Decennium Descent – Prestige Classes (Classes 1–6)

Each prestige class includes:

- Class Overview

- Requirements & Unlock Conditions

- Signature Mechanics

- Capstone Ability

- Combat Role

- Character Vignette (2–3 paragraphs)

# 1. Battlemage

\*\*Overview\*\*: A melee-arcane hybrid who builds momentum through physical combat to unleash devastating spells.

\*\*Requirements\*\*:

* - Base Class: Warrior or Mage (Lv 10+)
* - Feats: Power Attack, Combat Casting, Arcane Momentum
* - Skills: Spellcraft, Concentration, Weapon Mastery
* - Alignment: Any non-Lawful Good

\*\*Unlock\*\*: Slay a spellcasting enemy with a melee weapon while concentrating on an active spell.

\*\*Signature Mechanics\*\*:

* - Battle Flow: Gain 1 stack of Momentum per melee hit (max 5)
* - Momentum Surge: Spend Momentum to quick-cast or empower spellstrikes
* - Spellshock Guard: Gain magic resistance after casting in melee
* - Arcane Grudge: Bonus damage vs enemy casters who injured you

\*\*Capstone – Arcane Detonation\*\*: Consume all Momentum to unleash an AoE elemental blast that knocks back enemies and refreshes one spell slot.

\*\*Combat Role\*\*: Frontline disruptor and caster killer. Excels in hybrid burst pressure.

Character Story\*\*: \*The Ember Blade

Tyrellus Fane, once a court mage, found no joy in scrolls or lectures. When invaders stormed his sanctum, desperation forced him to lift a fallen knight’s blade. With a roar and a spell, he became fire and steel. Now he stalks battlefields as the Ember Blade, arcane energy humming through his strikes, seeking the thrill that only war provides. Those who mistake him for a mere battler are consumed in flame and fury.

# 2. Beastmaster

\*\*Overview\*\*: A primal commander who bonds with multiple beasts and leads them in coordinated battle.

\*\*Requirements\*\*:

* - Base Class: Ranger or Druid (Lv 10+)
* - Feats: Companion Training, Survivalist, Beast Lore
* - Skills: Survival, Animal Empathy

\*\*Unlock\*\*: Tame and command three different CR-appropriate beasts during a wilderness trial quest.

\*\*Signature Mechanics\*\*:

* - Primal Pack: Control up to 3 active companions that scale with level
* - Shared Instinct: Beast allies benefit from your feat bonuses
* - Pack Coordination: Use a bonus action to command multiple companions

\*\*Capstone – Apex Alpha\*\*: Once per long rest, your companions act twice per round and inherit your weapon feats temporarily.

\*\*Combat Role\*\*: Flexible frontline or skirmish leader. Best in mid-sized parties or wilderness zones.

Character Story\*\*: \*Of Claws and Kin

Seraya Wanderclaw walks alone, yet never without company. Wolves flank her. An eagle circles above. A bear watches from the shadow of a pine. Raised by the wild after her tribe fell, she learned not to command beasts, but to earn their trust. In battle, they strike as one — claw, beak, fang. Where she steps, the forest fights back.

# 3. Blademaster

\*\*Overview\*\*: A weapon perfectionist who executes seamless, deadly strikes through honed martial flow.

\*\*Requirements\*\*:

* - Base Class: Warrior or Thief (Lv 10+)
* - Feats: Weapon Focus, Weapon Mastery, Combat Reflexes
* - Skills: Acrobatics, Weapon Mastery

\*\*Unlock\*\*: Defeat a master duelist without taking more than one hit.

\*\*Signature Mechanics\*\*:

* - Blade Echo: Every 3rd strike triggers a free maneuver
* - Parry Counter: Successful dodge grants a retaliatory strike
* - Precision Flow: Critical hits increase maneuver DC and chance to chain

\*\*Capstone – Perfect Form\*\*: For one round per short rest, all attacks auto-hit if an enemy has already been struck this turn.

