

THE MALICE-BOUND

FULL BASE CLASS FOR D&D 5E



CLASS CONCEPT

A **Malice-Bound** is a mortal host fused with a predatory symbiote fueled by pain, sacrifice, and willpower. Power is drawn directly from the wielder's vitality rather than external patrons or spell slots alone. The class revolves around **Malice States**, high-risk spellcasting, and moment-to-moment control of survivability versus devastation.

This is a frontline caster-bruiser hybrid, closer to a warlock/paladin/sorcerer blend, but fully independent.

CLASS FEATURES

HIT POINTS

- Hit Dice:** 1d10 per Malice-Bound level
- HP at 1st Level:** 10 + your Constitution modifier
- HP at Higher Levels:** 1d10 (or 6) + Constitution modifier per level

PROFICIENCIES

- Armor:** Light armor, medium armor, shields
- Weapons:** Simple weapons, martial melee weapons
- Tools:** None
- Saving Throws:** Constitution, Charisma
- Skills:** Choose two from Athletics, Arcana, Intimidation, Insight, Perception, Survival

LEVEL PROGRESSION

Level Features

- 1 Symbiotic Bond, Malice Armament, Malice Spellcasting
- 2 Malice Surge
- 3 Symbiote Path
- 4 Ability Score Improvement
- 5 Extra Attack (Malice)
- 6 Pain-Driven Reflex
- 7 Symbiote Path Feature
- 8 Ability Score Improvement
- 9 Improved Malice Costs
- 10 Adaptive Symbiosis
- 11 Ascendant Armament
- 12 Ability Score Improvement
- 13 Symbiote Path Feature
- 14 Malice Ascendancy
- 15 Symbiote Resilience
- 16 Ability Score Improvement
- 17 Symbiote Path Feature
- 18 Perfect Integration
- 19 Ability Score Improvement
- 20 Apotheosis of Malice

1ST-LEVEL FEATURES

SYMBIOTIC BOND

You host a living symbiote of malice.

MALICE STATES (BONUS ACTION)

As a bonus action, you may **Manifest Malice** or **Suppress Malice**.

- You may Manifest Malice a number of times equal to your **proficiency bonus** per long rest.
- Suppressing Malice has no limit.

WHILE IN MALICE

- You gain +1 AC
- You gain **temporary hit points** equal to your Charisma modifier + half your Malice-Bound level (rounded down)
(These temporary hit points do not refresh if Malice is already active.)
- You have advantage on **Intimidation** checks
- You cast Malice spells at full value
- Once per turn, when you lose temporary hit points granted by Manifest Malice, you may deal necrotic damage equal to your proficiency bonus to one creature you can see within 10 ft**

WHILE OUT OF MALICE

- You are **restrained**, but your symbiote shields vital organs
- Malice HP costs are **halved** (rounded down)
- Damage and healing from Malice spells are **halved**
- You cannot cast Malice spells of **6th level or higher**

MALICE ARMAMENT

While **In Malice**:

- You may use **Charisma** instead of Strength or Dexterity for melee weapon attack and damage rolls
- Once per turn, deal additional **necrotic damage** on a hit:
 - 1d4 at 1st level
 - 1d6 at 11th level
 - 1d8 at 17th level

MALICE SPELCASTING (MALICE'S GIFT)

You cast spells drawn from the **Malice spell list** using **Sorcerer spell slots**.

- **Spellcasting Ability:** Charisma
- **Spell Save DC:** 8 + proficiency bonus + Charisma modifier
- **Spell Attack Modifier:** proficiency bonus + Charisma modifier

You do not know Malice spells; you have access to the entire Malice list, but are limited by Malice State and HP costs.

2ND-LEVEL FEATURE

MALICE SURGE

Once per short rest, while **In Malice**, you may:

- Gain advantage on one attack roll, saving throw, or concentration check
- Or immediately regain HP equal to your proficiency bonus (this healing ignores Malice penalties)
- Or force one creature you can see within 30 ft to make a Constitution saving throw against your spell save DC. On a failure, it has disadvantage on its next attack roll or saving throw before the end of its next turn

Using Malice Surge costs HP equal to **half your proficiency bonus (rounded up)**.

3RD-LEVEL FEATURE

SYMBIOTE PATH

Choose a Symbiote Path that defines how your malice manifests.

