

INVOKER

ABAND OF ORCS SETS UPON A FOREST WITH terrible axes and jagged saws, but from a sacred banyan a guardian quietly directs the forest to defend itself. Three elf elders sit in silence, each participating in a ritual requiring them to focus for days to gently change the flow of the Weave itself to work wonders into reality. A gravekeeper defends a village from wicked fey in the dead of night, acting as a nose for the dead, directing the risen ancestors towards the stench of the foul fey magics to drive them back to their realm.

SOURCE SENSING

Invokers draw upon wellsprings of magical energy in the world around them. These sources exist in many forms and many places, yet the shared fundamental trait of any Invoker is their ability to sense the origin of a particular energy. An Invoker will always be an Acolyte of a particular source, specializing in sensing and directing the magical energy from the source they have dedicated themselves to. Due to the integral nature of this connection, an Invoker's specialty is determined from the beginning as each source is associated with a particular kind of magic.

PERCEPTIVE STUDENTS

Invokers act as Acolytes of their Source, wielding power on its behalf. They are often devoted to that source in some way, or are at least heavily associated with it despite not being connected in an existential manner. The power they draw from is limited by the flow from the source and their ability to perceive it. They often act as keepers and guardians, but will also serve as emissaries and far roaming agents when needed.

CREATING AN INVOKER

Invokers should expect to rely on their wisdom to cast powerful spells and cantrips, and always specialize in some particular kind of magic associated with their source. Invokers may only cast a few spells, but have access to some of the strongest spells, and can cast them with a myriad of alterations.

QUICK BUILD

To create an Invoker quickly, choose a Source whose theme you find appealing and prioritize wisdom as your highest stat.

INVOKER

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level
1st	+2	Pact Magic, Source Choice (One Rock, One Ribbon)	2	2	1	1st
2nd	+2	Font of Magic	2	3	2	1st
3rd	+2	Metamagic	2	4	2	2nd
4th	+2	Ability Score Improvement	3	5	2	2nd
5th	+3	Metamagic	3	6	2	3rd
6th	+3	Source Feature	3	7	2	3rd
7th	+3	-	3	8	2	4th
8th	+3	Ability Score Improvement	3	9	2	4th
9th	+4	-	3	10	2	5th
10th	+4	Source Feature	4	10	2	5th
11th	+4	Greater Wonders	4	11	3	5th
12th	+4	Ability Score Improvement, Metamagic	4	11	3	5th
13th	+5	Source Greater Wonders	4	12	3	5th
14th	+5	Source Feature	4	12	3	5th
15th	+5	Greater Wonders, Metamagic	4	13	3	5th
16th	+5	Ability Score Improvement	4	13	3	5th
17th	+6	Source Greater Wonders	4	14	4	5th
18th	+6	Source Feature	4	14	4	5th
19th	+6	Ability Score Improvement	4	15	4	5th
20th	+6	Capstone (Points for high-level spells)	4	15	4	5th

CLASS FEATURES

As an Invoker, you gain the following class features:

HIT POINTS

- **Hit Dice:** 1d6 per Invoker level
- **Hit Points at 1st Level:** 6 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier Invoker level after 1st.

PROFICIENCIES

- **Armor:** None
- **Weapons:** Daggers, darts, slings, quarterstaffs, light crossbows
- **Tools:** None
- **Saving Throws:** Wisdom, Intellect
- **Skills:** Choose two from Arcana, History, Insight, Medicine, Perception, and Religion

EQUIPMENT

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

- (a) a sling and 20 pieces of ammunition or (b) 20 darts
- (a) a component pouch or (b) an arcane focus
- (a) a priest's pack or (b) an explorer's pack
- A quarterstaff

SPELLCASTING

At first level, the class can now cast spells.

CANTRIPS

At first level, you know two cantrips of your choice from the Invoker spell list. You learn additional Invoker cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Invoker table.

SPELL SLOTS

The Invoker table shows how many spell slots you have. The table also shows what the level of those slots are; all of your spell slots are the same level. To cast one of your Invoker spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

SPELLS KNOWN OF 1ST LEVEL OR HIGHER

You know two 1st-level spells of your choice from the Invoker spell list. The Spells Known column of the Invoker table shows when you learn more Invoker spells of your choice from this feature. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level.

Additionally, when you gain a level in this class, you can choose one of the Invoker spells you know from this feature and replace it with another spell from the Invoker spell list. The new spell must also be of a level for which you have spell slots on the Invoker table.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your Invoker spells, as you must perceive the flow of energy to interact with it. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an Invoker spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

You can cast an invoker spell you know as a ritual if that spell has the ritual tag.

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your invoker spells.

