

The Cultivator



ISSTH COVER ART

PART 1 - THE CULTIVATOR CLASS

Iith the flick of a finger, a sword flies from the hand of a human dressed in flowing white robes. His opponent raises a club to block the sword, but the sword suddenly changes trajectory mid-flight, circling around to remove the orc's head. The sword flies back to the human, who gingerly leaps upon it and flies off over the surrounding woods.

A tiefling raises his hands, gesturing with intricate finger movements the somatic elements of a spell. Just as he completes the verbal incantation, he exhales sharply and three faintly visible strands of shining white qi float out from his mouth before transforming into a bright streak of fire that subsequently explodes, sending a pack of goblins flying in panic.

Deep within a cave carved out on the snowy peak of a mountain, an elf sits unmoving and lifeless. No breath escapes her red lips, and her pale skin is freezing to the touch. It is unknown how many long years her corpse has rested here before a group of curious travelers stumble upon her cave. As they loot and plunder the many magic items and gold coins stored within, one glances over at her nervously, checking again to confirm that she does not move before he quickly exits the cave.

Suddenly, a strong wind howls across the mountain, and black storm clouds gather overhead, too quickly to resemble any natural phenomenon. Then, a thick bolt of

violet lightning descends, striking at the cave dwelling, then a second, then a third. A rain of heavenly lightning proceeds to continuously strike sixty-four times in quick succession. The travelers scatter and attempt to flee, but suddenly find themselves incapable of moving, and instead tremble and fall to the ground in terror.

As quickly as the scene began, it suddenly ends. The storm clouds dissipate, and the frightened travelers flee with all their might. One happens to glance behind, and catches sight of a streak of azure light shooting out from the cave. He barely manages to glimpse the elf that he thought was dead. Her eyes, dark and ancient, meet his for a moment, emanating an unspeakable defiance.

THE ART OF CULTIVATION

Qi, the natural energy of heaven and earth, permeates all creation. Qi floats in the wind and condenses in the roots of mountains. Qi flows within clear springs and is absorbed by the roots of the lotus as it prepares to bloom. Cultivators seek out strong sources of qi, from ancient medicinal herbs to hidden wellsprings within deep caverns — cultivators will refine any external resource possible to aid their own progression.

As a cultivator's inner qi grows, it will naturally condense into the various stages of cultivation. Legends speak of nine stages of cultivation, that are divided into three great steps, with seven stages completing the first



XUAN-YAUN SWORD

step. However, in the present epoch, no cultivators have passed the first great step, and the knowledge of the second and third steps has been lost for many millennia.

It is said that the act of cultivation is itself a defiance of the gods. While the heavens may tolerate cultivators for a time, those that pursue true immortality will undoubtedly face the wrath of the gods, who do not suffer mortals to infringe upon the divine. A cultivator who succeeds in surpassing the gods is as rare as a phoenix feather or a quilin horn.

LONELY MOUNTAINS

While cultivators may interact with one another, they rarely partake in the meaningless tasks associated with mortal life. Having gained extended life through meditation, cultivators generally prefer to isolate themselves in quite seclusion within a hidden cave. Mountains make good homes for cultivators, as many believe that the spiritual energy of heaven and earth grows within the roots of great mountains.

Cultivators will venture outside their hidden cave dwellings to seek out cultivation resources to plunder to support their quest for immortality. At times, cultivators may band together with other powerful adventurers to overcome obstacles that they cannot face alone, to avoid local strife or war, or for other hidden and inscrutable agendas others may only hope to guess.

CREATING A CULTIVATOR

Cultivators are eternally driven to defy the natural order of the world. When making a cultivator, you should consider what events or experiences resulted in your character seeking to achieve the dao in spite of the risk of angering the heavens. Did you experience a moment of enlightenment of the inherent nature of heaven and earth? Did the world treat you or those close to you cruelly? Did you stumble upon some ancient artifact that promised you untold powers?

Why did you choose cultivation, and what does the promise of immortality mean to you? Is it a chance to begin a new life? Is it a means to some secret end? Why are you willing to brave the dangers of heavenly tribulation and the wrath of the gods to attempt to succeed? Perhaps you made this choice by your own will. Perhaps you stumbled into this path unaware of the potential consequences. Perhaps another cultivator guided you into the art of cultivation, or perhaps you were but a mortal that stumbled upon such a cultivator's remains and fortunately grasped the fundamental magic scriptures recorded within his hidden cave. Perhaps you fell in love with one of the long-of-life, and desired to live together in harmony and peace for all eternity. Whatever the reason, your quest to immortality is sure to be a unique adventure filled with both opportunity and danger.

QUICK BUILD

You can make a cultivator quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Constitution. Second, choose the sage background. Third, choose the *mind sliver* and *thaumaturgy* cantrips.

CLASS FEATURES

As a cultivator, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per cultivator level

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

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

PROFICIENCIES

Armor: None

Weapons: Darts, slings, quarterstaffs, spears, shortswords, and scimitars

Tools: None

Saving Throws: None

Skills: Choose two from Acrobatics, Animal Handling, Arcana, Insight, Perception, and Religion

EQUIPMENT

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

- (a) 20 darts or (b) a sling
- (a) a shortsword or (b) a scimitar
- (a) a priest's pack or (b) a scholar's pack
- A component pouch

SPELLCASTING

You can circulate your inner qi throughout your body's meridians to summon forth strands of qi that manifest your spells. See chapter 10 of the Player's Handbook for the general rules of spellcasting. Cultivators can cast any spell from any class list.

QI STRANDS

The Qi Strands column of the Cultivator table shows how many qi you have to cast your spells of 1st level and higher. Your qi can be increased through Qi Gathering. To cast a spell, you must expend one qi for each level of spell cast. Spells cast at a higher level consume an amount of qi equal to the level at which the spell is cast. You can only cast one spell of the 6th level or higher per short rest. You regain all expended qi when you finish a long rest.

MOTES OF QI

As a bonus action on your turn, you can expend 1 qi to produce up to 9 motes of qi. You can't exceed 9 motes at a time. Motes persist within your meridians until used or until you take a long rest, after which they dissipate.

THE CULTIVATOR

Level	Proficiency Bonus	Features	Spell Level	Qi Strands	Maximum Qi
1st	+2	Spellcasting, Cultivation	1	1	8
2nd	+2	Spiritual Sense, Cultivation Method	1	1	8
3rd	+2	Flying Sword	2	1	8
4th	+2	Ability Score Improvement	2	10	20
5th	+3	Cultivation Profession	3	10	20
6th	+3	Cultivation Method Feature	3	10	20
7th	+3	Sword Flight	4	10	20
8th	+3	Ability Score Improvement	4	25	50
9th	+4	Magic Treasure	5	25	50
10th	+4	Cultivation Method Feature	5	25	50
11th	+4	Immortal Calling	6	25	50
12th	+4	Ability Score Improvement	6	55	65
13th	+5	Nascent Clone	7	55	65
14th	+5	Cultivation Method Feature	7	55	65
15th	+5	Legacy of the Immortal	8	55	65
16th	+5	Ability Score Improvement, Major Earthly Tribulation	8	70	85
17th	+6	Cultivation Method Feature	9	70	85
18th	+6	Immortal Shows the Way	9	70	85
19th	+6	Ability Score Improvement, Major Mortality Tribulation	9	90	99
20th	+6	Major Heavenly Tribulation	9	100	100

CANTRIPS

At 1st level, you know two cantrips of your choice. You can learn additional cantrips as described in the Spells Known of the 1st Level and Higher class feature. Unlike other magical practitioners, you must expend 1 mote in order to cast a cantrip.