\*\*Combat Role\*\*: Single-target DPS and duelist. Excels in agile combat and enemy pressure.

Character Story\*\*: \*The Silver Cut

Kane the Quiet never shouts, never snarls. His blade does it for him. A master of the Thousand Strokes style, he sees the world in openings. One breath, one kill. Some say his sword whispers to him, others that he moves faster than thought. None who faced him have lived long enough to explain.

# 4. Bloodbound

\*\*Overview\*\*: A vampiric predator who feeds on blood to empower attacks, summon thralls, and cheat death.

\*\*Requirements\*\*:

* - Base Class: Crimson Agent, Thief, or Gravetouched (Lv 10+)
* - Feats: Hemocraft, Dark Affinity, Life Drinker
* - Skills: Stealth, Hemocraft, Arcana

\*\*Unlock\*\*: Survive a vampiric infection through a dark relic or story-driven event and accept the curse.

\*\*Signature Mechanics\*\*:

* - Bloodletting Strikes: Apply Bleed stacks; consume them to heal or deal bonus damage
* - Crimson Domination: Charm or control a humanoid thrall temporarily
* - Sanguine Regeneration: Passive healing based on kills and crits
* - Bloodwalk: Teleport to bleeding enemies in line of sight
* - Mistform: Once per encounter, avoid death by becoming mist and retreating

\*\*Capstone – Throne of Night\*\*: Transform into a Master Vampire for 1 minute: lifesteal, domination, fear aura, and resistance to nonmagical damage.

\*\*Combat Role\*\*: Sustained fighter with mobility and lifesteal. Dominates small skirmishes.

Character Story\*\*: \*The Crimson Waltz

Lira Vey once danced for kings. Her voice seduced nobles; her smile masked poison. But it was her final performance that earned her immortality. The vampire lord saw her elegance and claimed her. Now she glides through battlefields as effortlessly as she did across marble halls, draining blood with every step. She is as feared for her kiss as for her claws.

# 5. Berserker

\*\*Overview\*\*: A chaos-fueled brute who thrives in the thick of battle, dealing AoE damage and overwhelming force.

\*\*Requirements\*\*:

* - Base Class: Warrior or Shaman (Lv 10+)
* - Feats: Frenzied Rage, Endurance, Cleave
* - Skills: Athletics, Survival

\*\*Unlock\*\*: Enter a berserker state and defeat 10 foes solo during a ritual combat trial.

\*\*Signature Mechanics\*\*:

* - Frenzy: Enter a rage that increases damage and grants damage resistance
* - Sweeping Blow: AoE cleave that knocks enemies back
* - Deathlust: Killing enemies extends Frenzy duration
* - Reckless Charge: Dash through enemies and daze them on impact

\*\*Capstone – Raging Tempest\*\*: While Frenzy is active, gain one extra action per round and immunity to fear or charm.

\*\*Combat Role\*\*: AoE melee brute. Uncontrollable force of destruction in large skirmishes.

Character Story\*\*: \*The Avalanche

Brokk Hammergut was once a miner. Then came the cave-in, the screams, the silence. He clawed his way out, bloodied, mad, reborn. Now Brokk fights not for gold, but for the rush. Battle is his forge. Rage is his hammer. When his warcry echoes down stone halls, even ogres flee.

# 6. Chronomancer

\*\*Overview\*\*: A manipulator of time who banks and reuses actions to twist turn order and tempo.

\*\*Requirements\*\*:

* - Base Class: Mage or Arcanist (Lv 10+)
* - Feats: Arcane Calculus, Temporal Theory, Quickened Thought
* - Skills: Arcana, Knowledge: Planar

\*\*Unlock\*\*: Solve the Paradox Puzzle in the Temporal Tower and bind yourself to its clockwork core.