SOURCE OF POWER

At 1st level, you choose a source of power that serves as the origin of your magic. Your choice grants you spells and other features when you choose it at 1st level. It also grants you additional benefits at 6th, 10th, 14th, and 18th levels.

FONT OF MAGIC

At 2nd level, you learn to direct the source in precise and delicate ways, though doing so is mentally fatiguing due to the focus required. Your mental capacity for this is represented by acolyte points, which allow you to create a variety of magical effects.

- **Acolyte Points.** You have 2 acolyte points, and you gain more as you reach higher levels, as shown in the Acolyte Points column of the Invoker table. You can never have more acolyte points than shown on the table for your level. You regain all spent acolyte points when you finish a long rest and half of points spent, rounded down, on a short rest.

- **Flexible Casting.** You can use your acolyte points to gain additional spell slots, or sacrifice spell slots to gain additional acolyte points. You learn other ways to use your acolyte points as you reach higher levels.

- **Creating Spell Slots.** You can transform unexpended acolyte points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. Any spell slot you create with this feature vanishes when you finish a short or long rest.
- **Converting a Spell Slot to Acolyte Points.** As a bonus action on your turn, you can expend one spell slot and gain a number of acolyte points equal to the slot's level.

CREATING SPELL SLOTS

Spell Slot Level	Acolyte Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

METAMAGIC

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 5th, 12th and 15th level.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

- **Careful Spell.** When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 acolyte point and choose a number of those creatures up to your Wisdom modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.
- **Distant Spell.** When you cast a spell that has a range of 5 feet or greater, you can spend 1 acolyte point to double the range of the spell. When you cast a spell that has a range of touch, you can spend 1 acolyte point to make the range of the spell 30 feet.
- **Empowered Spell.** When you roll damage for a spell, you can spend 1 acolyte point to reroll a number of the damage dice up to your Wisdom modifier (minimum of one). You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

- **Extended Spell.** When you cast a spell that has a duration of 1 minute or longer, you can spend 1 acolyte point to double its duration, to a maximum duration of 24 hours.
- **Heightened Spell.** When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 acolyte points to give one target of the spell disadvantage on its first saving throw made against the spell.
- **Quickened Spell.** When you cast a spell that has a casting time of 1 action, you can spend 2 acolyte points to change the casting time to 1 bonus action for this casting.
- **Seeking Spell.** If you make an attack roll for a spell and miss, you can spend 2 acolyte points to reroll the d20, and you must use the new roll. You can use Seeking Spell even if you have already used a different Metamagic option during the casting of the spell.
- **Subtle Spell.** When you cast a spell, you can spend 1 acolyte point to cast it without any somatic or verbal components.
- **Transmuted Spell.** When you cast a spell that deals a type of damage from the following list, you can spend 1 acolyte point to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.

- **Twinned Spell.** When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of acolyte points equal to the spell's level to target a second creature in range with the same spell (1 acolyte point if the spell is a cantrip). To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, magic missile and scorching ray aren't eligible, but ray of frost and chromatic orb are.

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.

GREATER WONDERS

At 11th level, you become able to call upon momentous power from the source. Choose two 6th-level spells from the invoker spell list as these wonders.

You may cast one of the wonders without expending a spell slot. Once you do so, you cannot cast that wonder or a wonder of the same spell level until you finish a long rest.

At higher levels, you gain more invoker spells that can be cast this way. The 7th-level spells gained at 13th level and 9th-level spells gained at 17th level are determined by the Source of Power you chose. At 15th level, you may choose any two 8th-level spells from the invoker spell list as wonders.

Additionally, you may use your Metamagics on spells cast with this feature as long as you pay the associated acolyte point cost.

WONDROUS FLEXIBILITY

At 20th level, you can spend acolyte points as a bonus action on your turn to regain uses of your Greater Wonders.

The Creating Wonders table shows the cost of regaining use of a wonder of a given spell-level. Any uses you regain with this feature vanishes when you finish a short or long rest.

CREATING WONDERS

Wonder Spell Slot Level
6th
7th
8th
9th

Acolyte Point Cost
10
12
14
16

SOURCES OF POWER

Sources of Power are where the Invokers power directly flows from. These sources are intrinsic to the Invokers identity, dictating the kind of magic they favor and have the most access to. Invokers never learn to perceive more than one source, and most find themselves very committed to the ideas and roles in society the sources tend to coincide with.

ASTRAL ACOLYTE

Astral Acolytes can sense the magical energy that leaks and streams through the stars from across the planes. Some claim it flows indirectly from the Astral Plane itself, while others speculate it is mere starlight. Regardless, no one can deny the burning fires and blinding light that appear when these acolytes beckon the stars.