RITUAL CASTING

You can cast a spell as a ritual if that spell has the ritual tag and you know the spell. You expend a number of motes equal to the level of the spell to cast it as a ritual.

SPELLS KNOWN OF THE 1ST LEVEL AND HIGHER

You can only learn spells at or below the number listed in the Spell Level column of the Cultivator table. You can learn additional cantrips and spells by successfully refining magical items or spell scrolls according to the Refinement cultivator class feature. Spells learned in this manner must meet the Spell Level requirements, and the refinement process does not create a Cultivation Artifact upon a success.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your spells, since your path of cultivation and resulting magic power are themselves a striving toward enlightenment of the great dao of heaven and earth. You use your Wisdom modifier whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a 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

CULTIVATION

At 1st level, you embark on the ancient path of cultivation as a Qi Condensation stage disciple. You must advance through six cultivation stages to complete the first step (see the “Cultivation Stages” sidebar).



ANCIENT JAPANESE LANDSCAPE

QI GATHERING

Once per short rest, you can make a Wisdom (Insight) check to refine your qi. The DC for this check is $8 +$ twice your proficiency bonus. On a success, you are able to refine an additional qi strand, and your qi permanently increases by one, up to the number listed on the Maximum Qi column of the Cultivator table. If your qi is already equal to the Maximum Qi, you instead regain a number of expended qi equal to your proficiency bonus.

REFINEMENT

As an action on your turn, you can magically store an unattended medium or smaller item within 5 feet of you within your body. You can only store one item in this manner at a time. As a bonus action, you can expel a stored item, which then appears in an unoccupied space within 5 feet of you and is restored to its original size.

Once per long rest, you can attempt to refine any stored item by making a successful Wisdom (Insight) check against the DC listed in the Refinement table. On a success, the item becomes a Cultivation Artifact. Cultivation Artifacts do not count against the limit of items you can store through this feature.

Additionally, any of your attuned magic items can be stored and expelled in the same manner and do not count against the limit of items you can store.

CULTIVATION STAGES

When you reach 4th level, and again at 8th, 12th, 16th, 19th, and 20th levels, you encounter a cultivation tribulation. Your progress is halted and you do not gain any of the benefits of your current level, including class features, additional qi, and ability score improvements, until you pass the tribulation listed below and step into a new cultivation stage.

CULTIVATION TRIBULATIONS

Level	Cultivation Stage	Tribulation
4	Foundation Establishment	Minor Earthly
8	Core Formation	Minor Mortality
12	Nascent Soul	Minor Heavenly
16	Spirit Severing	Major Earthly
19	Dao Seeking	Major Mortality
20	Immortality	Major Heavenly

Cultivation Artifacts. You must use a unique Cultivation Artifact of an appropriate rarity as a focus of your meditation for each tribulation (see the Refinement class feature).

Minor Tribulations. The minor tribulations test your spirit and resolve. Once per long rest, you may attempt to break through the minor tribulation bottleneck. When you do so, make the saving throw listed in the table below. On a success, you break through your bottleneck and gain all the benefits of your current level.

MINOR TRIBULATIONS

Level	Tribulation	Saving Throw
4	Minor Earthly	DC 10 Charisma
8	Minor Mortality	DC 15 Wisdom
12	Minor Heavenly	DC 20 Constitution

Major Tribulations. Each major tribulation is a unique challenge and is described in full detail in your class features. In addition to the benefits listed below, passing your major tribulations grants you additional benefits.

Cultivation Stage Benefits. Passing each tribulation grants you specific benefits:

Foundation Establishment. Your lifespan is extended by 9 years, your spiritual sense radius becomes 30 feet, you gain proficiency in Charisma saving throws, and your physical appearance is not affected by natural aging.

Core Formation. Your lifespan is extended by 99 years, your spiritual sense radius becomes 60 feet, you gain proficiency in Wisdom saving throws, and you no longer need to eat or drink.

Nascent Soul. Your lifespan is extended by 999 years, your spiritual sense radius becomes 120 feet, you gain proficiency in Constitution saving throws, you no longer need to breathe, and you can gain the benefits of a long rest without sleep through meditation.

Spirit Severing. Your lifespan is extended by 9,999 years.

Dao Seeking. Your lifespan is extended by 99,999 years.

Immortality. None.

REFINEMENT

Item Rarity	DC	Required For:	Spell Level
Common	5		1 - 2
Uncommon	10	Minor Earthly	3 - 4
Uncommon	10	Minor Mortality	
Uncommon	10	Minor Heavenly	
Rare	15	Major Earthly	5 - 6
Very Rare	20	Major Mortality	7 - 8
Legendary	25	Major Heavenly	9

SPIRITUAL SENSE

At 2nd level, you are able to extend an aura of spiritual sense outside your body. As a bonus action on your turn, you can expend a mote of qi to dissipate your spiritual sense, creating a sphere of spiritual sense centered on your body. The sphere has a radius of 15 feet, spreads around corners, and moves to follow you, lasting for 1 minute. For the duration, you have advantage on any Wisdom (Perception) and Intelligence (Investigation) checks to detect the presence of anything within your spiritual sense, and you can see and hear from any point within the range of your spiritual sense at will while maintaining your normal sight and hearing at your current position. Your spiritual sense can penetrate most barriers and can flow through tiny gaps, but is blocked by 1 foot of stone, 1 inch of Common metal, a thin sheet of lead, or 3 feet of wood or dirt.

CULTIVATION METHOD

At 2nd level, you adopt a cultivation method, which prescribes the manner in which you meditate to progress your cultivation stage and the nature of your qi and magic specialization. Your cultivation method will belong to either an orthodox school, including the Sword Scriptures, Elemental Scriptures, Profound Yang Scriptures, or Lotus Scriptures; or an unorthodox school, including the Profound Yin Secret Arts, the Yin-Yang Reversal Secret Arts, the Blood Soul Secret Arts, or the Bone Forging Secret Arts, all detailed at the end of the class description.

Your choice grants you features when you choose it at 2nd level and again at 6th, 10th, 14th, and 17th level.

FLYING SWORD

At 3rd level, you gain the ability to manipulate any melee weapon that you have proficiency with. As a bonus action, you can expend one mote of qi to gain control of one of your weapon for 1 hour. You can only control one weapon in this manner at a time. While your spiritual sense is active, on each of your turns while you maintain control of the weapon, you can move it a number of feet up to the radius of your spiritual sense to any point within the range of your spiritual sense, and may use your action to make one melee attack with the weapon. If your spiritual sense ends, the weapon immediately returns to you and floats in an unoccupied space within 5 feet of you.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, as soon as you succeed in passing your tribulation for each 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.

CULTIVATION PROFESSION

At 5th level, you have gathered sufficient experience to choose a cultivation profession. While unrelated to your cultivation method, your profession will aid you in the refinement of cultivation resources, enabling you to continue the progression of your cultivation stage.

PILL REFINING

When you select this profession, you gain proficiency with alchemist's supplies and may summon a tiny alchemical cauldron using your action. Whenever you finish a long rest, you can spend 10 minutes to burn a Cultivation Artifact within your cauldron, destroying the artifact in the process and producing a tiny medicinal Pill that restores HP and grants advantage on Constitution checks and saving throws for 1 hour.

PILLS

Artifact Rarity	Pill	Effect
Common	Minor Replenishing	2d4 + 2 HP
Uncommon	Greater Qi Restoring	4d4 + 4 HP
Rare	Superior Invigorating	8d4 + 8 HP
Very Rare	Supreme Miracle	10d4 + 20 HP

TALISMAN REFINING

When you select this profession, you gain proficiency with calligrapher's supplies and may summon a calligraphy brush and ink stone using your action. Whenever you finish a long rest, you can spend one hour to inscribe one spell that you know upon a blank piece of parchment, creating a spell scroll. To do so, you must expend both Qi and a Cultivation Artifact, which is destroyed upon use, as listed in the Talismans table.

