1 minute. A successful Intelligence (Investigation) check against your sphere DC shows the effect to be illusory.
54	You catch on fire, taking 1d6 damage per round until extinguished. A successful Dexterity saving throw negates this effect. You are allowed a saving throw at the end of your turn to end this effect. Dousing the flames with water or rolling on the ground as an action extinguishes the flame automatically.

<i>Droo</i>	<i>Result</i>
55	All cheese within 30 feet of you explodes harmlessly, but loudly, destroying the cheese.
56	As an instantaneous effect, an assortment of half-used colored chalk spontaneously appears in an adjacent square of your choice. The chalk writes obscenities in all languages you know on the solid surface nearest to the chosen square for 1d4 rounds. The square is considered difficult terrain until finished.
57	A random 5-foot square within 30 feet has its illumination level set to dim light for 1 minute.
58	The target gains advantage on the next Charisma check they make in the next minute.
59	As an instantaneous effect, grease-paint mustaches appear on all creatures within 300 feet of you.
60	The target suffers a -1 penalty to AC for 1 minute.
61	You can paint a message no longer than 25 words onto an object of medium size or larger within 120 feet. The paint can be scrubbed off with water with 1 minute of effort.
62	You change into a perfect physical specimen for 1 minute, gaining a +2 bonus to all physical attributes.
63	A bookshelf within 300 feet telekinetically pulls out each book one at a time, reads aloud the title and author (if available) before replacing it. The bookshelf continues to do this until it has done so with each piece of literature that was on the bookshelf at the time of casting. If no bookshelf is present, one appears adjacent to the caster containing 3d20 books with random titles and disappears once the titles are read.
64	All creatures within 30 feet of you become translucent for 5 minutes, gaining advantage on Stealth checks.
65	A Small-sized storm cloud hovers over the head of a random creature within 30 feet for 24 hours. Once per hour the affected creature has a 50% chance to take either 1d4 points of cold or 1d4 points of electrical damage.
66	The target has their skin thickened, granting a +1 bonus to AC for 1 minute.
67	The target heals 1d6 hit points.
68	The target is struck by a flying pie, dealing 1d4 bludgeoning damage.
69	A towel spontaneously appears draped over your shoulder and remains there until it leaves your possession or 24 hours, whichever comes first.
70	You are struck by a flying pie, dealing 1d4 bludgeoning damage.

<i>Droo</i>	<i>Result</i>
71	Two creatures of your choice within 30 feet of you immediately trade places.
72	One creature or unattended object of your choice within 30 feet catches on fire, taking 1d6 damage per round until extinguished. A successful Dexterity saving throw negates this effect. Creatures are allowed a saving throw at the end of their turns to end this effect. Dousing the flames with water or rolling on the ground as an action extinguishes the flame automatically.
73	A sleeping creature of your choice who is within 300 feet awakens.
74	Plantlife spontaneously surrounds you, grappling you for 1d4 rounds. A successful Dexterity saving throw negates this effect. You can attempt a Strength (Athletics) check against your sphere DC to escape the grapple as an action.
75	All coins that a creature of your choice within 300 feet touches for the next hour gain the appearance of copper until 1 minute after they leave the creature's possession.
76	Wild turnips sprout within a 30-foot radius centered on the caster. If pulled from the ground, they cry like mandrakes, but cause no harm to nearby creatures.
77	All creatures within 300 feet stabilize if dying.
78	For 5 minutes, the caster becomes translucent, gaining advantage on Stealth checks.
79	The target loses the ability to sense color for 1 minute.
80	A creature of your choice within 300 feet has their toenails grow obscenely large, reducing their walking speed by 10 feet until trimmed, which requires 1 minute of effort.
81	For 1 minute, every humanoid creature within 30 feet gains you physical appearance. This does not change their general form (arms, legs, etc.).
82	All creatures and objects within 120 feet are cleaned as the clean function of the prestidigitation cantrip.
83	Motes of light fill the air around you, causing all creatures within 20 feet to be lightly obscured for 1 round.
84	The target has its fingers become thumbs for 1 hour, imposing a -1 penalty on all attack rolls.
85	A random beast within 300 feet spends its actions during its next turn to move adjacent to you. This has no effect on changing the creature's disposition toward you.

<i>D100</i>	<i>Result</i>
86	The target becomes fascinated with you for 1 minute. The creature will take no action other than to move toward you. Any hostile action directed toward the creature ends this effect.
87	All creatures within 300 feet with 0 hit points immediately make an additional death save.
88	The target teleports 30 feet in a random direction. If the chosen direction would place the creature in an occupied space, a different direction is selected.
89	You teleport 30 feet in a random direction. If the chosen direction would place the creature in an occupied space, a different direction is selected.
90	As an instantaneous effect, the hair of the target grows extremely long, making them blind until they spend an Action arranging it.
91	All creatures within 300 feet are afflicted with a profusely runny nose for 1 day.
92	Plantlife spontaneously surrounds a random creature within 30 feet, grappling it for 1d4 rounds. A successful Dexterity saving throw negates this effect. Affected creatures may attempt a Strength (Athletics) check against your sphere DC to escape the grapple as an action.
93	A creature of your choice who is within 30 feet becomes fascinated with the target for 1 minute. The creature will take no action other than to move toward the creature or object. Any hostile action directed toward the creature ends this effect.
94	The target becomes uncontrollably flatulent for 1 minute, suffering disadvantage on Stealth checks.
95	A nonmagical wooden focus (such as a holy symbol, musical instrument, or wand) that would best reflect your abilities, personality, or philosophies spontaneously appear in front of you and lasts for 1 hour.
96	For 1 hour, your fingers become thumbs, imposing a -1 penalty to attack rolls.
97	As an instantaneous effect, a dozen six inch long nails, one 4 inch nail, and a rusty hammer spontaneously appear adjacent to the caster and the hammer begins hammering the nails into a random surface.
98	As an instantaneous effect, a handful of animal feed is created adjacent to you in a square of your choice. The type of feed is appropriate to a species of your choosing.
99	The target becomes hasted for 1 round as the Time sphere ability.

<i>D100</i>	<i>Result</i>
100	A hookah with 1d4+1 hookah hoses and a single dose of tobacco already lit spontaneously appear in front of you and remains for 24 hours or until the tobacco is no longer present in the bowl, whichever comes first.