PATH OF THE RAVAGER

- **3rd:** While In Malice, your movement speed increases by 10 ft. Once per turn when you deal necrotic damage, you may move 5 ft without provoking opportunity attacks.
- **7th:** When you reduce a creature to 0 HP, you may Manifest Malice without expending a use. If Malice is already active, this refreshes your temporary hit points.
- **13th:** Once per turn, when you hit a creature below half its HP maximum, add your Charisma modifier to the damage again.
- **17th:** Your weapon and Malice spell attacks score a critical hit on a roll of **19–20** against creatures below half HP.

PATH OF THE BULWARK

- **3rd:** While In Malice, allies within 5 ft of you gain +1 AC.
- **7th:** When you take damage, you may transfer up to half of it to a willing ally within 10 ft (no action).
- **13th:** You gain proficiency in Constitution saving throws (or expertise if already proficient).
- **17th:** While In Malice, allies within 10 ft gain resistance to **necrotic and psychic damage**.

PATH OF THE DOMINATOR

- **3rd:** When you deal necrotic or psychic damage, the target has disadvantage on its next saving throw before the end of your next turn.
- **7th:** Once per turn, when a creature fails a saving throw against your Malice spell, you gain temporary HP equal to your Charisma modifier.
- **13th:** Creatures charmed, frightened, or restrained by you take necrotic damage equal to your proficiency bonus at the start of their turns.
- **17th:** Creatures have disadvantage on saving throws against your Malice spells while you are below half your HP maximum.

5TH-LEVEL FEATURE

EXTRA ATTACK (MALICE)

While **In Malice**, you can attack twice, instead of once, when you take the Attack action.

6TH-LEVEL FEATURE

PAIN-DRIVEN REFLEX

While **In Malice**, when you take damage, you may use your reaction to reduce the damage by **1d8 + your Charisma modifier**.

You then take necrotic damage equal to your proficiency bonus. This damage cannot be reduced.

If this reduction reduces the triggering damage to **0**, you may immediately move up to **10 ft** without provoking opportunity attacks.

9TH-LEVEL FEATURE

IMPROVED MALICE COSTS

When you cast a Malice spell, reduce its HP cost by your Constitution modifier (minimum 1).

If this reduction lowers the cost to **1 HP**, you take **1 necrotic damage at the end of your turn** that cannot be reduced.

10TH-LEVEL FEATURE

ADAPTIVE SYMBIOSIS

Your Malice becomes smarter, but more demanding.

While In Malice:

- When you Manifest Malice, choose one damage type. You gain resistance to that damage type.
- You have advantage on concentration checks.
- You may change the chosen resistance as a reaction when you take damage, expending one Hit Die.

While Out of Malice:

- Once per long rest, when you cast a Malice spell, you may ignore its Malice cost.
When you do, you have disadvantage on your next saving throw before the end of your next turn.

11TH-LEVEL FEATURE

ASCENDANT ARMAMENT

Your Malice Armament damage die increases immediately.

Once per turn, when you deal damage with a weapon attack or Malice spell, you may change its damage type to **necrotic or psychic**. The spell or attack's visual manifestation reflects the symbiote's form (no mechanical effect).

14TH-LEVEL FEATURE

MALICE ASCENDANCY

When you Manifest Malice, choose one mode:

Ravager

- Once per turn, add your Charisma modifier as necrotic damage.
- When you reduce a creature to 0 HP, gain temporary HP equal to your proficiency bonus.

Bulwark

- Your AC bonus from Malice becomes +2.
- Once per round, when an ally within 10 ft takes damage, you may take half of that damage instead.

SYMBIOTE REJECTION

If you remain **In Malice** for 10 consecutive rounds:

- You immediately Suppress Malice
- You gain **1 level of exhaustion**
- You cannot Manifest Malice again until you finish a short or long rest

If you are reduced to **0 HP** during Symbiote Rejection, you automatically fail **one death saving throw**.

15TH-LEVEL FEATURE

SYMBIOTE RESILIENCE

While **In Malice**:

- You have advantage on death saving throws
- The first time each day you would drop to 0 HP, you instead drop to **1 HP** and Suppress Malice

18TH-LEVEL FEATURE

PERFECT INTEGRATION

While **In Malice**:

- You ignore exhaustion penalties
- Malice costs cannot reduce you below **1 HP**
- You may maintain concentration on **two Malice spells**

When maintaining concentration on two Malice spells, you have disadvantage on concentration saving throws unless you are below half your HP maximum.