TALISMANS

Spell Level	Qi	Artifact Rarity
Cantrip	1	Common
1st	2	Common
2nd	4	Uncommon
3rd	6	Uncommon
4th	8	Rare
5th	10	Rare
6th	12	Very Rare
7th	14	Very Rare
8th	16	Very Rare
9th	18	Legendary

FORMATION REFINING

When you select this profession, you gain proficiency with mason's tools and may summon a chisel and stone plate using your action. Whenever you finish a long rest, you can spend one hour and expend one Cultivation Artifact as listed in the Formations table to chisel a complex inscription and formation design onto a single stone plate. When you have completed the required number of plates listed in the Plates column of the Formations table for a spell, you complete a full set.

You can spend one hour to place down (or remove) a full set of plates within an area, creating a permanent continuous spell effect as listed in the Spells column of the Formations table, that lasts, continues, or reiterates until the formation plates are destroyed or the effect is dispelled. If the spell effect has a range of self or touch, the set of formation plates includes one plate that is the primary formation plate, and the spell effect is centered on this plate and ends if this plate is destroyed. Each plate has an AC of 10 and HP of 5 and is considered a common non-magical item.

FORMATIONS

Spell	Plates	Artifact Rarity
Alarm	1	Common
Arcane lock	3	Common
Nondetection	5	Uncommon
Magic Circle	6	Uncommon
Mordenkainen's Private Sanctum	8	Rare
Circle of Power	9	Rare
Druid Grove	15	Very Rare
Forbiddance	15	Very Rare
Symbol	33	Very Rare
Antimagic Field	64	Very Rare
Prismatic Wall	108	Legendary

SWORD FLIGHT

At 7th level, you gain the ability to stand upon your flying sword, gaining a flying speed equal to the radius of your spiritual sense while active. You cannot make attacks with your flying sword while using it to fly, but may take other actions as normal.

MAGIC TREASURE

At 9th level, you may select a single weapon to serve as your soul-bound magic treasure. You can only bind a weapon in this manner once in your lifetime. To bind the treasure, you must refine it as described in the Refinement class feature. On a success, the item is not destroyed, but rather strengthened. You must successfully refine the item 10 times to bind it.

Once bound, the weapon may be stored and expelled like Cultivation Artifacts, does not count against your attunement limits if it requires attunement, and is considered a magic item if it is not already.

After binding your magic treasure, you can continue to refine it. For every additional 10 successful refinements, your magic treasure gains +1 damage, up to a maximum of +10 damage.

Because your magic treasure is linked to your soul, if the treasure is ever destroyed after being bound, you immediately take 4d6 psychic damage and must make a DC 15 Intelligence saving throw. On a failed save, your Intelligence and Charisma scores become 1; you can't cast spells, activate magic items, understand language, or communicate in any intelligible way; but you can identify your friends, follow them, and even protect them. At dawn of each day, you can make a DC 15 Intelligence saving throw, ending these effects on a success. This condition can also be ended by *greater restoration*, *heal*, or *wish*.

IMMORTAL CALLING

At 11th level, you hear a constant whisper that speaks unfathomable secrets which echo all around you and that only you can hear. This whisper persists for nine days and nights. Within the whisper, you discern a story of two different Immortals. One Immortal defies the gods and heavens and is called a True Immortal. The other Immortal submits and surrenders and is called a False Immortal. At the end of the ninth day, a booming voice speaks to you and asks: "What is your Dao?"

You must choose either the path of the False Immortal or the path of the True Immortal. Your choice affects your major tribulations at 16th, 19th, and 20th level. To choose a path, you must speak aloud the appropriate phrase identified below. You cannot change your choice once you speak your answer.

FALSE IMMORTAL

To choose the path of the False Immortal, you must say:

My Dao is broken. I submit to the heavens.

If you choose this path, your Maximum Qi is permanently reduced to half of each value shown in the Cultivator table for each level, and you can no longer cast spells of the 6th level or higher.

THE PATH OF THE FALSE IMMORTAL

The DM has discretion to rule on what submission to the heavens or gods means in the context of your campaign. It may mean simply that you have elected to follow the common principles of religion found within the region. It may perhaps mean that you have entered the service of a specific god. Or it may mean that you have acquired a patron deity, either knowingly or not. It is possible that such an entity may elect to present you with a task, and may reward you upon its completion by restoring some portion of the power you have lost. It is equally or even more possible that you may never recover the qi that you have surrendered.

TRUE IMMORTAL

To choose the path of the True Immortal, you must say:

My Dao is the true Dao: to defy the heavens!

If you choose this path, you gain the knowledge of the trials that await you at each major tribulation and for the next nine days, whenever you cast a spell, you may roll a d20, and if the result is an 18 or higher, your spell does not consume any qi.

TRUE IMMORTAL TRIBULATION

For a True Immortal, the wrath of the gods is an inevitable and terrifying trial that must be overcome if the cultivator is to realize the true Dao. When facing tribulation, you can sense the impending wrath of the gods, but can delay the tribulation for up to 9 days through meditation and light activity.

Once the tribulation descends, an angry god smites you. You are paralyzed for one round, and rendered incapable of using any qi, casting any spells, or utilizing any of your cultivator class features for 1 minute.

THE PATH OF THE TRUE IMMORTAL

The DM has discretion to modify the nature or specific details of the trials you must face during your major tribulations. The trials presented here have been carefully crafted to provide a small, but real, probability of failure; and DMs are encouraged to model revised trials in a similar manner in order to reinforce the significance of the choices inherent to the genre of Cultivation. However, some cases may require careful examination, if, for example, the use of other alternate or homebrew rules causes a conflict that affects the chances of success or failure. The DM may also make modifications based upon the context of the campaign setting and characters in order to better incorporate the concept of such trials into the story or for other reasons.

If any creature attempts to interfere with your tribulation in any way, either by providing you any form of aid or by taking any other action to attempt to counteract or mitigate its effects, including providing any aid if you are incapacitated, or assisting another creature that took any such actions, that creature must make a DC20 Constitution saving throw, taking 10d12 necrotic damage on a failed save, or half as much damage on a successful one. If the save fails, the target also ages to the point where it has only 30 days left before it dies of old age. In this aged state, the target has disadvantage

on attack rolls, ability checks, and saving throws, and its walking speed is halved. Only the wish spell or the greater restoration spell cast with a 9th-level spell slot can end these effects and restore the target to its previous age.

TRIBULATION REINCARNATION

If you are reduced to zero hit points as a result of a tribulation, you immediately die, and your body and soul immediately crumble into dust and vanish without any trace. You now walk the path of the yellow springs, forgetting your past life through the law of reincarnation. Roll a d6 to determine your fate according to the Reincarnation table.

REINCARNATION

d6	Reincarnated In	Reincarnated As
1	Elysium	Celestial
2	Elysium	Asura
3	Material Plane	Human
4	Material Plane	Monster
5	Dis	Lemure
6	Dis	False Petitioner

NASCENT CLONE

At 13th level, your inner qi completes its transformation into the shape of a tiny being bearing your likeness. This nascent clone can protect you from death a single time. If you die, your nascent clone immediately flies out of your body up to 300 feet, and transforms into a form that is physically identical to your original body and has the same personality, memories, and abilities, but none of your possessions. Your original body's physical remains become inert and can't thereafter be restored to life, since your soul is elsewhere.