Major Events Table

<i>D100</i>	<i>Result</i>
1	For 1 month, benefiting from a Life sphere effect or receiving any magical healing gives you the poisoned condition for 1d4 rounds.
2	Any creature affected by the magic used to trigger this event forgets everything that has happened in the last year.
3	You must succeed on a Constitution saving throw or be slain and reduced to a pile of ash.
4	A rift appears adjacent to you, opening a portal to a random plane of existence where the inhabitants are hostile to you. One creature with a CR not less than your level appears out of the rift each round for 10 minutes and attacks you and your allies.
5	As an instantaneous effect, all dead creatures within 10 miles of you are animated as skeletons. You have no control over these creatures and they are hostile to all living creatures.
6	You incur the wrath of a powerful being. A celestial or fiend (whichever is more appropriate) with a CR no less than your own is sent to kill you every day for 1d6 days.
7	Once per hour for a day, an earthquake happens, centered on you.
8	All allied creatures within 300 feet of you must succeed on a Wisdom saving throw or lose all current spell points and spell slots.
9	You are immediately slain and brought back to life as the reincarnate spell.
10	All metal within a 300 feet area of you becomes incredibly heavy, multiplying their weight by 10 for 1 month.
11	You emit a 300-foot radius sphere of flame, dealing 1d6 fire damage per level to all creatures in the area, including yourself. Creatures other than you can make a Dexterity saving throw to reduce the damage by half.
12	A 1-mile radius from your location at the time this event is triggered becomes severed from magic, transforming into an antimagic field for 1 month.
13	All beasts within 300 feet of you gain an intelligence of 10 and can speak common.

<i>D100</i>	<i>Result</i>
14	An area out to 300 feet of you becomes a dead magic zone for 1 year. This effect remains stationary.
15	An area out to 300 feet from your current location becomes magically devoid of breathable air. This effect lasts for 1 week. This effect remains stationary.
16	For 1 month, all summoning and teleportation effects within 1 mile of you automatically fail, wasting any spell points, spell slots, and actions used to cast them.
17	Darkness sweeps outward from you, reducing light levels (even from magic) to no higher than dim light in a 1 mile per level emanation for 1 day. Glow effects from the light sphere die immediately in this area.
18	The temperature within 10 miles of you becomes incredibly hot for 3 months (140 F, 30 C). This effect is stationary.
19	The temperature of an area within 10 miles of you becomes incredibly cold (below freezing) and is filled with snowstorms for 3 months.
20	All creatures within 300 feet of you are pulled 100 feet toward you. A successful Strength saving throw halves this distance.
21	All creatures within 30 feet of you must succeed on a Constitution saving throw or become unable to take bonus actions. This effect is a permanent curse effect that can only be removed by the Break Enchantment talent or other similar magic.
22	All creatures within 300 feet of you at the time of the effect suffer an increase to wild magic chance of all spells and sphere effects of 100%. This effect is a permanent curse effect that can only be removed by the Break Enchantment talent or other similar magic.
23	All creatures within 120 feet of you must succeed on a Constitution saving throw or begin falling upward at a rate of 5 feet per round. This effect prevents the creature from falling but otherwise has no impact on the creature's movement for that round, provided it has a move speed suitable to its environment (flight if in the air, swim if below water, burrow if underground). This effect lasts for 1 hour.
24	All creatures within 30 feet must succeed on a Charisma saving throw or have their proficiency bonus reduced to 0 for 1 week.
25	You lose all memory of the past year. These memories cannot be restored by any means.
26	You are treated as if you had the Extended Casting drawback for 1 week.
27	You lose all current spell slots and spell points.

<i>D100</i>	<i>Result</i>
28	You and all allies within 300 feet are shifted 1 month into the future, staying in their same locations (or the nearest open spaces).
29	The sun is blocked and provides no illumination in a 10 mile radius of you for 1 week. This effect remains stationary.
30	The planar boundaries are weakened in an area in a 10 mile radius of you. Every caster in this area is treated as if they possessed the Summoning advanced talent.
31	You are reduced to 0 hit points, but are stable.
32	All creatures within 30 feet of you must succeed on a Constitution saving throw or become blind. This effect is a permanent curse effect that can only be removed by the Break Enchantment talent or other similar magic.
33	An area out to 300 feet from your location becomes overwhelmed with magic; all spells and sphere effects are treated as if the caster's proficiency bonus was +2 higher, but also suffer a 50% increase to wild magic chance. This effect lasts for 1 week.
34	All non-undead creatures within 30 feet of you (including you) that dies within the next week are automatically raised as an uncontrolled zombie.
35	You must succeed on a Constitution saving throw or have all ability scores reduced to 1 until you complete a long rest.
36	As a permanent effect, the area within a 30-foot sphere of the target or center of the target area has gravity reversed.
37	All creatures within 300 feet of you must succeed on a Constitution saving throw or be reduced to 1 hit point. This has no effect on creatures already below 1 hit point.
38	You regain hit points equal to your proficiency bonus each round for one minute. If this would increase your hit points above your maximum, you must succeed on a Constitution saving throw or explode in a shower of gore, dying instantly.
39	You and all allies within 300 feet are teleported to the location of your birth. This effect functions even across planar boundaries.
40	As an instantaneous effect, all beasts within 120 feet become incredibly hostile to you, immediately seeking you out to kill you.

<i>Droo</i>	<i>Result</i>
41	Shadow twins with inverted alignments of all creatures within 120 feet appear adjacent to the creature they are copies of. These twins possess all of the original's abilities and equipment, though only 1/2 their hit points. These twins attempt to harm the original creature to the best of their ability for 1 minute or until they are reduced to 0 hp. Each twin, with all of its equipment, disappears when reduced to 0 hp or the effect expires. However, if the original dies before this happens, the double takes the original's place permanently, no longer possessing a time limit or reduced hit points.
42	You are treated as if you had the Addictive Casting drawback for 1 week.
43	Your proficiency bonus is reduced to +0 until you complete a long rest.
44	All creatures on the plane you are presently on lose all memory of you permanently. This does not prevent them from gaining knowledge again (such as by reading a book or encountering you).
45	Your creature type is changed to undead as an instantaneous effect. You become immune to poison damage and to the poison condition, and cannot gain exhaustion. However, you also must consume humanoid blood in place of food. Your appearance shifts to suit (gaunt, pale, grave odors, etc.).
46	All creatures within 30 feet of you must succeed on a Wisdom saving throw or disadvantage on all d20 rolls for 24 hours.
47	For 1 week, all effects cast within 30 feet of you have their wild magic chance increased by 100%.
48	Magical detonations surround you. All creatures within 120 feet of you must succeed on a Dexterity saving throw or take your proficiency bonus in force damage each round for 1 minute. A new saving throw is permitted each round. A successful save ends the effect on a given creature. This effect remains stationary.
49	Hail rains from the sky in a 1 mile per level radius, dealing 1 point of bludgeoning damage per level per round to all exposed creatures and objects for 1 minute per level. This effect remains stationary.
50	A volcano underneath you, as the Volcano advanced talent of the Nature sphere.
51	Roll twice on this table and choose either result. Ignore any results requiring further rerolls.
52	Roll twice on this table and take both results. Ignore any results requiring further rerolls.
53	All hostile creatures within 300 feet of you must succeed on a Strength saving throw or lose the use of their arms until their next long rest.