SOURCE SPELLS

When you choose this source at 1st level you learn additional spells. These spells are Invoker spells for you and do not count towards the limit of spells you know from your Invoker spellcasting feat. These spells must be cast with spell slots from your Invoker spellcasting feature. You'll learn additional spells this way at 5th and 9th level, and you'll learn spells as wonders for your Greater Wonders feature at 13th and 17th levels.

The Astral Acolyte Spells table lists the spells you learn from this feature.

Additionally, you learn the *Call Starlight* cantrip, it is an Invoker cantrip for you, and it does not count towards the limit of cantrips learned from your Invoker spellcasting feature.

WHERE THE LIGHT TOUCHES

Starting at 1st level, whenever a spell you cast deals radiant or fire damage to a creature that is not in darkness you may add extra damage of the same type equal to your wisdom modifier. If the spell damages multiple creatures this extra damage can be applied to a number of creatures equal to your wisdom modifier. You choose which creatures are affected by the extra damage.

ASTRAL ACOLYTE SPELLS

Invoker Level

1st

5th

9th

13th

17th

STUDENT OF THE STARS

Starting at 1st level, you gain proficiency with navigator's tools and vehicles (water) if you do not already have them.

You shine dim light in a 10 ft radius around yourself. This light can only be obscured by mystical means, such as magical invisibility or illusions.

If you can see the stars you may enter trance to take a long rest in four hours, rather than sleep for eight hours. While meditating, you study the stars; such study is actually mental exercises that have become reflexive after years of practice. After resting in this way, you gain the same benefit a normal human would from 8 hours of sleep.

IMPROVED SPELL CRITICAL

Starting at 6th level, your spell attacks score a critical hit on a roll of 19 or 20.

PRISMATIC CHANNELING

Starting at 10th level, you gain resistance to radiant damage.

Additionally, whenever you take radiant damage you may use your reaction to become immune to radiant damage until the end of your next turn. If you use your reaction this way, you may choose to emit a burst of light towards the source of the damage that triggered this affect, if you do, the target must make a dexterity saving throw against your Invoker spell save DC. On a failed save, the target takes radiant damage equal to the damage that triggered this affect. On a successful save, the target takes half damage.

You may use this feature a number of times equal to your half your wisdom modifier, rounded down. All uses are restored after a short or long rest.

Additionally, you shine bright light for a 10 ft radius whenever you are immune to radiant damage.

Spells

Faerie Fire, Guiding Bolt

Fireball, Melf's Minute Meteors

Dawn, Summon Celestial

Conjure Celestial, Crown of Stars

Astral Projection, Meteor Swarm

KINDLED BEACON

Starting at 14th level, you may take an action during your turn to begin shining bright light in a 30 ft radius, and dim light for additional 30 ft, for one minute.

You and your allies gain half cover while in the bright light.

Any enemy in the bright or dim light when this effect begins or starts its turn in the light must make a wisdom saving throw against your Invoker spell save DC. Enemies in the bright light have disadvantage on this saving throw. On a failed save, the creature is frightened of you until the start of its next turn. After you use this feature you may not do so again until you finish a short or long rest.

CHARNEL ACOLYTE

Charnel Acolytes are sensitive to the necromantic energies that emit from graveyards, charnel houses, and tombs. Adept at directing these forces, the Charnel Acolyte can guide the dead to rise and defend the hallowed graves, and are skilled at manipulating the vital energy of both the dead and the living.

SOURCE SPELLS

When you choose this source at 1st level you learn additional spells. These spells are Invoker spells for you and do not count towards the limit of spells you know from your Invoker spellcasting feat. These spells must be cast with spell slots from your Invoker spellcasting feature. You'll learn additional spells this way at 5th and 9th level, and you'll learn spells as wonders for your Greater Wonders feature at 13th and 17th levels.

The Charnel Acolyte Spells table lists the spells you learn from this feature.

Additionally, you learn the *Toll the Dead* cantrip, it is an Invoker cantrip for you, and it does not count towards the limit of cantrips learned from your Invoker spellcasting feature.

EFFUSIO VITALIS

Starting at 1st level, whenever you or a creature friendly to you would gain hit points or temporary hit points as the result of a necromancy spell you cast, you may roll 1d4 and add the result to the value gained. This amount changes as you gain Invoker levels, becoming 1d6 at 6th level, 1d8 at 10th level, 1d10 at 14th level, and 1d12 at 18th level.