\*\*Signature Mechanics\*\*:

* - Delay Action: Store unused actions to spend later
* - Rewind: Undo a missed action or reverse a failed save
* - Acceleration Field: Allies gain extra movement and initiative
* - Time Rip: Age a target creature, weakening its defenses

\*\*Capstone – Chrono Collapse\*\*: Unleash stored actions in a burst: take three turns back-to-back. Causes fatigue after.

\*\*Combat Role\*\*: Tactical controller and initiative dominator. Can rewrite mistakes and seize tempo.

Character Story\*\*: \*The Keeper of Hours

Time died once. They don’t tell that part of the story, but Arelon remembers. He remembers everything. In his tower of ticking glass and brass, he moves between seconds like others move between breaths. Those who offend the weave of fate find their future unwritten — or worse, repeated endlessly until they beg for the end.

# 7. Echomancer

\*\*Overview\*\*: A mystic who mirrors the powers of enemies and monsters, reshaping battle with reflected might.

\*\*Requirements\*\*:

* - Base Class: Mage, Mirrorsage, or Arcanist (Lv 10+)
* - Feats: Spell Reflection, Mimicry, Arcane Adaptation
* - Skills: Arcana, Spellcraft

\*\*Unlock\*\*: Absorb and successfully reuse three different monster abilities during combat with a rare Mirror Crystal equipped.

\*\*Signature Mechanics\*\*:

* - Mirror Pulse: Reflect a single-target spell back at the caster once per short rest
* - Echo Channel: Temporarily copy a known monster or enemy spell for 2 rounds
* - Reflected Pain: When struck by spell damage, enemies take psychic backlash
* - Reverb Core: You may store a spell effect and release it as your own next turn

\*\*Capstone – Mirrorheart Ascension\*\*: For one minute, you gain double spell slots and may mimic two enemy spells per round. Reflections become instant cast.

\*\*Combat Role\*\*: Spell disruptor and adaptive counter-caster. Highly effective vs enemy casters or bosses.

Character Story\*\*: \*Glass Within Glass

Miralen's world shattered the day her twin was slain by a soulflayer. In desperation, she stared into a shard of mirrorstone until her voice echoed back — only it wasn’t hers. It was stronger. She followed it, learned to listen, and now her enemies see themselves in their final moments — reflected, twisted, broken.

# 8. Forge Master

\*\*Overview\*\*: A legendary blacksmith and combat engineer who imbues weapons and armor with mythic properties.

\*\*Requirements\*\*:

* - Base Class: Tinker, Warrior, or Druid (Lv 10+)
* - Feats: Master Smithing, Hardened Grip, Core Infusion
* - Skills: Craft (Blacksmith), Engineering, Spellcraft

\*\*Unlock\*\*: Forge a Tier IV relic weapon using your own recipe and defeat a named foe using only that weapon.

\*\*Signature Mechanics\*\*:

* - Relic Imbuement: Enhance crafted items with spell-like properties
* - Smith's Temper: Reduce armor penalty and increase durability of worn gear
* - Forge Focus: Once per long rest, meditate to instantly repair all equipped gear
* - Ember Pulse: Temporarily ignite your weapon, adding fire damage and intimidation

\*\*Capstone – Eternal Anvil\*\*: Your crafted items no longer degrade. Relic weapons gain sentience and provide you guidance or warnings in battle.

\*\*Combat Role\*\*: Support-tank and gear-enhancer. Strengthens the party by improving durability and arming allies with relic tools.

Character Story\*\*: \*Ash and Iron

Varn Stonevein forged blades for kings, but none for himself. That changed when the siege came. His daughter, slain by a stray bolt, left behind her favorite hammer. Varn reforged it — with her ashes folded into the steel. Now, it burns hotter than dragonfire. Each swing is a memory. Each kill, a promise.

# 9. Giant Killer

\*\*Overview\*\*: A specialized hunter trained to bring down colossal foes through precision, agility, and high-impact tactics.