<i>Droo</i>	<i>Result</i>
54	All plants within 30 feet of you gain an intelligence of 10 and the ability to speak common.
55	Your body transforms into a plant. Your appearance shifts (green and brown coloration, leaves in place of hair, etc.), but you can otherwise act as normal, except you become vulnerable to fire, but you also become immune to poison damage, the poisoned condition.
56	For 1 week, your wild magic chance increases by 100%.
57	You and every creature within 30 feet are immediately killed and reincarnated, as the reincarnate spell.
58	You must succeed on a Constitution saving throw or have your Intelligence reduced to 1 until you finish a long rest. You retain general attitudes toward known creatures but otherwise may only act on an instinctual level.
59	All creatures within 30 feet of you must succeed on a Constitution saving throw or be turned to stone permanently.
60	All creatures within 30 feet of you are shunted into an empty demiplane 120 feet across. The hostile creature with the highest Hit Dice may determine the planar traits of this demiplane. If no hostile creatures are affected, a random creature may instead determine the planar traits. All affected creatures are trapped in the demiplane for 1 minute.
61	You suffer an increase to wild magic chance of all sphere effects of 200% until you take a long rest.
62	You become completely imperceptible to your allies for 1 week. The results of your actions can be perceived (such as creating a wall of stone or slaying an enemy) but you, your equipment, and any magical signs or effect originating from you are invisible, inaudible, and immune to any special senses or divinations.
63	A wave appears centered on you, traveling in a random direction, as the Tsunami advanced talent of the Nature sphere.
64	The temperature of an area out to 10 miles per level of you at the moment the effect is cast is permanently decreased by 1 step (per the Weather sphere) from its normal conditions.
65	All allied creatures within 300 feet of you shrink as the Size Change talent of the Alteration sphere for 1 day per level. This effect gains advantage on checks to resist being dispelled or to overwrite it with another polymorph effect.

<i>Droo</i>	<i>Result</i>
66	An earthquake is centered on you, as the Earthquake advanced talent of the Nature sphere.
67	You return to the place and moment you previously finished resting, with complete knowledge of the events that transpired since then.
68	Roll again on this table. The result occurs, but is delayed 1d6 days. Ignore any results requiring further rerolls.
69	You become confused as the lesser charm of the Mind sphere's Confusion talent. This effect is a permanent curse effect that can only be removed by the Break Enchantment talent or other similar magic.
70	An area out to 300 feet from your location becomes imbued with fire, dealing 1d6 points of fire damage each round to all creatures and objects in the area. This effect lasts for 24 hours. The amount of fire damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).
71	You become blind. This effect is a permanent curse effect that can only be removed by the Break Enchantment talent or other similar magic.
72	Fire rains from the sky in a 1 mile per level radius, dealing 1 point of fire damage per level to all exposed creatures and objects for 1d6 minutes, igniting any flammable objects.
73	All spell and sphere effects within 10 miles of you end as if dispelled by the Dispel talent of the Universal sphere.
74	The area within 100 miles of you is permanently transformed into a sandy desert.
75	For 1 week, you take a -20 penalty on all initiative checks.
76	One creature of the elemental type (appropriate to your surroundings) with a CR equal to your level is summoned each round for a number of rounds equal to your level, appearing to within 300 feet of you. These elementals are hostile to all creatures other than each other.
77	All creatures within 300 feet of you are immediately charmed by you, and hostile to all other charmed beings.
78	An area out to 2 miles of you is plunged into darkness as the Dark sphere with both the Pure Darkness talent and the Midnight advanced talent. This effect remains stationary and persists for 1 day per level.
79	As an instantaneous effect, you gain the form of a Tiny, harmless beast of the GM's choice. Apply the Size Change and Animalistic talents of the Alteration sphere to determine statistics.

<i>Droo</i>	<i>Result</i>
80	All non-magical objects within 30 feet of you are disintegrated as the disintegrate spell, including the ground.
81	All creatures within 120 feet take 10 points of radiant damage per level. A Constitution saving throw negates this damage.
82	Each day, you lose the ability to remember anything that occurred since the previous dawn. This is a permanent effect that may not be removed by any means short of divine intervention.
83	You are immediately teleported to the place of your birth. This effect may force you to cross planar boundaries.
84	All creatures within 120 feet of you must succeed on a Charisma saving throw or be affected by the brutal rage option of the greater charm ability of the Hostility (charm) talent of the Mind sphere for 1 round per level. A new saving throw is granted to end the effect on an individual creature the first time that creature takes damage each round.
85	Roll twice and take both results. Ignore any results of this entry. If both rolls are this entry, there is no effect.
86	You become incapacitated. This effect is a permanent curse effect that can only be removed by the Break Enchantment talent or other similar magic.
87	An exact copy of you is created adjacent to you one minute after the next time you finish a long rest. This copy retains all your memories and knowledge and is compelled to kill and replace you. The copy possesses copies of all your equipment at the time of creation, but these items do not function for any creature but the copy. If the copy is successful or if it is slain, the equipment becomes nonmagical and disappears within the hour.
88	You become poisoned. This effect is a permanent curse effect that can only be removed by the Break Enchantment talent or other similar magic.
89	Your last class level you gained is replaced by a different, random class.
90	You and all creatures within 120 feet have your ages permanently reduced by half.
91	You emit an 120-foot aura that impedes all magic spheres but the base sphere or spheres of the triggering effect. Any creature attempting to use an impeded sphere must make a magical skill check against your magic skill defense or have the effect fail. This aura lasts for 1 week.

<i>D100</i>	<i>Result</i>
92	The next time you are targeted by an attack roll, all creatures within 300 feet must succeed on a Wisdom saving throw against the powerful charm effect of the Mind sphere's Sleep (charm) talent as if cast by you.
93	Each minute for one hour, you return to the location where you began your previous turn. This effect functions even across planar boundaries.
94	All creatures within 300 feet of you are pushed 100 feet away from you. A successful Strength saving throw reduces this distance by half.
95	No one within 300 feet of you (including yourself) can get advantage on any roll for 1 month.
96	All creatures within 30 feet of you must succeed on a Constitution saving throw or be reduced to 1 hit point.
97	The terrain within 10 miles of you changes permanently into a dense forest.
98	All magic items that grant a continuous effect within 300 feet of you have their effects suppressed until your next long rest.
99	The terrain within 10 miles of you is permanently changed into a lake.
100	All creatures within 1 mile per level of you lose all remaining spell points and spell slots. These can be regained later by normal means.