CHARNEL URN

Starting at 1st level, you have access to your Charnel Urn. The urn is a large 3 foot tall clay pot infused with necromantic magic drawn from your source. For you the urn is magically lightened to weigh only a few pounds,

PHOTONIC MOVEMENT

Starting at 18th level, you may take bonus action on your turn and choose an unoccupied space you can see that is touched by light shining from yourself. You disappear in a flash of light, and instantly reappear at the chosen location.

and can be easily carried on your back. Others attempting to lift or move the vessel will notice it is quite heavy, and must succeed on a DC 14 Strength saving throw when attempting to lift or move the urn.

Charnel Urns are used to store the dead, typically until the corpse is reduced to bones which can then be prepared for burial. Due to the necromantic magic infused into your urn, it has some special properties and uses.

The urn is invulnerable while you are carrying it, and is immune to damage from nonmagical sources. Whenever you are not carrying it the urn has an AC of 10 and hit points equal to your Invoker level. You can replace a destroyed urn by spending 10gp for raw materials and spending 8 working hours forming the new urn and guiding magic from your source into it.

At 1st level you gain access to a number of features involving your Charnel Urn when you are carrying it:

- **Prehumation.** You can spend one minute preparing a corpse and store it in the Charnel Urn. A corpse stored in the urn will not decay naturally.
- **Gravebearer's Boon.** Whenever you have a corpse in the urn, you may use your action on your turn to regain 1d4 hit points. This feature can benefit from your Effusio Vitalis feature. Once you use this ability, you cannot do so again until you complete a short or long rest. Drawing energy from the corpse in this way decays it, and after doing so a number of times equal to your Wisdom modifier the corpse will fully decay to bones which cannot provide the required energy.
- **Repository.** If you cast a spell that takes control of a corpse or pile of bones, such as *Animate Dead*, you may target a corpse or pile of bones contained in your urn as long as there is an unoccupied space within 5 ft of yourself. When you do so it emerges into the unoccupied space.

GRAVEKEEPER PUPPETRY

Starting at 6th level, any undead creatures under your control may use your proficiency bonus instead of their own when attacking.

Additionally, the healing provided by your *Gravebearer's Boon* feature increases to 2d4.

VOICES OF THE DEAD

Starting at 10th level, you may interrogate a corpse stored in your Charnel Urn as though you cast the spell *Speak with Dead*. If the corpse is hostile towards you, or otherwise unwilling to answer your questions, you can force it to make a Wisdom saving throw against your *Invoker* spell save DC. On a failed save, it is forced to answer your questions to the best of its knowledge. On a successful save, it remains silent. Once you use this feature, you cannot do so again until you finish a long rest.

Additionally, the healing provided by your *Gravebearer's Boon* feature increases to 3d4.

RESILIENT UNDEAD

Starting at 14th level, Whenever an undead creature becomes controlled by you, it gains temporary hit points equal to your Wisdom modifier. These temporary hit points are lost if you lose control of the undead. This feature benefits from your *Effusio Vitalis* feature.

Undead you create cannot be made hostile towards you, even if they are taken from your control and made hostile to your allies.

Additionally, the healing provided by your *Gravebearer's Boon* feature increases to 4d4.

WARDING URN

Starting at 18th level, if you are reduced to 0 hit points as a result of taking damage or would be killed instantly as the result of some effect, you can use your reaction to use your *Gravebearer's Boon* feature as long as you have a viable corpse in your Charnel Urn.

If you take this reaction, you live and have hit points equal to the healing effect.

Using your *Gravebearer's Boon* feature as a reaction in this way does not require you to have a normal use of that feature available and does not require you to finish a short or long rest before using the feature normally. However, once you use your *Gravebearer's Boon* feature in this way, you cannot do so again as a reaction until you finish a short or long rest.

Additionally, the healing provided by your *Gravebearer's Boon* feature increases to 5d4.

CHARNEL ACOLYTE SPELLS

Invoker Level

1st
5th
9th
13th
17th

Spells

False Life, Ray of Sickness
Animate Dead, Speak with Dead
Danse Macabre, Raise Dead
Finger of Death, Tether Essence
Time Ravage, True Resurrection

HIGH MAGIC ACOLYTE

Elven High Magic is an ancient and powerful tradition employed by powerful elven mages that changes the flow of the Weave itself to affect the world in astounding ways. High Magic Rituals are responsible for linking many minds at once, bolstering the moral and energy of armies, creating Elven artifacts, and even creating Elven cities from nothing or removing them without a trace. The ability to perceive the Weave and its flow are crucial to High Magic rituals, and years of study are required to participate in even the most basic rituals. High Magic Acolytes are mages on their journey to mastering this art, and employ the fundamental concepts of the craft to more traditional spells as they prepare themselves for the wonder-working that will one day be required of them.

(Note: This subclass is restricted to those with the Elf or Half-Elf lineage.)