LEGACY OF THE IMMORTAL

At 15th level, you experience a vision in a dream of an immortal from legend. The immortal demonstrates a series of meditative stances, which you emulate within the dream. When you awaken, you are empowered to control your governing qi passage to open your inner eye, which appears as a slit of violet light in the center of your forehead. Once per short rest, you can use a bonus action on your turn to gaze at a creature you can see with this third eye. The creature must make a Constitution saving throw against your spell save DC. On a failure, the creature is paralyzed until the end of your next turn.

MAJOR EARTHLY TRIBULATION

At 16th level, you are subjected to the Major Earthly Tribulation according to the Dao that you follow.

FALSE MAJOR EARTHLY TRIBULATION

If you chose the path of the False Immortal, make two d20 rolls and take the higher roll. Repeat this process two additional times. If all three results are a 1, you are reduced to zero hit points and suffer Tribulation Reincarnation. If not, you pass your Major Earthly Tribulation. In addition to the benefits listed in the Cultivation class feature, you have permanent disadvantage on concentration saving throws.

TRUE MAJOR EARTHLY TRIBULATION

If you chose the path of the True Immortal, you suffer True Immortal Tribulation. As the angry god smites you, it simultaneously summons a 5-foot-deep and 30-foot wide *maelstrom* with DC 8 in your space that persists for 1 minute. Until the spell ends, the area is difficult terrain, your speed is reduced to 10 feet, and any creature that starts its turn there must succeed on a Strength saving throw or take 6d6 bludgeoning damage and be pulled 10 feet toward the center.

If you survive, you pass your Major Earthly Tribulation. In addition to the benefits listed in the Cultivation class feature, your spiritual sense permanently emanates for a radius of 30 feet, your spiritual sense grants you darkvision within its range, you can't be aged by magic, and your nascent soul gains the innate ability of astral projection once per long rest without needing material components. When your nascent soul projects, you can't take any other creatures with you.

IMMORTAL SHOWS THE WAY

At 18th level, you again experience a vision in a dream of an immortal from legend. The immortal speaks to you a secret mnemonic of the ancient dao. As you listen to the immortal's words, you find yourself repeating them in your dream, even though you do not understand what they mean. When you wake from your meditation, your Wisdom score increases by 2, as does the maximum for that score.

MAJOR MORTALITY TRIBULATION

At 19th level, you are subjected to the Major Mortality Tribulation according to the Dao that you follow.

FALSE MAJOR MORTALITY TRIBULATION

If you chose the path of the False Immortal, make two d20 rolls and take the higher roll. Repeat this process one additional time. If both results are a 1, you are reduced to zero hit points and suffer Tribulation Reincarnation. If not, you pass your Major Mortality Tribulation. In addition to the benefits listed in the Cultivation class feature, you must make a d20 roll after every long rest, gaining none of the benefits of a long rest on a 1.

TRUE MAJOR MORTALITY TRIBULATION

If you chose the path of the True Immortal, you suffer True Immortal Tribulation. As the angry god smites you, it simultaneously casts *reality break* with DC 15 on you, which persists for 1 minute or until you succeed on the Wisdom saving throw.

STORM





SPLIT-SECOND

If you survive, you pass your Major Mortality Tribulation. In addition to the benefits listed in the Cultivation class feature, your spiritual sense permanently emanates for a radius of 60 feet, your thoughts can't be read by telepathy or other means unless you allow it, and you are immediately able to cast the *wish* spell as a 9-hour ritual a single time without being subject to any of its negative effects (your DM still has discretion to rule on what occurs).

MAJOR HEAVENLY TRIBULATION

At 20th level, you are subjected to the Major Heavenly Tribulation according to the Dao that you follow.

FALSE MAJOR HEAVENLY TRIBULATION

If you chose the path of the False Immortal, make two d20 rolls and take the higher roll. If the result is a 1, you are reduced to zero hit points and suffer Tribulation Reincarnation. If not, you pass your Major Heavenly Tribulation. In addition to the benefits listed in the Cultivation class feature, your lifespan increases by 1 year, you visibly age, and whenever you roll a d20 and the result is a natural 1, a bolt of lightning strikes you, dealing 1d6 lightning damage.

TRUE MAJOR HEAVENLY TRIBULATION

If you chose the path of the True Immortal, you suffer True Immortal Tribulation. As the angry god smites you, on the first round, the skies are blotted out by black tribulation clouds, and a pressure of heavenly might descends and covers all the lands with the weight of a thousand mountains, forcing all mortal beings to kneel and grovel on the ground beneath awesome heavenly might. On the second round, as the tribulation clouds churn and thunder roars from above, 64 consecutive bolts of violet tribulation lightning descend and smite you. There is nothing you can do to resist or evade your tribulation, and no magic items or spells can protect you. Make a DC 25 Constitution saving throw, taking 64d6 lightning damage on a failure, or half as much on a success.

If you survive, you pass your Major Heavenly Tribulation. In addition to the benefits listed in the Cultivation class feature, your lifespan increases infinitely, your spiritual sense permanently emanates for a radius of 90 feet, your spiritual sense grants you truesight within its range, you can cast multiple spells of the 6th level or higher per long rest, and any time you make death saving throws you automatically gain two successful death saving throws and have advantage on your third death save.

PART 2 - CULTIVATION METHODS

Fvery cultivator practices some form of cultivation method, which prescribes the unique manner in which the cultivator meditates, refines the spiritual qi of heaven and earth, and performs the incantations of their spiritual scriptures or secret arts. Your cultivation method will greatly influence both the nature and form of your magic power as well as the abilities you are able to manifest with your inner qi.

Orthodox cultivation methods are considered upright and honorable among cultivators, and are often found inscribed within ancient jade slips in the form of sacred scriptures. Unorthodox methods are generally considered devious and dangerous, granting great power at a cost. Unorthodox methods may be found in heretical objects such as the rib bone of a fallen cultivator, within a cursed magic item, or inscribed upon an ancient crypt.

CULTIVATION METHOD DESCRIPTIONS

Name	Type	Description
Sword Scriptures	Orthodox	Students of the sword scriptures practice manipulating flying swords to a level of perfection and skill incapable of being matched by mortals. Relying on swift and vicious attacks, sword cultivators make excellent assassins who dispatch targets with efficiency and ease.
Elemental Scriptures	Orthodox	Students of the elements focus on the manipulation of magic and use of spells. Adept at a wide variety of magical arts, elemental cultivators can both support their comrades from afar and unleash devastating magical destruction upon their enemies.
Profound Yang Scriptures	Orthodox	Focusing on the burning inner spiritual flame, students of the profound yang scriptures appreciate light and purity. Using yang energy, they will not only burn all those that are impure and will shine light into the deepest darkness, but will also ensure that their own inner light rids them of all impurities.
Lotus Scriptures	Orthodox	The most innocent of cultivators, students of the lotus appreciate beauty, peace, and gentle nurturing growth. While they may not excel in slaughter, none can rival their healing powers. Lotus cultivators provide excellent support to their companions while boasting unrivaled defensive prowess.
Profound Yin Secret Arts	Unorthodox	Obsessed with death and boasting likenesses as cold as ancient corpses, students of the profound yin secret arts seek to manipulate the forces of death and decay, embracing necrotic powers to both extend their own lives and to bring an end to the lives of others.
Yin-Yang Reversal Secret Arts	Unorthodox	With a much more carefree outlook on life, practitioners of yin-yang reversal care little of battles, powerful abilities, or heroic quests. Instead, they much prefer to manipulate the social forces around them, bending the will of others to suit their designs, and taking immense pleasure in the ultimate demise of their unwitting puppets.
Blood Soul Secret Arts	Unorthodox	No other cultivator can match the student of the blood soul secret arts in sheer brutality or lust for slaughter. Practitioners of these arts have been known to slaughter entire towns of innocents simply to bathe in the glory of carnage.
Bone Forging Secret Arts	Unorthodox	Caring little for magic or combat with weaponry, students of the bone forging secret arts rely solely on their immense strength and nearly impenetrable fleshly bodies. They prefer to rip apart their opponents by hand, and view most other combatants as mere weaklings that must rely on external sources of power.