\*\*Requirements\*\*:

* - Base Class: Ranger, Soldier, or Warrior (Lv 10+)
* - Feats: Precision Strike, Anatomy Lore, Giant Slayer
* - Skills: Acrobatics, Survival, Knowledge (Monstrous Humanoids)

\*\*Unlock\*\*: Defeat a CR+3 Large or larger creature without aid, using environmental hazards or a critical weak point.

\*\*Signature Mechanics\*\*:

* - Kneecap Strike: Melee attacks can cripple huge foes, reducing movement
* - Scale the Beast: Climb onto Huge+ enemies to target weak zones
* - Hunter’s Mark: Gain bonus crit chance and damage vs Large+ enemies
* - Anchor Chain: Throw a harpoon tether to ground flying or leaping enemies

\*\*Capstone – Colossus Ender\*\*: Once per day, you may declare a "slayer’s mark" on a Gargantuan creature. All your attacks auto-crit for 3 rounds vs that foe.

\*\*Combat Role\*\*: Anti-boss duelist and elite bruiser. Built to turn colossal threats into wounded prey.

Character Story\*\*: \*The Last Step

They say no one survives a Hell Gigas charge — but they’ve never met Breya Flintmark. She doesn’t run. She waits. One breath. One step to the side. One upward strike. The Gigas falls, tripping over its own ruptured tendon. The earth shakes with the weight of its shame. Breya spits on the corpse and moves on.

# 10. Gravetouched

\*\*Overview\*\*: A cursed soul balanced between life and death, drawing necrotic power and resilience from undeath without fully surrendering.

\*\*Requirements\*\*:

* - Base Class: Cleric, Warrior, or Crimson Agent (Lv 10+)
* - Feats: Necrotic Affinity, Undying Flesh, Dark Fortitude
* - Skills: Religion, Intimidation, Endurance

\*\*Unlock\*\*: Survive fatal damage while cursed by a necromancer, then rise again unaided within one round.

\*\*Signature Mechanics\*\*:

* - Undying Resilience: Gain resistance to necrotic and poison damage
* - Bone Shield: Once per short rest, summon spectral bones to reduce incoming damage by half for 3 rounds
* - Death Touch: Channel necrotic energy into melee strikes
* - Grim Grasp: Enemies you kill cannot be revived or regenerated for 24 hours

\*\*Capstone – Soul Anchor\*\*: If you die, you rise once per day at 1 HP with temporary necrotic bonuses and fear aura for 1 minute.

\*\*Combat Role\*\*: Off-tank and bruiser with necrotic synergy. Self-reviving frontline disruptor.

Character Story\*\*: \*Half of Silence

Darrow Venn died screaming — and rose silent. He doesn’t speak anymore. His allies say death taught him patience. His enemies don’t live long enough to ask why. Bones rattle when he draws near, and the ground withers where he walks. Darrow doesn’t fear death; he remembers her smile.

# 11. Hexblade

\*\*Overview\*\*: A weapon-bound curse channeler who weaves doom, fear, and arcane hexes through every strike.

\*\*Requirements\*\*:

* - Base Class: Thief, Mage, or Crimson Agent (Lv 10+)
* - Feats: Curse Channeling, Dark Binding, Eldritch Combat
* - Skills: Arcana, Stealth, Intimidation

\*\*Unlock\*\*: Bind yourself to a cursed weapon willingly during a blood ritual in the Hollow Vale.

\*\*Signature Mechanics\*\*:

* - Hex Mark: Apply a stacking curse to enemies hit with your bound weapon
* - Eldritch Arc: Channel minor spells through weapon strikes
* - Doom Sigil: Once per long rest, inscribe a hex on the ground that inflicts confusion and fear
* - Blade Hunger: Cursed weapon gains bonuses after each kill, resetting when you rest

\*\*Capstone – Curse Unleashed\*\*: Your hexes explode when removed, dealing massive necrotic damage in a 15 ft radius and applying a random curse.

