

THE BOOK OF BORROWED MIGHT

A COMPENDIUM OF CHANNELED MAGIC

WORK IN PROGRESS

This book is still very much in draft form, and as such, should be considered incomplete, unbalanced, and subject to change without warning. In particular, any text surrounded with [square brackets] should be considered a placeholder, indicating that the wording or value thus marked is intended as a guideline to the author's intentions, and not necessarily what will appear in the finished version.

This book is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

PREFACE



HE CONTENTS OF THIS BOOK ARE PRESENTED BOTH AS A set of options for players, and as the result of a thought experiment in which the officially-published warlock class does not exist, leaving a gap in the design space for the classes herein. This thought experiment came about as a result of a love of the concept of warlocks, and a dissatisfaction with the way that they were implemented in DUNGEONS & DRAGONS: FIFTH EDITION.

WHAT'S WRONG WITH WARLOCK?

The officially-published warlock class stands out from the other core classes as having the most class-specific complexity. By that, I mean that it has the largest number of decisions and options that are contained entirely within the class. Some classes can be built literally thousands or millions of ways, but these classes generally achieve these levels of complexity by the size of their spell lists. Spellcasting is a mechanic shared by almost every class, and as such, a little complexity can be tolerated, because the players will have plenty of exposure to it regardless of their class choices. Warlocks, on the other hand, have a great many choices that are solely relevant to warlocks, meaning that players cannot be assumed to have seen or considered any of them before - and of course, this complexity is in addition to the warlock's own spell list choices.

Where other classes tend to have two or three mutually-exclusive subclasses, warlocks have two big decision points. A warlock character can have up to six different mechanics for casting spells, using spells chosen from up to four different sources. Outside of spellcasting, most classes, after choosing a subclass, present the player with further decisions perhaps three or four times, whereas warlocks must make decisions nine times, in most cases choosing from a list of between sixteen and twenty-three options. A warlock's invocations have prerequisites based on three or four different aspects of the class, and fall into three or four different kinds, half of which follow no real set pattern or format.

All this complexity turns the warlock into a combinatorial puzzle of much greater depth than any other class, which make it very flexible and customisable, but also harder to learn, harder to remember, and harder to account for in balancing and homebrewing. It is my suspicion that this all results from having the warlock try to do too many things at once. The warlock class has been through some rather different incarnations in the history of DUNGEONS & DRAGONS, and its current incarnation seems to be attempting to squeeze all of them into one class while adding new features on top.

For all their array of choices when building a character, warlocks often find themselves short on options when it comes to actual play. Warlocks have very small spell lists, and very few spell slots to cast them with - although over the course of a day, warlocks can have more spell slots than other classes, this is only case if the party takes many short rests, which is often not the case.

Within a particular encounter, warlocks will frequently only be able to cast one or two spells where other casters may be able to spare significantly more, particularly at high levels. This, combined with the power of a few at-will options such as *eldritch blast*, means that combat as a warlock is often repetitive.

All the points made here are expanded on in greater detail in the appendix to this book, which also explains the design rationale behind the classes and other features presented herein.

WHAT'S IN THIS BOOK?

Warlock has a lot of great material, but cramming it all into a single class simply isn't the way to get the most out of it. Between the lore of the pacts and patrons, the different paths represented by the pact boons, the unique form of magic that breaks the rules other casters have to follow, and the interesting effects and abilities granted by invocations, there are enough features to split across more than one class, and enough lore to mine for even more features to extend and enhance the existing flavour.

In addition, if you're familiar with warlocks from earlier editions of DUNGEONS & DRAGONS, you'll remember even more material, such as the warlock's curse, which now lives on in simpler form as the spell *hex*, or the blast shapes and essences that allowed a warlock to modify the effects and effect area of their *eldritch blast*, which today are found in *eldritch blast*'s multi-ray form, and in invocations such as Eldritch Spear and Repelling Blast. Returning to the original material for these abilities gives us an even wider pool of material that we can draw from and still remain true to what warlocks are.

From this pool of material - plus some other neglected ideas from earlier editions, and a few new ideas - three classes have been created, which are presented in this book. Each covers a different aspect of what warlocks have been known for since their inception, but all share certain key elements of what makes this such a fascinating class.

This is not a condemnation of the warlock class. It is a fine class with plenty of great roleplaying potential, and I have had some of my favourite DUNGEONS & DRAGONS experiences while playing a warlock. It is simply a series of observations, and what follows is the result of a "what if?" experiment into what else could have been done with the raw material and design space that eventually became the warlock.