Chapter 6

Game Master's Guide

One idea that has been stressed throughout this book is that the Spheres of Power system is not only designed to allow players more control over creating and realizing their character concepts, but also to give Game Masters greater control over their worldbuilding. Specifically, Spheres of Power divides magic into multiple parts, making it easy for a Game Master to customize magic to fit their needs.

As previously discussed in this book, casting traditions grant you a level of freedom when building a world by allowing you to break the usual assumptions of a 5th edition game. Likewise, the distinction in magic spheres between basic talents and advanced talents allows you a greater level of freedom when deciding not just what types of magic exist in your setting, but also what magic can accomplish.

Certain magic changes the way a world works. For example, a world where resurrection is impossible is very different from a world where the wealthy can simply pay for a resurrection when their relative dies. Likewise, a game where even powerful wizards must ride horses is a different experience from a game where long-range teleportation is readily available.

With advanced magic, instead of going through every spell to determine what magic might not be appropriate for your world (and possibly leaving magic users with few high-level spells they can choose), you can instead decide to allow or disallow advanced talents as a part or a whole depending on your needs. Perhaps in your world advanced talents are common, and magic is readily available to all. Perhaps advanced talents are only available to a select few, and gaining the knowledge of an advanced talent requires a quest in order to learn. Remember: characters do not need advanced talents to stay competitive at high levels. While advanced talents can certainly do things basic talents cannot, they are not inherently better than basic talents, they are simply talents that have the possibility to change the way a game or campaign setting works.

When designing a world for a game, if you take the time to first determine which casting traditions are available, and then decide what advanced talents might or might not exist, you will find yourself with many more options than are normally available with your core 5th edition game.

Example: Tess is building a game in a custom world. In this world she has no interest in classic 5th edition tropes, and instead imagines a world where magic comes in two forms: those born with innate power, versus those that summon demons to perform magic on their behalf. She imagines these two groups being at odds, because while those who summon demons are more plentiful, only those with innate magic can sometimes possess powerful quirks. The campaign will center around this conflict, as the players will be tasked with finding and defending someone with the gift of resurrection magic so they can bring back an assassinated king.

Looking through the casting traditions in Spheres of Power, Tess decides that in her game, all magic users must have either the Natural or Pact Magic casting traditions. Pact Magic users are the only ones who can take the Conjunction sphere and may take its advanced talents, while Natural casters are the only ones that can take advanced talents from other spheres.

With this handful of choices, Tess has already created a world primed to create a unique player experience. She has created an original take on magic without homebrewing any classes, and has even determined how hard it might be to find advanced magic (a difficult quest to find someone with the right quirk, but not impossible). Now, she is ready to start planning out her campaign, knowing that the mechanics of the game will reflect the idea in her head with minimal adjustment or compromise.

Creating Custom Options

While expansive, the options presented within Spheres of Power are not exhaustive. Indeed, it would be impossible for any book to contain every possible expression of magic, which is part of why magic is such a wonderful thing.

At times, you may wish to expand the options available with Spheres of Power by creating new talents to cover a possibility not handled in this book.

When this happens, you need only to decide which sphere the ability will fall under, then compare the desired effect to other talents within that sphere. Since most spheres have a uniformity across their abilities (range, duration, etc.) the only important variables are whatever ability the new talent should represent. Remember: abilities too powerful to be used at-will

cost a spell point, with additional spell points being required as the ability increases in power.

Example: As Tess's game progresses, she decides to add some aspects of modern technology to her world, and wants some sphere effects that might specifically interact with that technology. She wants technomages who can turn technology on or off with magic, as well as magic that can grant administrative access to a computer. Since this feels like manipulating a computer as if it were a mind, she looks to the Mind sphere.

Since Mind sphere (charm) talents all have a specific format, she borrows that format and writes the following talent:

Command Computer (charm)

Duration: concentration, up to 1 minute

Saving throw: Intelligence negates (if the computer is a creature).

Lesser Charm: You can power a computer device, so long as it isn't broken.

Greater Charm: As the Command Computer lesser charm, but you may also search and read one file on the computer, learning its contents instantly.

Powerful Charm: This functions as the Command Computer greater charm, except you may also issue one command to the computer, as if you had full administrative access.

The capabilities of this talent depend a lot on the setting and the computer in question (she will need either careful notes, or simply the improvisational skills to decide what each computer contains or can do), but as far as the talent is concerned, it is already finished; by tying the talent to the Mind sphere, she has already determined range, targets, cost, and how the talent interacts with other talents.

In general, new talents should not exceed the power level of talents presented in this book, and comparing any new talent to other offerings of its sphere is important. When in doubt, always increase the spell point cost of a talent you fear might be too powerful.

New Magic Items

Below are three new magical items provided to supplement spherecasters. GMs should not feel constrained to limiting the appearance of these rewards as described. There is no reason that a *Robe of the Spherecaster* couldn't instead be a *Chainmail of the Spherecaster*. Making such modifications should have little (if any) effect on the mechanical aspects of the item. For example, making the *Rod of the Spherecaster* into a *Longbow of the Spherecaster* shouldn't make its bonuses suddenly apply also to weapon attack rolls and damage rolls.

Robe of the Spherecaster

Wondrous item, major, uncommon (+1), rare (+2), very rare (+3) (requires attunement by a spherecaster)

While wearing this robe, you gain a bonus to AC and saving throws against three magic spheres of your choice, chosen at the time of attunement. The bonus is determined by the item's rarity. With GM permission, these bonuses can also apply against individual spells that they believe are closely associated with a chosen sphere; for example if one of the chosen spheres is Nature, the bonuses would also apply against the *entangle* spell.

In addition, you can as a reaction grant yourself advantage on a saving throw against any magical effect. You can't use this property again until you finish a short rest.

Rod of the Spherecaster

Rod, major, uncommon (+1), rare (+2), very rare (+3) (requires attunement by a spherecaster)

While holding this rod, you gain a bonus to spell attack rolls and to the saving throw DCs with three magic spheres of your choice, chosen at the time of attunement. The bonus is determined by the rod's rarity. While you are attuned, you can treat this rod as a focus.

In addition, you can reduce the spell point cost from a chosen sphere ability by 1 while holding the rod. You can't use this property again until you finish a long rest.

Wand of the Spherecaster

Wand, minor, uncommon (2 charges), rare (4 charges), very rare (6 charges) (requires attunement by a spherecaster)

The wand has a number of charges determined by the wand's rarity. While holding it, you are treated as possessing a magic sphere of your choice, chosen at the time of attunement. You cannot spend your own spell points to use or augment a wand's sphere abilities, but you can spend charges from the wand as if they were spell points to use any magic sphere ability granted by the wand. You cannot spend more charges on any magic sphere effect greater than your proficiency bonus. While you are attuned, you can treat this wand as a focus. The wand regains 1d3 expended charges daily at dawn.