20TH-LEVEL FEATURE

APOTHEOSIS OF MALICE

Once per long rest, when you Manifest Malice:

- Malice lasts **1 minute** without triggering Symbiote Rejection
- All Malice HP costs are reduced to **0**
- You regain **10 HP** at the start of each of your turns

When this state ends, you gain **2 levels of exhaustion** and automatically Suppress Malice.

MALICE SPELL LIST

Malice spells are manifestations of a hostile symbiote bound to you.
Many Malice spells impose risks, delayed effects, or costs that cannot be mitigated by normal means.

CANTRIPS (6)

SERRATED WILL

Evocation cantrip
Range: 5 feet
Components: V, S
Duration: Instantaneous
Malice Cost: None

Make a melee spell attack. On a hit, the target takes 1d8 necrotic damage.
If the target is below its hit point maximum, you gain advantage on the attack.
Damage increases by 1d8 at 5th, 11th, and 17th level.

MALICE THREAD

Conjuration cantrip
Range: 30 feet
Components: V, S
Duration: Instantaneous
Malice Cost: None

A creature takes 1d6 psychic damage and must succeed on a Strength save or be pulled 5 feet toward a creature of your choice.

REACTIVE CARAPACE

Abjuration cantrip
Range: Self
Components: V
Duration: 1 round
Malice Cost: None

Until the start of your next turn, the first time you take damage, reduce that damage by your spellcasting modifier.

LINGERING FESTER

Necromancy cantrip
Range: 60 feet
Components: V, S
Duration: 1 round
Malice Cost: None

A creature takes 1d6 necrotic damage.
If it moves before the end of its next turn, it takes an additional 1d6 necrotic damage.

PULSE AWARENESS

Divination cantrip
Range: Self (30-foot radius)
Components: V

Duration: Instantaneous

Malice Cost: None

You learn the number of creatures within range that are missing hit points and whether any are below half health.

MALIGNANT BOLT

Evocation cantrip
Range: 60 feet
Components: V, S
Duration: Instantaneous
Malice Cost: None

A creature takes 1d10 force damage.
If you are below half your hit point maximum, the damage becomes necrotic and ignores resistance.

1ST LEVEL SPELLS (4)

BLOOD-FORGED FOCUS

Transmutation
Range: Self
Components: V
Duration: Concentration, up to 1 minute
Malice Cost: 3 HP

You gain advantage on Constitution saving throws to maintain concentration.
Once per turn when you deal spell damage, you may reroll one damage die.

SYMBIOTIC LUNGE

Conjuration
Range: 30 feet
Components: V, S
Duration: Instantaneous
Malice Cost: 3 HP

You teleport adjacent to a creature.
That creature takes 2d8 necrotic damage and cannot take reactions until the end of its next turn.

MALICE GUARD

Abjuration
Range: Self
Components: V, S
Duration: 1 minute
Malice Cost: 4 HP

When you take damage, you can use your reaction to reduce it by $1d10 + \text{your spellcasting modifier}$.
This spell ends after it reduces damage three times.

REND THOUGHT

Enchantment

Range: 60 feet

Components: V, S

Duration: 1 round

Malice Cost: 3 HP

A creature takes 3d8 psychic damage and has disadvantage on its next saving throw before the end of its next turn.

2ND LEVEL SPELLS (3)

CONSTRAINING MALICE

Conjuration

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Malice Cost: 6 HP

A creature is restrained.

At the start of each of its turns, it takes 2d6 necrotic damage.

It can repeat the save at the end of each turn, ending the effect on a success.

SYMBIOTE RUSH

Transmutation

Range: Self

Components: V

Duration: 1 round

Malice Cost: 4 HP

You gain advantage on attack rolls and Dexterity saving throws until the end of your turn.

At the end of the turn, you take 2d6 necrotic damage.

INTERNAL DECAY

Necromancy

Range: 60 feet

Components: V, S

Duration: Instantaneous

Malice Cost: 5 HP

A creature takes 5d8 necrotic damage.

If it fails its save by 5 or more, its speed is reduced to 0 until the end of its next turn.