SOURCE SPELLS

When you choose this source at 1st level you learn additional spells. These spells are Invoker spells for you and do not count towards the limit of spells you know from your Invoker spellcasting feat. These spells must be cast with spell slots from your Invoker spellcasting feature. You'll learn additional spells this way at 5th and 9th level, and you'll learn spells as wonders for your Greater Wonders feature at 13th and 17th levels.

The High Magic Acolyte Spells table lists the spells you learn from this feature.

Additionally, you learn the *Mind Sliver* cantrip, it is an Invoker cantrip for you, and it does not count towards the limit of cantrips learned from your Invoker spellcasting feature.

ELVEN ARMAMENTS

Starting at 1st level, You gain proficiency with longsword, shortsword, shortbow, and longbow if you do not already have it.

You can select and touch up to two weapons as long as they are a longsword, shortsword, shortbow, or longbow and spend one hour in a ritual focusing on the weapons' significance to your ancestors. At the end of the duration, the weapons become magical items that you are attuned to.

You become unattuned to the items if they are not in your possession for more than 24 hours, at which point they revert to whatever state they were before you attuned to them, losing any benefits granted in association with this feature

WEAVE-IMBUED

Starting at first level, Any magical longsword, shortsword, shortbow, or longbow you are attuned to can be used as a casting focus for your Invoker spells, and any ammunition used with one of these weapons is considered magical.

BEGUILING CHARMS

Starting at 6th level, creatures charmed by you may not know that they were charmed when the effect ends.

Whenever a charmed effect caused by you ends, the creature must make a Wisdom saving throw against your Invoker spell save DC. On a failed save, the creature does not know they were charmed. On a successful save, they know they were charmed by you.

COUNTERCHARM

Starting at 10th level, whenever a hostile creature attempts to charm you or a friendly creature you can see within 60 feet of yourself you can use your reaction to attempt to turn the charm back on the hostile creature.

The creature must succeed on a Wisdom saving throw against your Invoker spell save DC or their charm fails, and they are instead charmed by you for 1 minute or until the creature takes damage.

You can use this feature a number of times equal to your Wisdom modifier. All uses are restored after finishing short or long rest.

ENHANCED ELVEN ARMAMENTS

Starting at 14th level, you expand your understanding of how the Weave flows through objects.

- You can attune to up to four magic items at once.
- You can now use this your 1st-level Elven Armaments feature on one additional weapon, up to three total
- Any weapon under that feature's affect is additionally considered a +2 weapon and +2 casting focus.

PSEUDO-COMMUNION

Starting at 18th level, you can reach through the weave to call upon unknown magics.

You touch a creature and attempt to link your mind to theirs. Once linked, you combine life energy from yourself and the creature, using it to cast a ritual spell from any spell list, regardless if you or the creature know the spell. You must remain linked to the creature for the duration of the ritual.

A creature that would resist linking their mind to yours must succeed on a Wisdom saving throw against your invoker spell save DC or you establish the link anyway and pull from their life energy regardless. If they succeed they resist the link, and you cannot attempt to use this feature again until you complete a short or long rest. A creature charmed by you automatically fails this saving throw.

This process mimics the rituals High Magic users employ to contact and join with their patron god Corellon. Elves and Half-Elves that participate in this ritual may feel Corellon's benevolent presence during the ritual, while non-Elves will feel the intensity of his power and know they are rejected by it.

Once the ritual is completed, you cannot use this feature again until you complete a short or long rest.

HIGH MAGIC ACOLYTE SPELLS

Invoker Level

1st

5th

9th

13th

17th

Spells

Longstrider, Bane

Fae Shot, Fast Friends

Awaken, Modify Memory

Etherealness, Power Word: Enhance

Power Word: Kill, Wish

MIRROR WELL ACOLYTE

Mirror Wells, spread throughout the realms, are foci for the natural magic energies that play on the senses of mortals. Mirror Well Acolytes use this energy to extend their sight across and between realms, to see through magical illusions, or create powerful illusions of their own. Despite possessing little skill in causing physical harm, they are equally loved and reviled as their presence on a battlefield always means clarity for their allies and confusion for their foes.

SOURCE SPELLS

When you choose this source at 1st level you learn additional spells. These spells are Invoker spells for you and do not count towards the limit of spells you know from your Invoker spellcasting feat. These spells must be cast with spell slots from your Invoker spellcasting feature. You'll learn additional spells this way at 5th and 9th level, and you'll learn spells as wonders for your Greater Wonders feature at 13th and 17th levels.

The Mirror Well Acolyte Spells table lists the spells you learn from this feature.