ORTHODOX METHODS

SWORD SCRIPTURES

When you begin practicing the sword scriptures, you gain an innate affinity toward your favorite weapons. Your meditation involves contemplating the precise form of your weapons, their movements, and the movements of your body and qi in harmony.

INSTANT EXECUTION

Starting at 2nd level when you select this cultivation method, whenever you make an attack with a weapon that you are proficient in, on a critical hit, you may immediately make another attack against the same target with advantage.

SWORD SHADOW

At 6th level, your insight into the sword has expanded to other martial weapons. You gain proficiency in battleaxes, flails, longswords, morningstars, rapiers, war picks, and warhammers. When any weapon that you are proficient in is controlled as your flying sword, when you use your action to attack with that weapon, you can use a bonus action to attack with a spiritual shadow of the weapon. The spiritual shadow deals 1d6 damage and you can add your proficiency bonus to the attack and damage rolls.

QINGGONG SWORD ARTS

At 10th level, your profound skill with the flying sword has reached a level at which you comprehend the lightness of your body and the wind walking technique while practicing sword flight. During sword flight, you can make one attack with your flying sword against a target that is within your reach without falling. If a target that you attack in this manner subsequently gains an opportunity attack against you during the same round, it has disadvantage on its attack.

PROFOUND SWORD FORMATION

At 14th level, you experience a dream of the sword. As an action, you can transform your flying sword into myriad sword shadows in the form of a sword formation. The sword formation is formed of 8 primary sword shadows, each with 7 subsidiary sword shadows. When you use this feature, each primary sword shadow blurs to attack, and may attack one target or several. Make a melee weapon attack for each primary sword shadow. On a hit, the primary and subsidiary sword shadows strike simultaneously, dealing 8d8 damage of the damage type of your weapon. You can only use this feature again after a month of uninterrupted secluded meditation and 8 additional long rests.

DAO OF THE SWORD

At 17th level, you achieve enlightenment of the dao of the sword. You can attack twice, instead of once, whenever you take the Attack action on your turn.

Additionally, the sharpness and strength of your weapon originates from your heart; nothing is resistant or immune to the attacks or damage of any weapon with which you are proficient.

ELEMENTAL SCRIPTURES

Your study of the natural world grants you insight into the inner workings of the elements within your spells, and the ability to modify certain spell incantations to produce effects beyond those commonly seen.

ELEMENTAL SAVANT

Starting at 2nd level when you select this cultivation method, whenever you finish a long rest, you can expend one mote of qi to consolidate your meditation on a single element. Choose one of the following damage types: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. For the next 24 hours or until you select a different element, whenever you deal damage of the chosen type with a spell, you may expend the same amount of qi required to cast the spell to roll an additional damage die for each damage roll. For instance, if casting *ray of sickness* as a first level spell, you may expend one qi to roll 3d8 instead of 2d8; while if casting *magic missile*, you may expend three qi to roll 2d4 damage for each of the three missiles, or you may expend a one qi to roll 2d4 damage for a single missile.

STUDENT OF MAGIC

At 6th level, you gain enlightenment of the elements, learning 2 spells of the 3rd spell level or lower. These spells must deal damage of any of the types that you can choose under your Elemental Savant feature.

QI CHANNELING

At 10th level, you learn 2 spells of the 5rd spell level or lower that deal damage of any of the types that you can choose under your Elemental Savant feature. Additionally, whenever you finish a short rest, you regain qi equal to double your wisdom modifier up to your maximum qi.

SPELL CREATION

At 14th level, you learn 2 spells of the 7rd spell level or lower that deal damage of any of the types that you can choose under your Elemental Savant feature. Additionally, your vast experience manipulating spells grants you a sudden flash of inspiration. You may invent a spell comparable to a 7th level spell or lower. The spell must have a casting time of 1 action, and must deal damage of one of the types that you can choose under your Elemental Savant feature. Your DM has great latitude in determining whether the spell is sufficiently balanced and is appropriate, and ultimately your DM must approve the use of the spell within your campaign.

DAO OF THE ELEMENTS

At 17th level, you learn one 9th level spell and one spell of the 8th level or lower. Additionally, you achieve enlightenment of the dao of the elements. When you use your Elemental Savant feature, you can roll an additional damage dice for each damage roll. For instance, if casting *ray of sickness* as a first level spell, you may expend one qi to roll 4d8 instead of 2d8.

PROFOUND YANG SCRIPTURES

Your meditation begets a seed of yang energy that grows into a profound yang fire within your soul. You take joy in the experience of the rising sun and the warmth of its light, and gain inspiration from natural yang phenomena that cleanse darkness and decay.

YANG AURA

Starting at 2nd level when you select this cultivation method, your body naturally radiates light as with the *light* spell, and clothes or other objects carried or worn on your person do not block the light. As an action, you can temporarily suppress this effect by concentrating on suppressing it for up to 1 minute. Any creature that is exposed to this yang aura is rendered vulnerable to fire and radiant damage for one minute. Creatures are immune to this effect for one day after the effect ends.

BLINDING SMITE

At 6th level, your yang aura grows to radiate light as with the *daylight* spell and you gain resistance to fire and radiant damage. Additionally, you learn the *blinding smite* spell.