\*\*Combat Role\*\*: Mid-range threat. Sustained DPS, battlefield control, and psychological warfare.

Character Story\*\*: \*The Blade Whispers

Sythra Nightmaw never held a blade before the massacre. She found it buried in a fallen inquisitor’s chest — a twisted black thing that whispered her name. Since then, it hasn’t stopped. Every strike she makes cuts deeper than flesh. Those who face her often fall to madness long before they bleed out.

# 12. Mooncursed

\*\*Overview\*\*: A lycanthropic warrior whose form and powers vary by curse type — werewolf, werebear, or wererat — tied to alignment and base class.

\*\*Requirements\*\*:

* - Base Class: Druid, Warrior, Thief, or Shaman (Lv 10+)
* - Feats: Primal Instinct, Cursebound Flesh, Blood Ritual
* - Skills: Survival, Athletics, Stealth (varies by form)

\*\*Unlock\*\*: Survive a full lunar cycle while infected with lycanthropy and pass the Beast’s Trial without succumbing.

\*\*Lycan Forms\*\*:

* - Werewolf (Neutral/Evil): Frenzied predator with bleed, speed, and pack tactics
* - Werebear (Good/Neutral): Tank-focused form with regen, taunts, and roar
* - Wererat (Evil/Neutral): Stealth, poison, evasion, and filth magic

\*\*Signature Mechanics\*\*:

* - Lycan Form: Transform for 60 seconds, gaining bonuses based on form
* - Curse Surge: Spend HP to trigger special beast abilities
* - Lunar Tides: Powers scale at night or during celestial events
* - Beast Within: Auto-transform when HP drops below 25%

\*\*Capstone – Apex Lycanthrope\*\*: Gain full hybrid form with all lycan bonuses, temporary flight, and damage immunity for 1 minute. You are the moon’s fury.

\*\*Combat Role\*\*: Versatile melee predator or tank. High mobility and shifting utility.

Character Story\*\*: \*The Fang in the Dark

Korrin Blackhide doesn’t remember who bit him. Only the fire. The blood. The taste of marrow. But he remembers the moon — and how it called him back from death. Now he fights it, nightly. Sometimes he wins. When he doesn’t, villages burn. But when he chooses the battlefield, there’s no stopping the beast. Just pray the moon is waning.

# 13. Sapper

\*\*Overview\*\*: A demolition expert and trapmaster who controls the battlefield with explosives, snares, and mechanical warfare.

\*\*Requirements\*\*:

* - Base Class: Tinker, Thief, or Soldier (Lv 10+)
* - Feats: Combat Engineering, Trapsetter, Siege Savant
* - Skills: Engineering, Disable Device, Craft (Explosives)

\*\*Unlock\*\*: Use 5 or more trap types to defeat a siege beast or construct without direct melee attacks.

\*\*Signature Mechanics\*\*:

* - Tripwire Arsenal: Set mechanical traps with varied effects (stun, burn, slow)
* - Demolition Pack: Plant explosive charges that damage and debuff fortifications or creatures
* - Field Scanner: Gain vision of hidden traps, tunnels, or buried structures
* - Saboteur’s Toolkit: Bonus damage to constructs and ability to disable enemy gear

\*\*Capstone – Hellstorm Ordnance\*\*: Deploy 3 high-yield bombs in a large radius. Explosions cause terrain destruction and DoT effects for 1 minute.

\*\*Combat Role\*\*: Area control and anti-fortification disruptor. Ideal in defensive sieges or narrow corridors.

The Boom Prophet

No one knows Tikkit’s real name. Only that he cackled during the fall of Castle Drein, shouting, “Time to till the soil with fire!” as charges lit the walls in sequence. Where he walks, holes follow. Tunnels collapse. Traps snap shut. Some call him a madman. Others call him the future of warfare.

\*\*Overview\*\*: A demolition expert and trapmaster who controls the battlefield with explosives, snares, and mechanical warfare.