3RD LEVEL SPELLS (3)

MALICE DETONATION

Evocation

Range: 60 feet

Components: V, S

Duration: Instantaneous

Malice Cost: 9 HP

Creatures in a 15-foot-radius sphere take 6d8 necrotic damage (Constitution save for half).

Creatures below half hit points have disadvantage on the save.

OVERTICKLED SYMBIOSIS

Transmutation

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Malice Cost: 6 HP

Your speed increases by 20 feet and once per turn you may take an additional action to Dash, Disengage, or make one weapon attack.

At the start of each of your turns, take 1d6 necrotic damage.

PSYCHIC LACERATION

Enchantment

Range: 60 feet

Components: V, S

Duration: 1 round

Malice Cost: 6 HP

A creature takes 5d10 psychic damage and cannot take reactions.

On a successful save, it takes half damage and can take reactions.

4TH LEVEL SPELLS (3)

LIVING BULWARK

Abjuration

Range: Self

Components: V, S

Duration: 10 minutes

Malice Cost: 12 HP

You gain resistance to nonmagical bludgeoning, piercing, and slashing damage.

When you reduce damage with a reaction, deal 1d8 necrotic damage to a creature within 10 feet.

DOMINATING TENDRILS

Conjuration

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Malice Cost: 10 HP

A creature is restrained.

While restrained, it takes 3d10 necrotic damage at the start of its turns and has disadvantage on Strength and Dexterity saves.

CONSUME PANIC

Necromancy

Range: 60 feet

Components: V

Duration: Instantaneous

Malice Cost: 10 HP

A frightened or charmed creature takes 8d8 necrotic damage.

You gain temporary hit points equal to your spellcasting modifier + half the damage dealt.

5TH LEVEL SPELLS (3)

SYMBIOTIC ASCENSION

Transmutation

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Malice Cost: 16 HP

You gain a flying speed of 40 feet.

Once per turn, when you deal spell damage, you may deal additional necrotic damage equal to your proficiency bonus.

MALICE IMPLOSION

Evocation

Range: 90 feet

Components: V, S

Duration: Instantaneous

Malice Cost: 16 HP

Creatures in a 20-foot-radius sphere take 10d10 force damage (Dexterity save for half).

Objects automatically fail the save.

RUINOUS IMPERATIVE

Enchantment

Range: 60 feet

Components: V

Duration: 1 round

Malice Cost: 16 HP

A creature must follow a single command.

On a success, it instead takes 5d12 psychic damage and is frightened of you until the end of its next turn.

6TH LEVEL SPELLS (2)

PERFECT SYMBIOSIS

Transmutation

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Malice Cost: 22 HP + 1 level of exhaustion

You gain resistance to all damage.

At the start of each turn, you regain hit points equal to

your spellcasting modifier.

MALICE RECLAMATION

Necromancy

Range: 60 feet

Components: V, S

Duration: Instantaneous

Malice Cost: 20 HP

A creature takes 12d10 necrotic damage.

If it dies, you regain hit points equal to half the damage dealt.

7TH LEVEL SPELLS (2)

WALKING CATASTROPHE

Evocation

Range: Self (20-foot radius)

Components: V

Duration: Concentration, up to 1 minute

Malice Cost: 30 HP + 1 level of exhaustion

Hostile creatures take 6d10 necrotic damage when they enter the area or start their turn there.

You are immune to opportunity attacks while this spell lasts.

TOTAL MENTAL OVERRIDE

Enchantment

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Malice Cost: 28 HP

You dominate a creature.

Each time it fails its save, it also takes 3d10 psychic damage.

8TH LEVEL SPELLS (1)

SYMBIOTIC RUPTURE

Evocation

Range: 120 feet

Components: V, S

Duration: Instantaneous

Malice Cost: 45 HP + 2 levels of exhaustion

Creatures in a 30-foot-radius sphere take 14d10 necrotic and force damage.

You are restrained until the end of your next turn.

9TH LEVEL SPELLS (1)

FINAL INTEGRATION

Transmutation

Range: Self

Components: V

Duration: 1 minute

Malice Cost: Reduce to 1 HP

For the duration:

- You cannot drop below 1 hit point
 - Once per turn, you may cast a spell without expending a slot
 - All damage you deal is maximized
 - Creatures hit by your attacks take an additional $5d10$ necrotic damage
- When the spell ends, you immediately fall unconscious and gain 3 levels of exhaustion.
You cannot regain hit points for 1 hour.