IMBUED YANG SEED

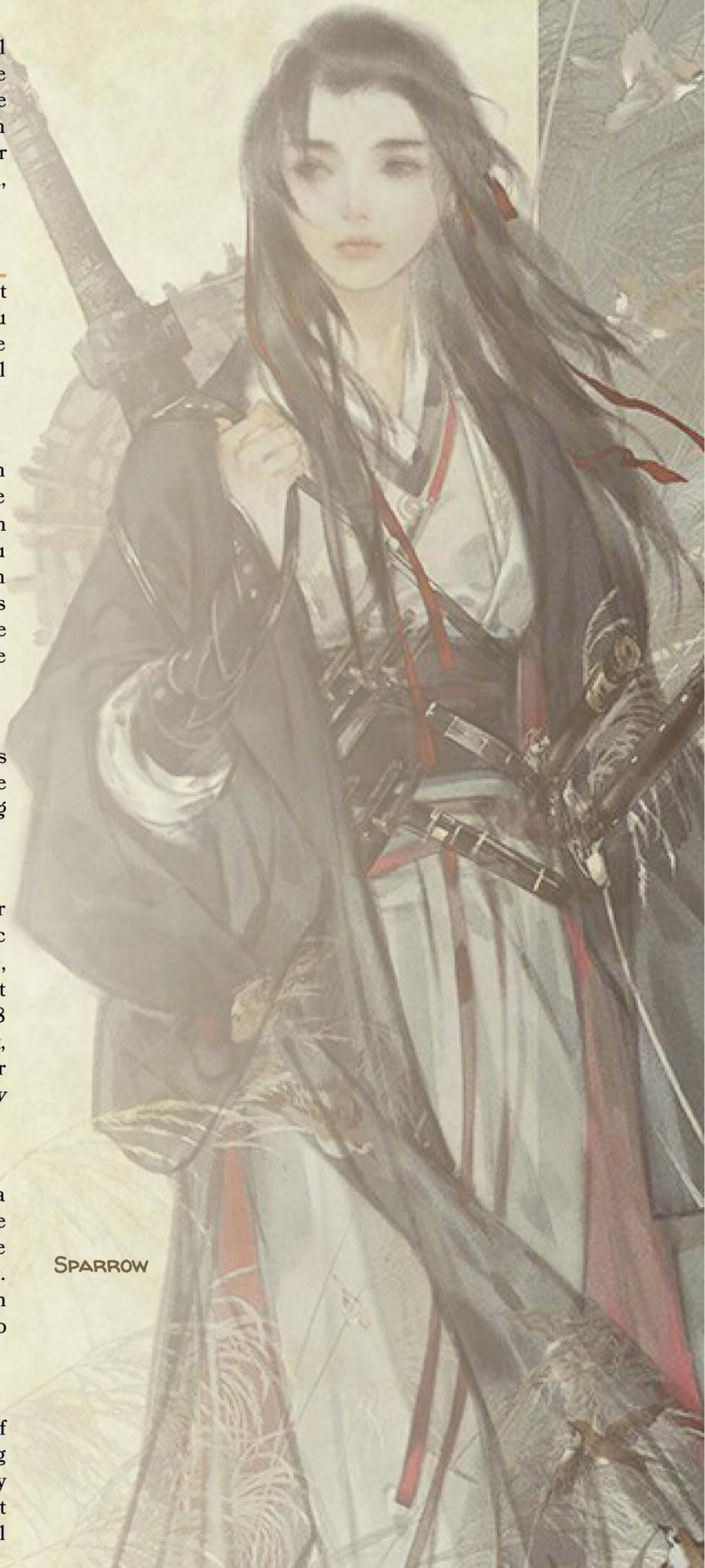
At 10th level, you are able to imbue a portion of your yang seed into your magic treasure. Your magic treasure permanently gains the effects of *holy weapon*, shedding bright light in a 30-foot radius and dim light for an additional 30 feet, and dealing an extra 2d8 radiant damage on a hit. In addition, once per long rest, as a bonus action on your turn, you can cause your magic treasure to emit a burst of radiance as with *holy weapon* without dismissing the other effects.

ETERNAL YANG FIRE

At 14th level, your yang seed erupts to form a permanent yang fire within your soul. You become immune to fire and radiant damage, and you learn the *crown of stars* spell if you do not already know it. Additionally, whenever you expend a mote of light with *crown of stars*, you may expend 1 mote of qi to replenish it with your yang fire.

DAO OF PROFOUND YANG

At 17th level, you achieve enlightenment of the dao of profound yang. As an action, you can manifest your yang fire as a brilliant light that shines from your eyes. Any creature that looks into your eyes as you do so must make a Constitution saving throw against your spell



SPARROW

save DC. On a failed save, the creature is affected as by *sunburst*. Additionally, you are immune to the blinded, frightened, poisoned, and stunned conditions, as well as to disease, curses, or any other ailment of body or soul.

LOTUS SCRIPTURES

Your path to enlightenment stems from the sacred form of the lotus. During meditation, you picture the form of the lotus as it grows and blooms, a sacred and pure object that rises from the mud to shine unstained upon the world.

AURA OF PURITY

Starting at 2nd level when you select this cultivation method, you gain proficiency in the Wisdom (Medicine) and Intelligence (Nature) skills, and you learn two spells listed as 2nd Level in the Lotus Spells table.

Additionally, whenever you roll initiative, roll a d4. You and all friendly creatures within the range of your spiritual sense are affected by an aura of purity, and any damage taken is reduced by the number rolled.

ENHANCED AURA OF PURITY

At 6th level, when you roll to determine the effect of your aura of purity, roll a d6 instead. Additionally, you learn one spell listed as 6th Level in the Lotus Spells table and one spell listed as 2nd Level.

BENEFICENCE

At 10th level, when you roll to determine the effect of your aura of purity, roll a d8 instead. Additionally, as a bonus action on your turn, you may expend any number of motes of qi to heal a creature you can see within 60 feet. The creature regains 1d6 hit points for each mote of qi you expend in this manner. You can only use this feature once per short rest.

In addition, you learn one spell listed as 10th level in the Lotus Spells table and one spell listed as 6th Level or below.

ENHANCED AURA OF PURITY

At 14th level, when you roll to determine the effect of your aura of purity, roll a d12 instead. In addition, you learn one spell listed as 14th Level in the Lotus Spells table and one spell listed as 10th Level or below.

DAO OF THE LOTUS

At 17th level, you achieve enlightenment of the dao of the lotus. A pure white lotus blooms within you. Once per long rest, you are able to summon the lotus from within your soul. It appears as shining white petals that wrap around you, granting you the same effects as *invulnerability* for 1 minute. In addition, you learn one spell listed as 17th Level in the Lotus Spells table and one spell listed as 14th Level or below.

LOTUS SPELLS

Required Level

2nd Level

Spell

- * *Druidcraft*
- * *Shelleagh*
- * *Spare the dying*
- * *Cure wounds*
- * *Detect poison and disease*
- * *Goodberry*
- * *Healing word*
- * *Purify food and drink*
- * *Sanctuary*

6th Level

- * *Aid*
- * *Healing spirit*
- * *Lesser restoration*
- * *Prayer of healing*
- * *Protection from poison*
- * *Beacon of hope*
- * *Aura of vitality*
- * *Mass healing word*
- * *Plant growth*
- * *Revivify*
- * *Speak with plants*
- * *Death ward*

10th Level

- * *Commune with nature*
- * *Greater restoration*
- * *Mass cure wounds*
- * *Raise dead*
- * *Tree stride*
- *

14th Level

- * *Heal*
- * *Transport via plants*
- * *Regenerate*
- * *Resurrection*
- *

17th Level

- * *Holy aura*
- * *Mass heal*
- * *Power word heal*
- * *True resurrection*

UNORTHODOX METHODS

PROFOUND YIN SECRET ARTS

Your path to immortality is a path that embraces life and death. You seek to walk the fine line between life and death, and transform yin energy to life.

YIN FIRE

Starting at 2nd level when you choose this cultivation method, you gain 9 motes of qi, only 1 of your motes of qi dissipate whenever you take a long rest, and your motes of qi transform into dark motes of yin fire. You can create yin fire as you would normally create motes of qi, or, whenever any creature dies within the range of your spiritual sense, you can use your reaction to extract and consume its soul, creating up to 9 motes of yin fire.

Whenever you expend your yin fire, your body visibly decays. If you ever have 0 motes of yin fire, you immediately drop to 0 hit points and fall unconscious, appearing as a corpse (you do not make death saving throws, and if you become stable, you regain 1 mote of yin fire). Whenever you regain yin fire, your body's decay is reversed, appearing normal while you retain 9 motes.

CORPSE REFINEMENT

At 6th level, you learn the *animate dead* spell. When you cast *animate dead*, you can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate. Whenever you create an undead using a necromancy spell, it has additional benefits:

- The creature's hit point maximum is increased by an amount equal to your cultivator level.
- The creature adds your proficiency bonus to its weapon damage rolls.

In addition, whenever an undead that you have created or controlled is destroyed, you can use your reaction to refine its soul remnants into corpse fire by making a successful Intelligence (Arcana) check against the DC listed in the Corpse Refinement table.