Scrolls And Spheres of Power

Scrolls, unlike most other magical items, are generally more commonly found by PCs. Unfortunately, in order to use a scroll, the player must have that scroll's spell on their class's spell list. In a game where only spherecasters are played, this could mean the players lose access to tools that are meant to be used in the adventure. GMs should consider using one of the following suggestions when handling scrolls and similar items:

- When a spherecaster gains a casting tradition, assign them a spell list that best fits the theme of the character. That spherecaster is considered to possess that spell list for the purpose of using spell scrolls and similar items.
- A spherecaster can use a scroll if they possess a sphere that might be associated with that spell. For example, healing scrolls can be used by a character with the Life sphere, while a scroll of fireball could be used by a character with the Destruction sphere.
- Restrict the use of scrolls to spherecasters who can also use rituals, either by means of a boon, feat, or other feature. Allow spherecasters who can cast spells as rituals to also be able to use spell scrolls and similar items, provided the spell is on the same spell list as the spherecaster's rituals.

Appendix A

Conditions

In addition to conditions published in core rulebooks, Spheres of Might and Spheres of Power utilizes a number of terms for effects that could almost be classified as conditions. For player and GM convenience these conditions and terms have been reprinted below:

Blinded

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Challenged

(specific to the Guardian sphere in Spheres of Might)

- A challenged creature has disadvantage on attack rolls that do not include the challenger as a target, and gains advantage on attack rolls targeting only the challenger.
- If the challenged creature can't possibly attack the challenger (for example, if the challenger is hidden), they do not suffer disadvantage when attacking something else.
- A challenged creature may be imposed with further penalties based on what Guardian sphere talents the challenger possesses.

Charmed

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Confused

(sphere effects such as the Confusion (charm) or the confusion spell inflict the confused condition)

- A confused creature must roll a d10 at the start of each of their turns to determine its behavior for that turn.

d10

Behavior

- | | |
|------|---|
| 1 | The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. |
| 2-6 | The creature doesn't move or take actions this turn. |
| 7-8 | The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn. |
| 9-10 | The creature can act and move normally. |

Deafened

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Dominated

(sphere effects such as the Mind Control advanced talent or the dominate beast or dominate monster spells can inflict the dominated condition)

- A dominating source takes total and precise control of the dominated creature.
- A dominated creature only takes actions that the dominating source chooses, and doesn't do anything that the source doesn't allow it to do.

Exhaustion

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Level Effect

1. Disadvantage on ability checks
2. Speed halved
3. Disadvantage on attack rolls and saving throws
4. Hit point maximum halved
5. Speed reduced to 0

1. Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink. Also, being raised from the dead reduces a creature's exhaustion level by 1.

Frightened

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.



- The creature can't willingly move closer to the source of its fear.

Grappled

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed. The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is forcefully hurled away by a sphere talent or ability.

Hidden

- A hidden creature is one that is both unseen and unheard. After you make an attack, you lose the hidden condition regardless if the attack hits or misses. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Incapacitated

- An incapacitated creature can't take actions or reactions.

Invisible

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Marked

(specific to the Berserking sphere in Spheres of Might)

- The one who initiated the mark has advantage on any opportunity attack made against the marked creature until the end of their next turn. The opportunity attack doesn't expend the attacker's reaction, but the one who marked the creature can't make the attack if anything, such as the incapacitated condition or the shocking grasp spell, is preventing it from taking reactions. The attacker is limited to one opportunity attack per turn.
- A marked creature may be imposed with further penalties based on what Berserking sphere talents the one who initiated the mark possesses.

Paralyzed

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified

- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.

- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned

- A poisoned creature has disadvantage on attack rolls and ability checks.

Possessed

(creatures like ghosts and intellect devourers can inflict the possessed condition, as well as the Possession advanced talent)

- A possessed creature is incapacitated (see the condition) and loses control over its body to the possessing creature.

Prone

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Restrained

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

Scouted

(specific to the Scout sphere in Spheres of Might)

- A scouted creature reveals their Damage Vulnerabilities, Damage Resistances, Damage Immunities, and Condition Immunities to the one who initiated the scout ability.
- A scouted creature may be imposed with further penalties based on what (research) talents the Scout sphere user possesses.

Stunned

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

Unconscious

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage. Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Appendix B

Creature Statistics

Equipping A Troop

A troop can ride a mount, wear armor if it is proficient, or use a different type of weapon if it is proficient, so long as 20 copies of the mount or item have been supplied to outfit the troop. To determine the damage a troop deals with a weapon, increase a weapon's damage die by two sizes and multiply the number of rolled dice by x2, or x1 if the troop has half its hit points or fewer.

Spell attacks, melee or ranged, do not have their damage increased in a troop, nor do they have their damage reduced in a troop if they are at half hit points or fewer.

SWARM OF CRAWLING CLAWS

Medium swarm of Tiny, Small, or Medium undead, unaligned

Armor Class 12

Hit Points equal to the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 20 feet.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	4 (-3)	10 (+0)	6 (-2)

Skills Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages Understands the languages you speak

Swarm. The swarm can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size crawling claw in the swarm. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target.

Hit: 10 (2d8+2) slashing damage, or 7 (1d8+2) slashing damage if the swarm has half of its hit points or fewer.

SWARM OF FLAMESKULLS

Medium swarm of Tiny, Small, or Medium undead, unaligned

Armor Class 14

Hit Points equal to the target's original maximum hit points

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	14 (+2)	16 (+3)	10 (+0)	12 (+1)

Damage Immunities fire, poison

Condition Immunities poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages speaks any languages it knew in life, understands the languages you speak

Illumination. The flameskulls shed either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. They can switch between the options as an action.

Magic Resistance. The flameskulls have advantage on saving throws against magic sphere effects, spells, and other magical effects.

Swarm. The swarm can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-sized flameskull in the swarm. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Fire Ray. *Ranged Spell Attack:* +6 to hit, range 30 ft., one target. **Hit:** 4 (1d6) fire damage. This fire damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6). This damage is not reduced if the swarm has half of its hit points or fewer.

SWARM OF WILL-O'-WISPS

Medium swarm of Tiny undead, unaligned

Armor Class 13

Hit Points equal to four times the target's original maximum hit points

Speed 0 ft., fly 40 ft. (hover)

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

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 12

Languages Understands the languages you speak

Ephemeral. The will-o'-wisp can't wear or carry anything.

Swarm. The swarm can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Tiny will-o'-wisp. The swarm can't regain hit points or gain temporary hit points.