If you intend to include anything from this book in your game, it is likely to work better if the contents of this book replace the officially-published warlock, rather than standing alongside it, but if you wish to allow both to coexist - as is your prerogative as DM - then it is unlikely to break anything.

I hope you find something that sparks your imagination, or that you'd enjoy playing.

- anaximander

ANIMIST

Level	Proficiency Bonus	Features	Elemental Dice	Spells Known	Spell Slots	Slot Level
1st	+2	Elemental Affinity, Elemental Blast	1d8	—	—	—
2nd	+2	Spell Channeling	1d8	3	2	1st
3rd	+2	Signature Shape	1d8	4	2	1st
4th	+2	Ability Score Improvement	1d8	5	2	1st
5th	+3	Materialise	2d8	6	2	2nd
6th	+3	Elemental Affinity feature	2d8	7	2	2nd
7th	+3	Exotic Element	2d8	8	2	2nd
8th	+3	Ability Score Improvement	2d8	9	2	2nd
9th	+4	—	2d8	10	2	3rd
10th	+4	Elemental Affinity feature	2d8	11	3	3rd
11th	+4	Dematerialise	3d8	12	3	3rd
12th	+4	Ability Score Improvement	3d8	12	3	3rd
13th	+5	Primordial Servants	3d8	13	3	4th
14th	+5	Elemental Affinity feature	3d8	13	3	4th
15th	+5	—	3d8	14	3	4th
16th	+5	Ability Score Improvement	3d8	14	3	4th
17th	+6	Ambient Magic	4d8	15	4	5th
18th	+6	Elemental Affinity feature	4d8	15	4	5th
19th	+6	Ability Score Improvement	4d8	15	4	5th
20th	+6	Primordial Champion	4d8	15	4	5th

ANIMIST

The scaled crest of a lizardfolk shaman rises silently from the swamp, and the waters around her swell and flow into the form of hands. The bandits are caught unawares as the watery figure drags them beneath the surface.

A hill dwarf springs nimbly from boulder to ledge as he scales the mountain, the wind tugging at his cloak. A sudden gust chases the snow into curling flurries, and the dwarf's feet miss the rock - but yet he continues his ascent, stepping on air as if it were just as solid.

An aging human tells tales of adventure by a glowing campfire. His fellow travellers share a look, a prearranged signal, and reach for their swords. They soon regret their treachery as a sword of black iron forms from nothingness in the veteran's hand, and a towering figure of flame blazes into existence beside him.

An animist understands that all things are formed from the primordial elements, and has learned to make use of this fact to call upon the power of those elements, and to shape matter itself as they see fit.

"Be they dead stone, living flesh, or rolling sea; be they idle times or events of world-shattering proportion, market days, or desperate battles, to this law, all things hold: Large things are made from small things."

- Jim Butcher, Academ's Fury

PRIMORDIAL POWER

The magic of an animist is the raw magic of creation itself, the echo of the primordial forces that existed before all else came to be. Some animists feel this magic innately from birth; others hear the call later, or attune over a lifetime of quiet meditation.

However they gain the ability, an animist can feel the presence of elemental energy within all things. This energy can be called forth by those who know how, to power spells or to manifest as elemental creatures. While it has a form of sentience, the personality of this force is simplistic; in general, each element desires mainly to express itself, to be free to act in its natural manner: fire wants to burn, to consume and to spread; water wants to flow and gather, air wants to rush and escape, and stone wants to crush and remain unmoved. An animist must learn to allow these desires to flow through them, neither resisting nor surrendering to them. Some animists manage this with grace and composure; others exhibit more volatile personalities as these competing desires war within them.

HERMITS AND PILGRIMS

Animists channel the primordial energy flowing through the cosmos, and as such, they will tend to follow those energies wherever they lead. Some animists live a life of travel, following ley lines and visiting places of power, going wherever the echoes of creation can be heard most clearly from one day to the next. Others choose to settle, often in places with particularly powerful expressions of their favoured element, or where multiple elements meet and mingle. Wherever they settle, animists tend to favour wild locations, where civilisation and industry do not muffle the call of creation, nor stifle the elements' desire to be themselves.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per animist level

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

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

PROFICIENCIES

Armor: Light armour

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two skills from Arcana, History, Nature, Religion, and Survival

EQUIPMENT

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) a channeling focus
- (a) a priest's pack or (b) an explorer's pack
- Leather armour and two daggers

ELEMENTAL BLAST

Your connection to the power of the elements allows you to call forth a blast of raw energy to assail your foes. This blast is fueled by special dice called elemental dice. Your elemental blast counts as a spell of level 0 for the purposes of *counterspell* and similar effects.