CORPSE REFINEMENT

Type	DC	Corpse Fire
Zombie, Skeleton	5	1
Ghoul	10	5
Ghost, Wight	15	10
Mummy	20	15
Other, CR>3	25	20

GREATER ANIMATION

At 10th level, you learn the *danse macabre* spell, and you can utilize the *animate dead* spell to reassert control over zombies or skeletons created with *danse macabre* if you do so while the creatures are under your control and expend a mote of yin fire for each creature.

Additionally, if you possess the corpse of a creature that you helped to slay, once per long rest you can

expend a number of corpse fire equivalent to the creature's challenge rating (minimum of one) to animate the creature for one minute. You can use a bonus action to mentally command the creature if it is within 60 feet of you. You decide what action the creature will take and where it will move during its turn, or you can issue it a general command. Once given an order, the creature will continue to follow it until its task is complete. The creature becomes inanimate after one minute and you cannot ever use this feature on it again. While animated, the creature retains its normal statistics and actions, but does not benefit from any unique abilities, skills, proficiencies, resistances, immunities, or senses, cannot speak, and cannot take the multiattack action or any legendary or lair actions or regional effects.

LICH CONVERSION

At 14th level, your physical appearance changes over the course of 2d10 days to that of a skeletal figure that emanates a visible aura of power. You are considered undead and gain turn resistance; you gain resistance to bludgeoning, slashing, and piercing from nonmagical weapons; and you are immune to cold, necrotic, and poison damage and the exhausted and poisoned conditions. Additionally, you can use a ritual to entomb your nascent soul *clone* within any nonmagical item.

HEAVEN-WIDE CORPSE FIRE

At 17th level, as an action, you can summon a storm made up of sheets of gray fire in a location within 150 feet, which you can maintain for up to 1 minute through concentration. The area of the storm consists of a number of 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube, and you must expend one corpse fire for each cube for each round. Each creature that starts or ends its turn in the area must make a Constitution saving throw, taking 10d12 necrotic damage on a failed save, or half as much damage on a successful one. If the save fails, the target suffers the effects of a failed save as with *time ravage*.

YIN-YANG REVERSAL SECRET ARTS

Extended life is but a means to another end for you. The true purpose and pleasure of immortality is the freedom to enjoy life and all its bounty, and to transform yourself and those around you to align with your own desires and passions.

INNATE CHARM

Starting at 2nd level when you choose this cultivation method, you gain the ability to mold your physical form as an action to suit your taste. You can become 1 foot shorter or taller, can change features of your skin, hair, and face, can change the tone and tenure of your voice, can change your bodily scent, and can adopt physical

features including organs that are masculine, feminine, androgynous, or gender-neutral as you desire. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs, and you cannot change your face to the extent that you are unrecognizable from one form to another. The changes wrought by this ability hold up to physical inspection. Whenever you are under the effects of such a transformation, any creature charmed by you that would ordinarily gain the knowledge that it was charmed when the effect ends must instead make a Wisdom (Insight) check against your spell save DC, gaining such knowledge on a success.

TOUCH OF BONDING

At 6th level, you can attempt to charm a humanoid within 5 feet that can see and hear you, and that can understand you. The creature must make a series of Wisdom saving throws against your spell save DC. If you use your action each turn that the creature makes these saving throws to touch and caress the creature, it has disadvantage on its saving throw for each turn that you do so, provided that it welcomes your embraces. If the creature rolls a 1 on the d20, it counts as two failures. If the creature rolls a 20 on the d20, it counts as two successes. On the third success, the effect fails and the creature knows that you attempted to charm it. On the third failure, the creature is charmed by you as by the *fast friends* spell, except that this bond lasts indefinitely. You can only bond one creature at a time in this manner, if you bond a second, the first ends.

LESSER YIN AND YANG

At 10th level, you gain proficiency with the Charisma (Deception) and Charisma (Persuasion) skills. As an action, you can expend 3 motes of qi to attempt to place any humanoid you can see under a charm effect. This effect automatically fails if the creature is not chaotic or lawful aligned. If the creature is chaotic or lawful aligned, it must make a Wisdom saving throw against your spell save DC. On a failure, the creature is affected as by *geas* if it is chaotic aligned, or by *dominate person* if it is lawful aligned. If the effect is *geas*, the duration is 1 hour and the creature takes 1d4 psychic damage each time it acts in a manner counter to your instructions. If the effect is *dominate person*, the duration is 1 round.

POTENT CHARM

At 14th level, whenever you are under the effects of your innate charm, creatures that are normally immune to the charmed condition are not immune to your charming effects and instead have advantage on their saving throws to resist, and creatures that would normally have advantage do not. Additionally, whenever you interact with a creature for the first time in a social setting, the creature's starting attitude toward you and only you is improved by one rank, from hostile to indifferent, or from indifferent to friendly.

DUALITY TRANSCENDENCE

At 17th level, whenever a charming effect specifies that a charmed creature makes a Wisdom saving throw, a creature that you have charmed has disadvantage on this saving throw. If a charming effect specifies that the effect ends or is negated, the effect does not end or is not negated, and the creature instead makes a Wisdom saving throw to end the effect. Additionally, you are permanently under the effect of *glibness*.

BLOOD SOUL SECRET ARTS

Only the strong survive in the world of cultivators and adventurers. The law of the jungle prevails: kill or be killed. This is the only dao you have ever known.

BLOOD ESSENCE

Starting at 2nd level when you choose this cultivation method, whenever you deal damage to another creature within 5 feet, you can use your bonus action to convert 1 of your motes of qi to a mote of blood essence. Your motes of blood essence do not count against your limit of how many motes of qi you can retain, and do not dissipate until used.

You can have a number of motes of blood essence equal to your maximum total number of strands of qi. As an action, you can absorb and instantly refine all of your stored blood essence. You regain 1d4 HP for each blood essence expended in this manner. If the HP you regain exceeds your maximum HP, you gain temporary hit points.

KILLING INTENT

At 6th level, you have killed enough to develop a murderous aura. Whenever you have 10 or more blood essence, an aura of killing intent radiates from you in a radius of 15 feet. Enemies entering the range of your killing intent move through it as difficult terrain, and you have advantage on Charisma (Intimidation) checks while this effect is active.

You can expend a mote of blood essence whenever you made an attack roll while you maintain an aura of killing intent. When you do so, you take 1d8 necrotic damage and gain advantage on your attack roll. Damage dealt from this strike cannot be used to generate blood essence.

BLEEDING SOUL

At 10th level, whenever you successfully refine your magic treasure, you can expend all of your blood essence to imbue a bleeding soul within your magic treasure. The number of times the treasure is counted as having been refined increases by the number of blood essence imbued. As long as you imbue 100 blood essence into your magic treasure, when the magic treasure gains the effects it normally does after the final 100 refinements, the damage of the wounds it causes increases to 1d8 and the DC of the Constitution saving throw to end the wound effect increases to a DC 20.

BLOOD TORRENT

At 14th level, whenever you wound a creature with your magic treasure, you may channel all of your blood essence into the wounded creature, dealing an equal amount of necrotic damage.

BLOOD SOUL

At 17th level, you can spawn a blood soul. You must speak aloud an intricate incantation that takes 1 hour to complete, and then cut yourself at your lower dantian to allow all of your accumulated blood essence to flow out. Your blood essence coagulates into the shape of a medium humanoid that assumes your exact appearance. This blood soul has an armor class of 15, hit points equal to the number of blood essence used to summon it, speed of 30 feet, flying speed of 60 feet, immunity to slashing damage, and identical statistics as you. You and the blood soul are always aware of what each of you senses and can communicate telepathically. The blood soul understands and speaks the languages that you speak, acts as your faithful companion, and dissolves into a puddle of blood if you die. You can only have one blood soul at a time.