\*\*Requirements\*\*:

* - Base Class: Tinker, Thief, or Soldier (Lv 4+)
* - Feats: Combat Engineering, Trapsetter, Siege Savant
* - Skills: Engineering, Disable Device, Craft (Explosives)

\*\*Unlock\*\*: Use 5 or more trap types to defeat a siege beast or construct without direct melee attacks.

\*\*Signature Mechanics\*\*:

* - Tripwire Arsenal: Set mechanical traps with varied effects (stun, burn, slow)
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# 14. Soulrender

\*\*Overview\*\*: A necrotic engine of agony who harvests souls to power abilities, damage enemies, or shield allies.

\*\*Requirements\*\*:

* - Base Class: Mage, Crimson Agent, or Cleric (Lv 10+)
* - Feats: Lifeleech, Soul Cage, Wounding Magic
* - Skills: Arcana, Religion, Intimidation

\*\*Unlock\*\*: Steal the soul of a living named enemy and bind it to a black crystal during a ritual event.

\*\*Signature Mechanics\*\*:

* - Soul Harvest: Absorb the soul of a dying foe to gain energy
* - Agony Lance: Fire a necrotic beam that deals damage over time and weakens saves
* - Spectral Ward: Spend soul charges to shield an ally or redirect damage
* - Echo of Death: Soulbound enemies suffer disadvantage to healing and resurrection

\*\*Capstone – Font of Suffering\*\*: Unleash stored soul energy to explode in a 30 ft aura. Enemies take massive damage, and allies are healed for half that amount.

\*\*Combat Role\*\*: Battlefield controller with lifesteal and team sustain. Rewards killing blows and positioning.

The Choir Below

Every night, Jazen hears them. The whispers. The echoes. He used to be a healer, once — until he tried to revive someone who didn’t want to return. Now the souls cling to him. Beg him. Feed him. In battle, he sings their dirge aloud, and the ground writhes with unseen pain.

# 15. Storm Lord

\*\*Overview\*\*: A tempest-fueled channeler of lightning, wind, and fury drawn directly from the Plane of Storms, Voltyros.

\*\*Requirements\*\*:

* - Base Class: Shaman, Mage, or Druid (Lv 6+)
* - Feats: Stormcaller, Lightning Affinity, Voltyros Pact
* - Skills: Nature, Spellcraft, Endurance

\*\*Unlock\*\*: Survive a direct lightning strike atop the Spire of Storms and awaken the spark within.

\*\*Signature Mechanics\*\*:

* - Static Field: Create a charged area that shocks enemies each round
* - Arc Surge: Chain lightning spell that increases damage with each target
* - Stormstep: Dash to a target in a crack of thunder, leaving a shockwave
* - Eye of the Tempest: Gain damage resistance and bonus spell damage while stationary

\*\*Capstone – Avatar of Voltyros\*\*: Enter a stormform for 1 minute: flight, crit-enhanced lightning spells, and shock aura.

\*\*Combat Role\*\*: Mobile caster with heavy AoE and control. Strong zone dominance and mobility synergy.

The Thunder Crowned

Merrik Stormborn was struck dead at fifteen — and stood up laughing. Since then, thunder answers his call. Clouds gather when he’s angry. The air tastes like copper when he smiles. Some think he’s the herald of a coming tempest. Others just call him the Storm Lord. Either way, lightning walks where he does.

# 16. Verdant Animist

\*\*Overview\*\*: A summoner of living traps, stationary spirits, and wild overgrowth — master of battlefield flora.

\*\*Requirements\*\*:

* - Base Class: Druid, Shaman, or Mage (Lv 4+)
* - Feats: Verdant Bond, Conjure Flora, Trapcasting
* - Skills: Nature, Spellcraft, Survival

\*\*Unlock\*\*: Infuse a Seed of the World Tree during a battle and defeat at least three foes using only summoned flora.