Additionally, you learn the *Minor Illusion* cantrip, it is an Invoker cantrip for you, and it does not count towards the limit of cantrips learned from your Invoker spellcasting feature.

DISRUPT PERSPECTIVE

Starting at 1st level, you can manipulate illusions to introduce doubt into a skeptical mind.

Whenever a creature you can see succeeds at an Intelligence (Investigation) check to determine that an illusion created by you is truly an illusion, you can use your reaction to force the creature to reroll the Intelligence (Investigation) check and use the new result instead.

You can use this feature a number of times equal to your proficiency bonus, and regain all uses after finishing a short or long rest.

AMYGDALA TRANSLATION

Starting at first level, if you would use an illusion to create the effect of speech, any creature that hears it and can understand at least one language can understand what was said. To the creature, the illusion speaks in the most appropriate language or blend of languages the creature knows.

SKEPTICAL SENSES

Starting at 6th level, you gain Intelligence (Investigation) proficiency if you do not already have it.

Additionally, whenever you succeed an Intelligence (Investigation) check to determine if something is an illusion you immediately know the direction of the illusion's true source.

DISCIPLINED WILL

Starting at 10th level, you are immune to being frightened and charmed by Illusion spells cast with a spell slot of 6th-level or lower.

MIRROR WELL ACOLYTE SPELLS

Invoker Level

1st
5th
9th
13th
17th

Spells

Disguise Self, Infallible Relay
Hypnotic Pattern, Tongues
Dream Rary's Telepathic Bond
Mirage Arcane, Project Image
Foresight, Weird

SCRYING DEFENSE

Starting at 14th level, you learn to obscure yourself from unwanted eyes and can discern the nature of those trying to find you.

You know whenever someone attempts to locate or contact you with a Divination spell, and you can make a Wisdom saving throw against their spell save DC to tell who or what the creature is and if they are hostile or not.

Regardless of the outcome of the Wisdom saving throw, you can use your reaction to block the spell, causing it to fail. The caster is unaware that you were the cause of the spell's failure unless they succeed on a Wisdom saving throw against your Invoker spell save DC.

You can use your reaction to block a spell this way a number of times equal to your proficiency bonus, and regain all uses after finishing a short or long rest.

SACRED TREE ACOLYTE

There are nearly as many Sacred Trees as there are forests themselves. These trees are massive wellsprings of natural magical energy, and the forests that grow around them are strong and wild. These trees may also feature as centerpiece of a Druidic Grove, and occasionally Sacred Tree Acolytes are residents in these groves, mingling with their Druidic brethren. Sacred Tree Acolytes frequently treat their sources with great reverence and a desire to protect, and almost unilaterally excel at manipulating plants and the weather through the vast nature magic at their call.

SOURCE SPELLS

When you choose this source at 1st level you learn additional spells. These spells are Invoker spells for you and do not count towards the limit of spells you know from your Invoker spellcasting feat. These spells must be cast with spell slots from your Invoker spellcasting feature. You'll learn additional spells this way at 5th and 9th level, and you'll learn spells as wonders for your Greater Wonders feature at 13th and 17th levels.

The Sacred Tree Acolyte Spells table lists the spells you learn from this feature.

Additionally, you learn the *Thorn Whip* cantrip, it is an Invoker cantrip for you, and it does not count towards the limit of cantrips learned from your Invoker spellcasting feature.

MIRROR MASTERY

Starting at 18th level, you master the unique properties of the Mirror Well's magic, empowering your Illusion and Divination magic.

- **Reflective Illusions.** When you cast an Illusion spell of 1st level or higher, you can make the illusion real as long as it doesn't occupy more than a 10ft cube. You can do this on your turn as a bonus action while the spell is ongoing. The illusion remains real for one minute or until you use a bonus action to undo the effect, after which the illusion cannot be made real again. Illusions made real this way cannot deal damage or directly harm anyone. However, attacks and damage against the illusion will not dispel it. Any creature attacking the illusion with a ranged or thrown weapon attack has the attack magically reflected and must make a Dexterity saving throw against your spell save DC, on a failed save they are hit by their own attack.
- **Intensive Gaze.** Creatures attempting to resist your Divination spells have disadvantage on the saving throw.

NATURAL RESISTANCE

Starting at first level, You are immune to the poisoned and diseased conditions, and you have resistance to poison damage.

WILDLIFE INTERPRETER

Starting at first level, you can cast the spell Speak with Animals on yourself or a willing creature without expending a spell slot. You can use this feature a number of times equal to your proficiency modifier, and you regain all uses reset after finishing a short or long rest.

GREEN THUMB

Starting at 6th level, you can cast the spell Plant Growth without expending a spell slot. After you use this feature, you cannot do so again until you complete a long rest.