Variable Illumination. The will-o'-wisps shed bright light in a 5 to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisps can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +4 (Cha) to hit, reach 0 ft., one target. *Hit:* 5 (1d8) lightning damage. This lightning damage increases by 1d8 at 5th level (2d8), 11th level (3d8), and 17th level (4d8). This damage is not reduced if the swarm has half of its hit points or fewer.

Invisibility. The will-o'-wisps and their light magically becomes invisible until they attack, use magic, or until their concentration ends (as if concentrating on a spell or sphere effect).

TROOP OF GHOSTS

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 13

Hit Points equal to four times the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 40 feet.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	10 (+0)	12 (+1)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, and understands the languages you speak

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size undead in the troop. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

Turning Defiance. The ghost troop, and any ghouls and troops of ghouls within *reanimate* range of a ghost under your control have advantage on saving throws against effects that turn undead (and similar effects).

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, one target. *Hit:* 13 (2d10+3) slashing damage, or 9 (1d10+3) slashing damage if the troop has half of its hit points or fewer.

TROOP OF GHOULS

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 13

Hit Points equal to four times the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	10 (+0)	6 (-2)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands the languages you speak

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size undead in the troop. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 13 (2d10+3) bludgeoning damage, or 9 (1d10+3) bludgeoning damage if the troop has half of its hit points or fewer.

TROOP OF GHOSTS

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 12

Hit Points equal to twice the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	18 (+4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic

Condition Immunities grappled, paralyzed, poisoned, restrained

Senses darkvision 60 ft., passive Perception 11

Languages speaks any languages it knew in life, and understands the languages you speak

Incorporeal Movement. The troop can become incorporeal while moving and pass through other creatures and objects as if they were difficult terrain. If the troop ends their turn inside an object, they are shunted to the nearest unoccupied space and take 1d10 force damage for every 5 feet traveled.

Ghost Weaknesses. The ghost has one of the following flaws, chosen by the spherecaster when it is reanimated:

Haunt. The ghosts are bound to a specific location, creature, or object that held significance to them in their life. The ghosts cannot travel further than 500 feet from their haunt. If the haunt is destroyed, the ghosts are no longer tethered and fade away to their respective afterlife. The GM should determine who, what, or where the ghosts haunt.

Instruments Of Its Demise. A troop of ghosts has vulnerability to any damage dealt by that which killed them in life. For example, if the creatures died from exposure while crossing a tundra, then the ghosts would have vulnerability to cold damage. The GM should determine how such creatures died before becoming ghosts, and what qualifies for the damage vulnerability.

Unfinished Business. The ghosts yearns to complete some unresolved task from its life. Once that task is complete, it fades away to its respective afterlife. The GM should determine what loose threads the troop of ghosts has.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size undead in the troop. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

Withering Touch. *Melee Spell Attack:* +7 to hit, one target. *Hit:* 4 (1d6) necrotic damage. This necrotic damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6). This damage is not reduced if the swarm has half of its hit points or fewer.

TROOP OF MUMMIES

Huge troop of Large, Medium, or small undead, unaligned

Armor Class 9

Hit Points equal to four times the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 20 feet.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	6 (-2)	16 (+3)	12 (+1)

Damage Vulnerabilities fire

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages speaks any languages it knew in life, and understands the languages you speak

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size undead in the troop. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, one target. *Hit:* 13 (2d10+3) bludgeoning damage, or 9 (1d10+3) bludgeoning damage if the troop has half of its hit points or fewer.

TROOP OF POLTERGEISTS

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 13

Hit Points equal to twice the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

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

Damage Vulnerabilities radiant

Damage Immunities necrotic

Condition Immunities grappled, petrified, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Understands the languages you speak

Invisibility. The troop is invisible.

Sunlight Weakness. While in sunlight, the troop has disadvantage on attack rolls, ability checks, and saving throws.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size undead in the troop. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

Telekinetic Thrust. *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target. *Hit:* 13 (2d10+3) bludgeoning damage, or 9 (1d10+3) bludgeoning damage if the troop has half of its hit points or fewer.

Invisibility. As an action, the poltergeists magically becomes invisible until they attack, use magic, or until their concentration ends (as if concentrating on a spell or sphere effect).

TROOP OF SHADOWS

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 13

Hit Points equal to twice the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	4 (-3)	12 (+1)	8 (-1)

Damage Vulnerabilities radiant

Damage Immunities necrotic

Condition Immunities grappled, petrified, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Understands the languages you speak

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

Sunlight Weakness. While in sunlight, the troop has disadvantage on attack rolls, ability checks, and saving throws.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size undead in the troop. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 13 (2d10+3) bludgeoning damage, or 9 (1d10+3) bludgeoning damage if the troop has half of its hit points or fewer.

TROOP OF SKELETONS

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 11

Hit Points equal to four times the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	4 (-3)	8 (-1)	6 (-2)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Understands the languages you speak

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size undead in the troop. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 13 (2d10+3) bludgeoning damage, or 9 (1d10+3) bludgeoning damage if the troop has half of its hit points or fewer.

TROOP OF SPECTERS

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 13

Hit Points equal to twice the target's original maximum hit points

Speed 0 ft., fly 20 ft. (hover)

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

Damage Vulnerabilities radiant

Damage Immunities necrotic

Condition Immunities grappled, petrified, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Understands the languages you speak

Incorporeal Movement. The specter troop can become incorporeal while moving and pass through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it is shunted to the nearest unoccupied space and takes 1d10 force damage for every 5 feet traveled.

Sunlight Weakness. While in sunlight, the specter troop has disadvantage on attack rolls, ability checks, and saving throws.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size undead in the troop. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, one target. *Hit:* 13

(2d10+3) slashing damage, or 9 (1d10+3) slashing damage if the troop has half of its hit points or fewer.

TROOP OF VAMPIRE SPAWN

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 15 (natural armor)

Hit Points equal to four times the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	10 (+0)	10 (+0)	8 (-1)	12 (+1)

Damage Vulnerabilities piercing from wooden sources

Damage Resistances necrotic; bludgeoning and slashing from nonmagical sources

Senses darkvision 60 ft., passive Perception 9

Languages speaks any languages it knew in life, and understands the languages you speak

Spider Climb. The vampire troop can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size undead in the troop. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

Vampire Weaknesses. The vampire troop has the following flaws:

Forbiddance. The vampire troop can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire troop takes 20 acid damage when it ends its turn in running water.

Sunlight Hypersensitivity. The vampire troop takes 20 radiant damage when it starts their turn in sunlight. While

in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, one target. *Hit:* 13 (2d10+3) piercing damage, or 9 (1d10+3) piercing damage if the troop has half of its hit points or fewer.