Elemental Dice. You have one elemental die, which is a d8. An elemental die is expended when you use it. You regain all of your expended elemental dice at the start of each of your turns.

You gain more elemental dice as you gain levels, as shown in the Elemental Dice column of the Animist table.

Elemental Blast. You can expend elemental dice to use the energies of your attuned element to strike at your foes. As an action, you select a number of your remaining elemental dice to expend as a blast of magical energy, making a ranged spell attack that targets one creature you can see within 60ft. On a hit, you roll the selected dice as damage for this attack. Your blast deals damage of the type associated with your attuned element as described in the Elemental Affinity feature.

Blast Shaping. When you use your elemental blast, you can expend elemental dice to use apply a blast shape to it. A blast shape may modify your blast's range, target, area, or effects. The alteration applies only to this usage of your blast; you can apply a different shape each time you use it. You can use only one blast shape on your elemental blast when you use it, but you can expend as many of your elemental dice as necessary to do so, even if this would leave you no remaining elemental dice to roll for damage (it is not necessary for the blast to deal damage for its other effects, if any, to apply). Your blast shape options are detailed at the end of the class description.

ELEMENTAL AFFINITY

While an animist is able to draw on all the elements, they will generally feel a stronger affinity to one element in particular. Choose an elemental affinity: Air, Earth, Fire or Water, each of which is detailed below. Your choice grants you features at 1st level, and again at 6th, 10th, 14th and 18th level.

When you choose your elemental affinity, you gain the services of a spirit of that element. You learn the *find familiar* spell and can cast it without expending a spell slot. The spell doesn't count against your number of spells known. When you cast the spell in this way, your familiar is considered an elemental, not fey, and in addition to the normal forms for your familiar, you can choose a tiny elemental of your attuned type as described in the Elemental Affinity feature. When you summon your familiar in its elemental form, you do not need to provide the spell's material component.

SPELL CHANNELING

At 2nd level, your attunement to the elemental forces that suffuse all things allows you to call on the elements to cast spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and chapter 3 of this book for the animist spell list.

SPELL SLOTS

The Animist table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your animist 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. For example, when you are 9th level, you have two 3rd-level spell slots. To cast the 2nd-level spell *shatter*, you must spend one of those slots, and you cast it as a 3rd-level spell.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the animist spell list. The Spells Known column of the Animist table shows when you learn more animist spells of your choice of 1st level and higher. 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. When you reach 9th level, for example, you learn a new animist spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the animist spells you know and replace it with another spell from the animist spell list, which also must be of a level no higher than what's shown in the table's Slot Level column for your level.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your animist spells, so 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 animist 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

SPELLCASTING FOCUS

You can use a channeling focus (found in chapter 3) as a spellcasting focus for your animist spells.

SIGNATURE SHAPE

From 3rd level, you learn to control the energies of your elemental blast with greater finesse. You learn a special blast shape, chosen from the list below. You can apply your signature shape to your elemental blast without expending an elemental die, and you can apply one regular blast shape at the same time.

Blade Blast When you use your elemental blast in a shape that targets one or more creatures, you can make a melee weapon attack against one of those creatures in place of the usual attack roll, provided you are in range. On a hit, the creature takes the weapon's usual damage, plus the effects of the elemental blast.

Sculpted Blast When you use your elemental blast in a shape that targets an area, you can choose a number of spaces within that area equal to the number of elemental dice you have. Those spaces are unaffected by your blast.

Shared Blast While you are within 100 feet of your familiar, you can use your elemental blast from their position, as if you were in their space.

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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

MATERIALISE

At 5th level, you gain a deeper understanding of the nature of matter, and how the primordial elements combine to give rise to more complex forms. You learn to call forth energy and bid it to shape solid material.