SPRINGTIME REBIRTH

Starting at 10th level, you can cast the spell Reincarnate without expending a spell slot. After you use this feature, you cannot do so again until you complete a long rest.

GUARDIAN'S CALL

Starting at 14th level, you can take an action to invoke the Tree's power to tame the wilds.

Each beast and plant creature that can see you within 60 feet must make a Wisdom saving throw against your Invoker spell save DC. On a failed save, the creature is charmed by you for 10 minutes.

While it is charmed by you, it is friendly to you and other creatures you designate.

After you use this feature, you cannot do so again until you finish a short or long rest.

GUARDIAN'S COMMAND

Starting at 18th level, you are expert at using the source's magic to compel nature to aid you.

While beast creatures are charmed by you, you can take a bonus action on your turn to verbally command each of those creatures what to do on their next turn.

Creatures ordered to attack non-hostile creatures must make a Wisdom saving throw against your Invoker spell save DC during their turn, but before the attack is made. On a failed save, the creature attacks as ordered. On a successful save, the creature does not attack and is no longer charmed.

SACRED TREE ACOLYTE SPELLS

Invoker Level

1st

5th

9th

13th

17th

Spells

Animal Friendship , Entangle

Speak with Plants, Summon Lesser Treant

Commune with Nature , Wrath Of Nature

Regenerate, Whirlwind

Mass Heal, Storm of Vengeance

INVOKER SPELL LIST

CANTRIPS

Acid Splash
Blade Ward
Booming Blade
Chill Touch
Create Bonfire
Control Flames
Friends
Frostbite
Green-Flame Blade
Gust
Lighting Lure
Magic Stone
Message
Mold Earth
Poison Spray
Prestidigitation
Ray of Frost
Shape Water
True Strike

1ST LEVEL

Absorb Elements
Cause Fear
Chromatic Orb
Charm Person
Comprehend Languages
Cure Wounds
Detect Magic
Distort Value
Earth Tremor
Feather Fall
Fog Cloud
Identify
Illusory Script
Mage Armor
Purify Food and Drink
Silent Image
Sleep
Thunderwave
Witch Bolt
Unseen Servant

2ND LEVEL

Darkness
Discombobulating Wave
Earthbind
Flock of Familiars
Gentle Repose
Gust of Wind
Kinetic Jaunt
Levitate
Magic Weapon
Maximillian's Earthen Grasp
Mind Spike
Misty Step
Radiant Well
Scorching Ray
See Invisibility
Shatter
Tasha's Mind Whip
Wither and Bloom

3RD LEVEL

Blink
Counterspell
Dispel Magic
Enemies Abound
Erupting Earth
Fear
Feign Death
Haste
Leomund's Tiny Hut
Lightning Bolt
Major Image
Nondetection
Slow
Vampiric Touch
Wall of Water

4TH LEVEL

Blight
Confusion
Control Water
Dimension Door
Fabricate
Fly
Freedom of Movement
Greater Invisibility
Ice Storm
Locate Creature
Polymorph
Sickening Radiance
Stoneskin

5TH LEVEL

Control Winds
Creation
Enervation
Greater Restoration
Hold Monster
Immolation
Legend Lore
Mass Cure Wounds
Mislead
Seeming
Scrying
Telekinesis

6TH LEVEL

Arcane Gate
Create Undead
Disintegrate
Find the Path
Globe of Invulnerability
Mass Suggestion
Mental Prison
Scatter
Sunbeam
Soul Cage
True Seeing
Wall of Ice

8TH LEVEL

Abi-Dalzim's Horrid Wilting
Antimagic Field
Control Weather
Earthquake
Illusory Dragon
Incendiary Cloud
Power Word: Stun
Sunburst

INVOKER SIGNATURE SPELLS

CALL STARLIGHT

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration up to 1 round

You call down energy from the cosmos to assault one creature you can see within range, and a beam of light comes down on the target from above. The target must succeed on a Dexterity saving throw or take 1d6 radiant damage and the next spell attack roll you make against this target before the end of your next turn has advantage.

At Higher Levels. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Spell Lists: Astral Acolyte

DISCOMBOBULATING WAVE

2nd-level evocation

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (a prism made of gem or glass capable of refracting light)

Duration: Instantaneous

A wave of rainbow light 5 feet wide emanates from you in the direction you are facing and travels 15 feet. The wave passes through objects but does not affect them.

Each creature hit by the wave must make a Constitution saving throw. On a failed save a creature takes 1d12 force damage, has disadvantage on the first attack roll it makes on its next turn, and is pushed by the wave until the wave ends.