TROOP OF WIGHTS

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 12

Hit Points equal to four times the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 30 feet.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Damage Resistances necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages speaks any languages it knew in life, and understands the languages you speak

Sunlight Weakness. While in sunlight, the troop has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, one target. *Hit:* 12 (2d10+2) slashing damage, or 8 (1d10+2) slashing damage if the troop has half of its hit points or fewer.

TROOP OF WRAITHS

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 12

Hit Points equal to twice the target's original maximum hit points

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Damage Immunities necrotic

Condition Immunities grappled, paralyzed, poisoned, restrained

Senses darkvision 60 ft., passive Perception 11

Languages speaks any languages it knew in life, and understands the languages you speak

Incorporeal Movement. The troop can become incorporeal while moving and pass through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it is shunted to the nearest unoccupied space and takes 1d10 force damage for every 5 feet traveled.

Sunlight Weakness. While in sunlight, the troop has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, one target. *Hit:* 12 (2d10+2) bludgeoning damage, or 8 (1d10+2) bludgeoning damage if the troop has half of its hit points or fewer.

TROOP OF ZOMBIES

Huge troop of Large, Medium, or Small undead, unaligned

Armor Class 10

Hit Points equal to four times the target's original maximum hit points

Speed possesses the original creature's movement modes, but is reduced to 20 feet.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands the languages you speak

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for the largest-size undead in the troop. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d10+2) piercing damage, or 8 (1d10+2) piercing damage if the troop has half of its hit points or fewer.

Appendix C Weather

The weather categories below are based upon existing rules for controlling or handling weather, but there are some key changes, particularly in regards to ability check or saving throw DCs. When using the Weather sphere to magically alter the weather, all ability check or saving throw DCs are always equal to the spherecaster's sphere DC. When using naturally occurring weather, we recommend using the DCs listed in the Weather Conditions table below, especially if you are using these weather severity rules.

Aridity

Aridity is the opposite of Precipitation. If the Precipitation is lowered below severity 0 of Precipitation it becomes severity 1 of Aridity, and vice versa.

Water left in open air loses about an inch of height per day for every level of combined severity between Aridity and Heat. This becomes 2 inches per combined level at Aridity severity level 3, and 4 inches per combined level for Aridity severity 4.

Immunities

Creatures naturally adapted to arid climates treat Aridity weather conditions as 1 severity level less. Creatures with resistance to necrotic damage treat Aridity weather conditions

as 2 severity levels less. Creatures immune to necrotic damage automatically succeed on any saving throws made against Aridity weather conditions.

Severity 0

In normal conditions (Aridity severity level 0), a character can go without water for 1 day plus a number of hours equal to their Constitution score. After this time, the character must succeed at a Constitution saving throw each hour thereafter or gain one level of exhaustion.

Severity 1

At Aridity severity level 1 and greater, all creatures gain disadvantage on any Constitution saving throws against exhaustion due to dehydration. Additionally, each additional time that the Constitution saving throw is made during the same 24 hours, the DC increases by 1.

Severity 2

At Aridity severity level 2, all creatures must drink twice as much water each day to stay healthy, and the amount of time a character can go without water before they must begin attempting Constitution saving throws, as well as the time between checks, is cut in half (12 + 1/2 Constitution score hours, checks every 30 minutes).

Table: Weather Conditions

Severity	Aridity	Cold	Heat	Precipitation	Wind	Storm*	DC
0	None	Temperate	Temperate	None	Dead calm	None	0
1	Dry	Cold	Hot	Light fog	Moderate wind	Thunderclouds	5
2	Parched	Extreme cold	Extreme heat	Heavy fog	Strong wind	Storm	10
3	Drought	Arctic cold	Unbearable heat	Rain, hail, snow	Gale wind	Powerful Storm	20
4	Desiccating	Supernaturally cold	Supernaturally hot	Torrential rain, driven hail, blizzard	Tornado winds	Haboob (A), Typhoon (P)	30

*Storms are not raised and lowered on their own, but are instead the product of raising both Precipitation or Aridity and Wind together. For example, to create a level 2 Storm, both Wind and Precipitation or Aridity must be raised to level 2.

Severity 3

At Aridity severity level 3, the amount of time a character can go without water before they must begin attempting Constitution saving throws, as well as the time between checks, is cut in half again (6 + 1/4 Constitution score hours, checks every 15 minutes).

Severity 4

At Aridity severity level 4, the amount of time a character can go without water before they must begin attempting Constitution saving throws is reduced to 1 hour, and the time between checks is reduced to once every minute. In addition to gaining a level of exhaustion for failing their Constitution saving throw, the character also takes necrotic damage equal to their level. This damage is caused from desiccation, and cannot be healed until they have consumed the necessary water.

Cold

Cold is the opposite of Heat. If the Heat is lowered below severity 0 of Heat it becomes severity 1 of Cold, and vice versa.

Immunities

Creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates treat Cold weather conditions as 1 severity level less. Creatures with resistance to cold damage treat Cold weather conditions as 2 severity levels less. Creatures immune to cold damage automatically succeed on any saving throws made against Cold weather conditions.

Severity 0

In temperate conditions (Cold severity level 0), characters are generally comfortable in common clothing without many layers.

Severity 1

At Cold severity level 1, the temperature is between 40 and 0 degrees Fahrenheit (4 to -18 Celsius). Characters exposed to the cold must succeed a Constitution saving throw at the end of every 4 hours exposed or gain 1 level of exhaustion. Each time that the check is made during the same 24 hours, the DC increases by 1.

Severity 2

At Cold severity level 2, the temperature is between 0 and -40 degrees Fahrenheit (-18 to -40 Celsius). Characters exposed to this extreme cold must succeed the Constitution saving throw at the end of every hour exposed.

Severity 3

At Cold severity level 3, the temperature is between -40 and -120 degrees Fahrenheit (-40 to -85 Celsius). Characters exposed to this arctic cold must succeed the Constitution saving throw at the end of every 10 minutes exposed. Creatures that roll a natural 1 on their saving throw (regardless if they passed or failed their saving throw) take 1d8 cold damage.

Severity 4

At Cold severity level 4, the temperature is below -120 degrees Fahrenheit (-85 Celsius). Characters exposed to this supernatural cold must succeed the Constitution saving throw at the end of every minute exposed, and those that fail also

take 4d8 cold damage. Any cold damage taken from failing this saving throw cannot be healed until warmed up or in an area of Cold severity level 1 or less.

Heat

Heat is the opposite of Cold. If the Cold is lowered below severity 0 of Cold it becomes severity 1 of Heat, and vice versa.