\*\*Signature Mechanics\*\*:

* - Seedling Conjurations: Summon immobile plant creatures with specific attack patterns (thorns, spores, roots)
* - Living Terrain: Create difficult terrain that slows enemies and causes reactive damage
* - Bloom Burst: Detonate seedlings in AoE explosions
* - Wild Synergy: Buffs increase with the number of active conjurations

\*\*Capstone – Bloom of Ruin\*\*: Summon an enormous siege-flower that lashes enemies, poisons the ground, and shields allies in its radius for 60 seconds.

\*\*Combat Role\*\*: Area denial and battlefield controller. Excels at map control and trap synergy.

The Garden Wakes

High atop the cliffs of Eldmire, they say a forest breathes. But it’s not the trees — it’s her. Hyrala the Thornmother. Once a village apothecary, now a vessel of the Green Womb. Her roots run deep, and her wrath deeper still. Where she walks, vines stir. Her enemies don’t bleed — they bloom.

# 17. Warlock

\*\*Overview\*\*: A pact-bound caster who channels dark forces from beyond — void entities, old gods, or forbidden spirits.

\*\*Requirements\*\*:

* - Base Class: Mage, Crimson Agent, or Shaman (Lv 3+)
* - Feats: Forbidden Pact, Eldritch Echo, Curse Weaving
* - Skills: Arcana, Occultism, Intimidation

\*\*Unlock\*\*: Forge a soul pact with an entity from beyond the known planes. Survive the Binding Trial with mind and body intact.

\*\*Signature Mechanics\*\*:

* - Eldritch Blast: Core attack scaling with level and pact alignment
* - Pact Sigils: Empower abilities with pact marks (e.g., shadowstep, hex bonus, resistance)
* - Soul Debt: Spend HP instead of spell slots once per encounter
* - Curse Chain: Apply stacking debuffs that worsen over time

\*\*Capstone – Unsealed Pact\*\*: Summon your patron’s projection or avatar for 1 minute. Gain unique spells and aura based on pact type.

\*\*Combat Role\*\*: High damage, flexible casting with risky power mechanics. Specializes in single-target control and corruption.

Ink in the Veins

Zereth didn’t read the whole book. No one ever does. But when he traced the final rune, the whispers began — cold, wrong, and compelling. His veins turned black. His eyes shimmered like oil. Now, every word he speaks holds weight. Every spell, a price. He serves something that once ruled… and may again.

# 18. Wyrmslayer

\*\*Overview\*\*: A hunter forged in fire and scaled blood — the bane of dragons and their kin.

\*\*Requirements\*\*:

* - Base Class: Warrior, Ranger, or Soldier (Lv 5+)
* - Feats: Favored Enemy (Dragon), Slayer’s Resolve, Cleave
* - Skills: Survival, Lore (Dragons), Weapon Mastery

\*\*Unlock\*\*: Slay a CR+3 dragon or greater wyrm with a weapon you forged or modified personally.

\*\*Signature Mechanics\*\*:

* - Drakebane Arsenal: Weapons ignore elemental resistances of dragons
* - Scalebreaker Technique: Once per short rest, lower dragon AC on strike
* - Fearless Roar: Immune to fear auras; nearby allies gain resistance
* - Draconic Lore Mastery: Instantly identify dragon traits and breath types

\*\*Capstone – Apex Wyrmslayer\*\*: Critical hits against dragons disable one key ability (e.g., flight or breath) and grant bonus rare materials on kill.

\*\*Combat Role\*\*: Anti-boss specialist. High durability and damage against elite targets, especially dragons.

The Burned Banner

Kael’s entire unit died in the gorge. Red death fell from the sky — fire, winged and hateful. He lived. Barely. But he swore an oath: no more wyrms. Now, his armor is blackened scale. His blade sings with hatred. Where others flee at the roar of dragons, Kael walks forward. Burned. Scarred. Unyielding.