Additionally, if a creature collides with another creature or a fixed object (e.g. a wall, pillar, or boulder) both take 1d4 bludgeoning damage. Creatures that have been collided into by creatures pushed by the wave can still be affected by the wave if they are within range.

On a successful save, a creature takes half the initial force damage from the wave, is not inflicted with the disadvantage effect, and is not pushed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

Additionally, when this spell is cast using a spell slot of 5th level or higher, the wave becomes a complete sphere of light that radiates out from you in all directions in a 15-foot radius

Spell Lists: Invoker

FAE SHOT

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, M (a loaded ranged weapon)

Duration: Instantaneous

The weapon and ammunition used in the spell's casting begins to shimmer with a magical glow. You make a ranged weapon attack with the weapon against one creature within the weapon's range. You do not make an attack roll and your attack automatically hits.

The target must make a Dexterity saving throw. On a failed save, the target suffers the weapon attack's normal effects and takes an additional 4d8 force damage. On a successful save, the target takes half damage.

The piece of ammunition and weapon then returns to their normal form

The target is temporarily marked by a homing magic that guides your perception for your next shot. The mark lasts until the end of your next turn. You have advantage on the attack roll for the first normal ranged weapon attack you make against the marked target. Additionally, you may use your Wisdom modifier in place of your Dexterity modifier for the attack roll made with advantage. You still use your Dexterity modifier when calculating the damage. After the attack is made, the mark dispels regardless of a hit or miss.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the force damage increases by 1d8 for each slot level above 3rd.

Spell Lists: High Magic Acolyte

POWER WORD: ENHANCE

7th-level enchantment

Casting Time: 1 reaction

Range: 60 feet

Components: V

Duration: Instantaneous

Whenever you or a friendly creature you can see within range succeeds on an attack roll you can use your reaction to utter a word of power that causes the attack to score a critical hit, regardless of the number rolled.

Spell Lists: High Magic Acolyte

RADIANT WELL

2nd-level conjuration

Casting Time: 1 reaction

Range: 60 feet

Components: V, S, M (a prism or gem capable of refracting light)

Duration: Concentration, up to 1 minute

You direct light to an area within range, calling for and infusing it with power to create a 15 foot radius circle of light that shines brilliantly. The area of the well is brightly lit, and bright light shines 20 feet out in every direction from the edge of the well and dim light for an additional 20 feet.

Any hostile creature that is in the area when the spell is cast or begins its turn inside the area must make a Constitution saving throw. On a failed save, a creature takes 1d8 radiant damage and is blinded until the start of its next turn.

Any creature outside the well attacking a creature inside the well for the first time that turn must make a Constitution saving throw. On a failed save, the creature has disadvantage on attack rolls against creatures inside the well until the end of their turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Spell Lists: Cleric, Invoker, Paladin

LESSER TREANT

Large Sylvan, neutral good

Armor Class 14 + the level of the spell (natural armor)

Hit Points 40 + 10 for each spell level above 3rd

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	16 (+3)	14 (+2)	14 (+2)	9 (-1)

Damage Resistances Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses passive Perception 14

Languages Sylvan, understands the languages you speak

Challenge -

Proficiency Bonus equals your bonus

ACTIONS

Multiattack. The Lesser Treant makes a number of attacks equal to half this spell's level (rounded down).

SUMMON LESSER TREANT

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a seed from a tree)

Duration: Concentration, up to 1 hour

You call forth a treant to protect you. It manifests in an unoccupied space that you can see within range. The treant resembles a large, slightly anthropomorphic tree, able to move freely, albeit slowly.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours.

It obeys your verbal commands (no action required by you). If you don't issue any, it attempts to position itself within 5 ft of you and use its Nature's Shielding feature, if this is not possible it will defend itself against any attackers.

At Higher Levels. When you cast the spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears on the stat block.

Spell Lists: Sacred Tree Acolyte

Sweeping Branch. *Melee Weapon Attack:* your spell attack modifier to hit, reach 10 ft., one target. Hit: 1d10 + 3 + the spell's level bludgeoning damage.

Deadwood Throw. *Ranged Weapon Attack:* your spell attack modifier to hit, range 20/60 ft., one target. Hit: 2d4 + 3 + the spell's level bludgeoning damage.

BONUS ACTIONS

Nature's Shielding. The treant can use its Bonus Action to protect you or any creature you designate if the treant is within 10 feet of the creature it is protecting.

Until the start of the treant's next turn, the first attack that would hit the creature the treant is protecting instead automatically hits and deals damage to the treant and not the protected creature.

Missed attacks do not trigger this effect, and any creature protected by this feature cannot benefit from its effects again until the start of the treant's next turn.

CREDITS:

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