As an action, you can create an object out of nothing. This object can be no larger than 3 feet on a side and weigh no more than 20 pounds, and must be formed of a single piece of stone, wood, iron, crystal, ice, or bone. The object has an AC of 10, and hitpoints equal to your animist level. The object can only be considered an improvised weapon, even when shaped like a regular weapon, and it takes damage equal to the amount it deals (meaning that it cannot deal damage greater than its own hit points). The object appears in your hand, or in a suitable empty space that you can touch, and lasts for 1 hour or until you use this ability again. At the end of this duration, or when it reaches 0 hitpoints, the object turns to smoke and disappears.

In addition, when you gain this feature, you choose one of the following abilities:

Create Weapon. You can shape summoned matter into the form of a weapon that will serve you unfailingly. As an action, you can cause a weapon to appear in your empty hand, at your side, or on a flat surface within your reach. You can conjure the form of any melee weapon, and you can choose a new form each time you conjure it. The weapon deals damage appropriate to the form chosen, and does not take damage when attacking; it behaves like an ordinary example of the chosen weapon form. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

You are proficient with your summoned weapon while you wield it. Once conjured, your weapon can be dismissed at any time (which does not require an action), at which point it disappears. The weapon disappears if it is more than 5 feet away from you for 1 minute or more, if you summon it a second time, or if you die.

Conjure Armour. You can cause solid matter to materialise around you to deflect incoming attacks. You can cast the spell *mage armour* at will, without expending a spell slot. This spell does not count against your number of spells known.

Relocate Familiar You can summon your familiar in the blink of an eye. When you use your elemental blast, you can use a bonus action to cause your familiar to instantly vanish and reappear in a space adjacent to a creature hit by your blast (if it targeted a creature), or in a space affected by your blast (if it targeted an area). You can use this ability a number of times equal to your Wisdom modifier, and you regain all expended uses when completing a long rest.

EXOTIC ELEMENT

At 7th level, you learn to call upon a more complex element. Choose one option from the table below. You gain access to the listed form as an alternative form for your familiar. In addition, When you use your elemental blast, you can expend one elemental die to change its damage type to the type listed. You can do this in addition to applying a blast shape.

Damage Type	Familiar Form
acid	caustic folyot
lightning	spark folyot
poison	grass folyot
radiant	flare folyot

DEMATERIALISE

At 11th level, your grasp of the makeup of reality allows you to reduce an object to the raw energies from which it was formed. You can spend one minute studying an item to learn its unique makeup, during which time you must be able to touch the object. At the end of the minute you touch the object and cause it to dematerialise, absorbing its constituent energies as you do so. Thereafter, you can rebuild the object by spending another minute in concentration, at the end of which the object appears in your hand, or in a suitable empty space that you can touch. The item must be a nonmagical object no larger than 3 feet on a side and weighing no more than 20 pounds. The object need not be formed of a single piece as long as it is considered a single object (for example, a book's pages, or the gears of a clock, are considered parts of a single whole). However, if the object is a container, its contents are considered separate and are not stored with it.

You can absorb a number of items equal to your Wisdom modifier. If you attempt to dematerialise an additional object beyond this number, one item you previously absorbed object appears in its place (you can choose which). If you die, all objects you currently have absorbed appear in the nearest available space(s) to you.

In addition, when you gain this feature, you choose one of the following abilities:

Bonded Weapon You can learn to dematerialise and rematerialise a weapon by performing a binding ritual while you hold the weapon. The ritual takes 1 hour, and can be done during a short rest. You can then dematerialise the weapon, storing it in your mind, and thereafter you can rematerialise your bonded weapon as an action. You can't affect an artifact or a sentient weapon in this way. The bond is broken if you die, perform the binding ritual with a different weapon, or deliberately break the bond by performing the counter-ritual, which takes 1 hour and can be done during a short rest. If the bonded weapon is in its immaterial state when the bond is broken, it reappears on the ground, or a similar suitable surface, in the closest available space to you.

If you have the Create Weapon ability, using that ability while bound to a weapon will rematerialise your bonded weapon instead.

Phase Shield You can use your ability to unravel matter and energy as a potent defence, temporarily unmaking those things that might harm you as an almost instinctive reaction. You can cast the spell *shield* without expending a spell slot. You can cast the spell in this way a number of times equal to your Wisdom modifier (minimum of 1), and you regain all expended uses when you complete a long rest.

Relocate Self You can reduce your own body to its constituent elements, and exist momentarily as pure energy. When you use your elemental blast, you can use a bonus action to instantly vanish and reappear in a space adjacent to a creature hit by your blast (if it targeted a creature), or in a space affected by your blast (if it targeted an area). When you use this ability, you cannot use it again until you complete a long rest.