Immunities

Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on any saving throws against Heat weather conditions. Creatures wearing warm weather gear (loose linen clothing, loose head covering, and the like) and creatures naturally adapted to hot climates treat Heat weather conditions as 1 severity level less. Creatures with resistance to fire damage treat Heat weather conditions as 2 severity levels less. Creatures immune to fire damage automatically succeed on any saving throws made against Heat weather conditions.

Severity 0

In temperate conditions (Heat severity level 0), characters are generally comfortable in common clothing without many layers.

Severity 1

At Heat severity level 1, the temperature is between 80 and 100 degrees Fahrenheit. Characters exposed to the heat must succeed a Constitution saving throw at the end of every 4 hours exposed or gain 1 level of exhaustion. Each time that the check is made during the same 24 hours, the DC increases by 1.

Severity 2

At Heat severity level 2, the temperature is between 100 and 140 degrees Fahrenheit (26 to 38 Celsius). Characters exposed to this extreme heat must succeed the Constitution saving throw at the end of every hour exposed.

Severity 3

At Heat severity level 3, the temperature is between 140 and 180 degrees Fahrenheit (38 to 82 Celsius). Characters exposed to this unbearable heat must succeed the Constitution saving throw at the end of every 10 minutes exposed. Creatures that roll a natural 1 on their saving throw (regardless if they passed or failed their saving throw) take 1d8 fire damage.

Severity 4

At Heat severity level 4, the temperature is above 180 degrees Fahrenheit (82 Celsius). Characters exposed to this supernatural heat must succeed the Constitution saving throw at the end of every minute exposed and those that fail also take 4d8 fire damage. Any fire damage taken from failing this saving throw cannot be healed until cooled down or in an area of Heat severity level 1 or less.

Precipitation

Precipitation is the opposite of Aridity. If the Aridity is lowered below severity 0 of Aridity, it becomes severity 1 of Precipitation. If the Precipitation is lowered below severity 0 of Precipitation, it becomes severity 1 of Aridity.

Severity 0

In normal conditions (Precipitation severity level 0), a character will generally not be wet, but will instead be more or less dry. If there are clouds, they do not significantly impact visibility.

Severity 1

At Precipitation severity level 1, there is a combination of light clouds or ground fog, lightly obscuring flying creatures in the clouds, or creatures in the ground fog.

Severity 2

At Precipitation severity level 2, there is a combination of overcast clouds or thick fog, heavily obscuring flying creatures in the clouds, or creatures in the thick fog. Vampires and other creatures with similar vulnerabilities do not suffer the ill effects of sunlight while in an area with overcast clouds.

Severity 3

At Precipitation severity level 3, there is either rain (if Heat severity 1 or higher), hail (if Cold/Heat severity 0), or snow (if Cold severity 1 or higher). The affected area is lightly obscured, and all exposed flames are doused.

Severity 4

At Precipitation severity level 4, there is either torrential rain (if Heat severity 1 or higher), driving hail (if Cold/Heat severity 0), or blizzard (if Cold severity 1 or higher). The affected area is heavily obscured, all exposed flames are doused, the ground is slick and considered difficult terrain, and finally other creatures concentrating in the area must make Constitution saving throws vs the effect or lose concentration.

Storm

Unlike other weather conditions, Storm severity only rises when both humidity (Aridity/Precipitation) and Wind is raised. For example, to reach Storm severity 1, both Wind and either Aridity or Precipitation must also be 1 or higher. This means that the effects of a storm are cumulative with the effects of both the Wind and the Aridity/Precipitation.

Severity 1

At Storm severity 1, there are thunderclouds. Once every 10 minutes, there is a discharge of mostly harmless electrical energy that strikes a random space within the area creating a loud clap of thunder that deafens nearby creatures. While the electrical energy itself is not particularly dangerous, any creature within 5 feet of where the bolt struck must succeed a Constitution saving throw. A creature takes 1d4 thunder damage on a failed save and is deafened for 1 round. A creature is only deafened for 1 round on a successful save.

Severity 2

At Storm severity 2, there is an actual storm. Once every minute, a bolt of lightning randomly strikes a square with lightning. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much on a successful one.

Severity 3

At Storm severity 3, there is a powerful storm. This is just like Storm severity 2, except that the bolts of lightning strikes a random square once every round, and that the bolts of lightning deal 6d10 lightning damage on a failed save, or half as much on a successful one.

Severity 4

At Storm severity 4, there is either a Haboob (if Aridity severity 4) or a Typhoon (if Precipitation severity 4). A haboob creates heavy obscurity in the area, and creatures in the area suffer 1d6 slashing damage each round, and must make a Constitution saving throw each round or be poisoned for 1 minute. A typhoon creates light obscurity in the area, and creatures must make a Strength saving throw each round or suffer 2d6 bludgeoning damage, or half as much on a successful save. Cover can protect a target from a haboob or typhoon.

Wind

In a dead calm (Wind severity level 0), there is insufficient wind for vehicles to move under sail. If there is a breeze, it won't significantly impact the area.

Severity 1

At Wind severity level 1, there is a moderate wind that has a 50% chance of extinguishing exposed flames of Tiny size or smaller, such as candles.

Severity 2

At Wind severity level 2, the area imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. The wind also extinguishes open flames, and disperses fog. Additionally, Wind at severity 2 or higher makes flying require a Strength (Athletics) or Dexterity (Acrobatics) check against the weather effect. Those that fail, must land at the end of its turn or fall. If a strong wind is present in an area with a lot of loose debris (such as sand in a desert), the area also imposes disadvantage on Wisdom (Perception) checks that rely on sight.

Severity 3

At Wind severity level 3, there is a gale force wind that is powerful enough to bring down branches if not whole trees. Such winds in addition to extinguishing open flames have a 75% chance to extinguish protected flames, such as lanterns. Common ranged weapon attacks are impossible, and even siege weapons suffer disadvantage on their ranged attack rolls. The area also imposes disadvantage on all Wisdom (Perception) checks. Creatures that are Medium sized or smaller must make a Strength (Athletics) check to move against the winds. Creatures that are Small sized or smaller that fail this check are knocked prone and rolled 1d4 x 10 feet taking 1d4 bludgeoning damage per 10 feet.

Severity 4

At Wind severity level 4, there are tornado winds. All flames are extinguished. All ranged attacks are impossible (even with siege weapons), Wisdom (Perception) checks based on hearing always fail, and the area is lightly obscured. Creatures that are Huge sized or smaller must make a Strength (Athletics) check to move against the winds. Creatures that are Large sized or smaller that fail this check are picked up and thrown 2d4 x 10 feet taking 1d8 bludgeoning damage per 10 feet after being knocked prone. Flying in this area is impossible; a flying creature in tornado winds must land at the end of their turn or fall.

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