Whenever you finish a long rest, you can spend 10 minutes to repair your blood soul by transferring blood essence to it. The blood soul must be within 5 feet of you, and it regains 1d4 HP for each blood essence you expend in this manner.

During battle, the blood soul acts independently from you, rolling its own initiative. You determine its movement and actions. The blood soul can take the following actions:

- **Pursue.** The blood soul moves up to its speed. While doing so, it can enter a Medium or smaller creature's space. Whenever the blood soul enters a creature's space, the creature must make a DC 15 Dexterity saving throw. On a successful save, the creature can choose to use its reaction to dodge 5 feet back or to the side of the blood soul. A creature that chooses not to dodge suffers the consequences of a failed saving throw. On a failed save, the blood soul enters the creature's space, and the creature takes 3d6 necrotic damage and is restrained (escape DC 12).
- **Suck.** The blood soul siphons the blood from a creature it has restrained. The creature must make a DC 15 Constitution saving throw, taking 8d8 necrotic damage on a failed save, or half as much damage on a successful one. Either you or your blood soul may regain HP equal to the damage dealt.

BONE FORGING SECRET ARTS

Your fleshly body is the temple of your brutal cultivation arts. You will forge your flesh, muscles, and bones until you are virtually indestructible.

BODY REFINEMENT

Starting at 2nd level when you choose this cultivation method, you gain the ability to refine your own fleshly body. Whenever you finish a long rest, you can expend 1 strand of qi to temper your body, gaining +2 AC for the next 24 hours.

INNER STRENGTH

At 6th level, your body refinement grants you a fleshly body breakthrough. Whenever you would use your Strength modifier, you may use your Wisdom modifier instead, you gain proficiency in Strength (Athletics), you gain proficiency with martial weapons, and you now calculate your AC as $10 + \text{your Strength modifier}$.

ONE STAR GOD BODY

At 10th level, your continued body refinement grants you the ability to temporarily transform into a god body. As an action, you can expend 5 qi to strengthen your physical form for 1 minute or until you dismiss the effect. When you do so, your size increases to large, you gain +1 AC, you add 1d4 to your weapon damage, and you can attack twice instead of once whenever you take the Attack action on your turn.

SEVEN STAR GOD BODY

At 14th level, you can improve your god body transformation by spending an additional 5 qi when you activate the effect (10 qi total). When you do so, the duration of the effect increases to 10 minutes. For 1 minute after you activate the effect, you gain the additional benefits of a Seven Star God Body, and at any point during the 10 minute duration, you may spend an additional 5 qi to reactivate your Seven Star God Body effects for 1 minute. While your Seven Star God Body effect is active, you can change your size as a bonus action to large or huge; you gain +2 AC; you add 2d6 to your weapon damage; you can attack three times instead of once whenever you take the Attack action on your turn; and you gain resistance to bludgeoning, slashing, and piercing damage.

NINE STAR GOD BODY

At 17th level, you can improve your god body transformation by spending an additional 5 qi when you activate the effect (15 qi total). When you do so, the duration of the effect increases to 1 hour. For 1 minute after you activate the effect, you gain the additional benefits of a Nine Star God Body, and at any point during the 1 hour duration, you may spend an additional 10 qi to reactivate your Nine Star God Body effects for 1 minute. While your Nine Star God Body effect is active, you can change your size as a bonus action to large, huge, or gargantuan; you gain +3 AC; you add 4d8 to your weapon damage; you can attack four times instead of once whenever you take the Attack action on your turn; you are immune to bludgeoning, slashing, and piercing damage; and you have advantage on Strength checks and saving throws.

PART 3 - CREDITS

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Images in order of appearance:

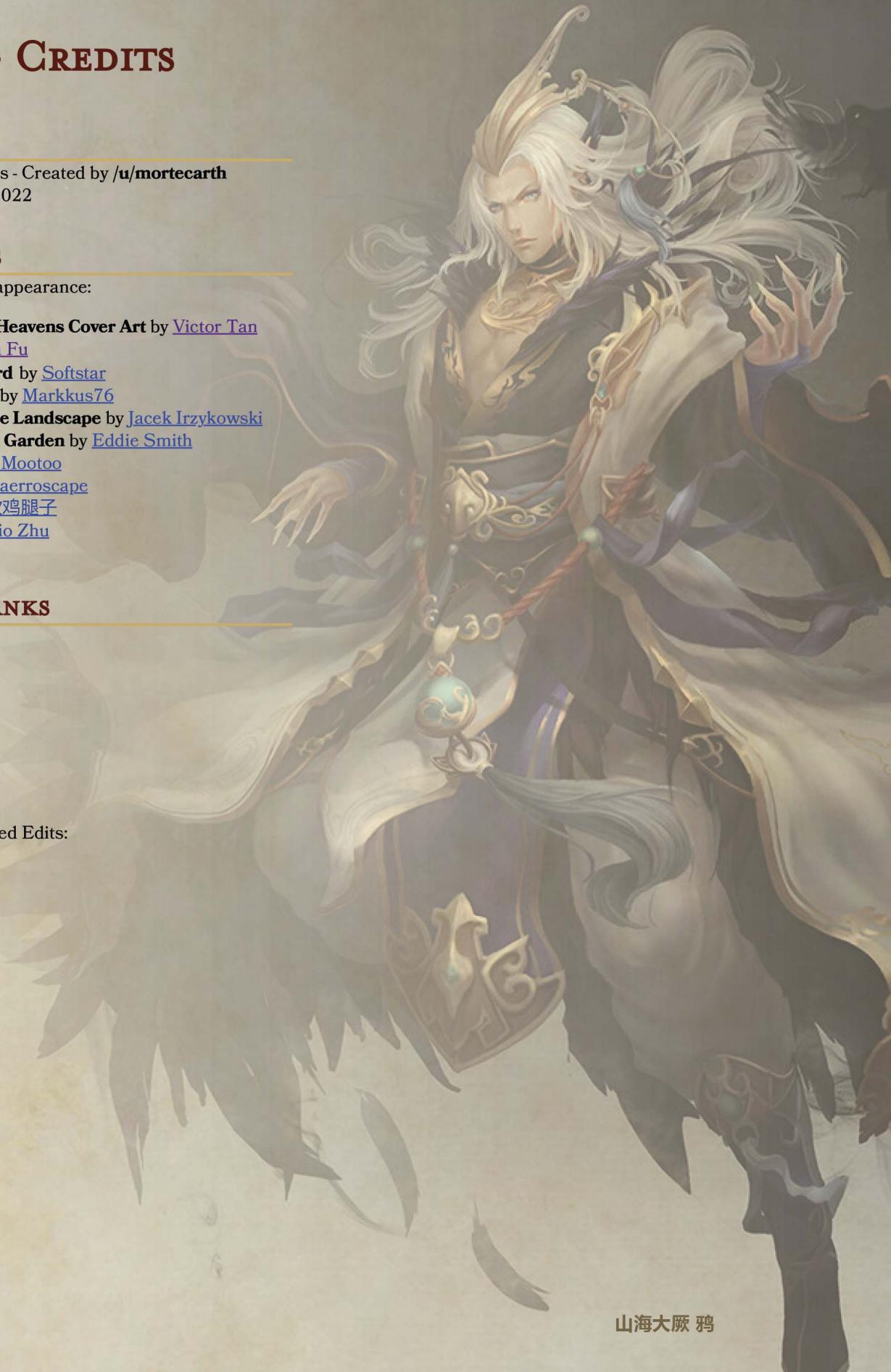
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NOTES

- Multiclassing?
- Version 2 Planned Edits:
 - idk yet lol



山海大厥 鸦