PRIMORDIAL SERVANTS

At 13th level, your relationship with the primordial forces of the world is strong enough that you can call them to your aid. You can cast the spell *conjure minor elementals* without expending a spell slot or material components. When you cast the spell in this way, the summoned elementals appear with temporary hitpoints equal to your animist level.

AMBIENT MAGIC

At 17th level, you are so in tune with the forces flowing through the world that you can dip into the power of the elements to reinvigorate yourself. You can regain animist spell slots by spending 1 minute in meditation. During your meditation, you must maintain concentration as if concentrating on a spell, and you cannot cast spells or use your elemental blast.

When you meditate, you can choose to regain any number of animist spell slots that you have expended. Once you have regained a total number of spell slots equal to the number shown in the Spell Slots column of the Animist table, you must complete a long rest before you can use this feature again.

PRIMORDIAL CHAMPION

At 20th level, you are able to call forth a champion from the elements you command. You can cast the spell *conjure elemental* without expending a spell slot or material components. When you cast the spell in this way, you can choose to call forth an elemental of the element associated with your Elemental Affinity feature, even when a suitable area of that element is not present. For example, if your Elemental Affinity is Water, you can call forth a water elemental even if there is no pool of water present.

ELEMENTAL AFFINITIES

AIR

You are attuned to the forces of air and sky, the power of the wind, and the spirit of storms. When you choose this option at 1st level, you learn the cantrip *gust*, and you know *Auran*.

Elemental damage type: thunder

Elemental familiar option: gust folyot

AFFINITY SPELLS

Your Elemental Affinity grants you access to additional spells. The following spells are added to the animist spell list for you.

AIR AFFINITY SPELLS

Spell Level Spells

1st	<i>fog cloud, zephyr strike</i>
2nd	<i>blur, warding wind</i>
3rd	<i>fly, thunder step</i>
4th	<i>freedom of movement, storm sphere</i>
5th	<i>far step, steel wind strike</i>

AIR'S ALACRITY

At 6th level, you learn to call upon the swiftness of the wind to lighten your step and let you run on air as if it were solid ground. On each of your turns in combat, you can take a bonus action to Dash. When you do so, you gain a flying speed equal to your current walking speed, which lasts until the end of your turn. If you end your turn and nothing is holding you aloft, you fall.

EVASION

From 10th level, your reactions are so rapid that those who seek to overwhelm you find their strikes hit empty air. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

EYE OF THE HURRICANE

At 14th level, the air around you responds to your call and will fly into a frenzy at your command. As an action, you can create a whirlwind of powerful winds centred on you. All creatures within 20 feet of you must make a Strength saving throw against your animist spell save DC. On a failed saving throw, they take 3d8 bludgeoning damage and are thrown 20 feet in a straight line away from you; on a successful save, they take half as much damage and are not thrown. Unsecured objects within the area weighing less than 100lb are also thrown.

A thrown creature who hits a solid object before they complete their 20 feet of movement takes 1d6 bludgeoning damage for every 5 feet they were unable to complete. A creature who is struck by a thrown creature or object also takes this damage.

Once you use this feature, you must complete a long rest before you can use it again.

LIKE THE WIND

From 18th level, you move like the wind itself, and strike with the force of a gale. You can cast the spell *investiture of wind* without expending a spell slot. Once you cast the spell in this way, you cannot do so again until you complete a long rest.

While the spell lasts, your speed cannot be reduced in any way. In addition, whenever you pass within 5 feet of a creature on your turn, you can spend an elemental die to deal bludgeoning damage to that creature equal to the number rolled. You can only deal this damage to a particular creature once per turn.

EARTH

Your connection is strongest when reaching into the earth beneath you, calling on the strength of stone and rock, and the spirits of sand and soil. When you choose this option at 1st level, you learn the cantrip *mold earth*, and you know Terran.

Elemental damage type: bludgeoning

Elemental familiar option: stone folyot

AFFINITY SPELLS

Your Elemental Affinity grants you access to additional spells. The following spells are added to the animist spell list for you.

EARTH AFFINITY SPELLS

Spell Level Spells

1st	<i>earth tremor, longstrider</i>
2nd	<i>locate animals or plants, Maximilian's earthen grasp</i>
3rd	<i>erupting earth, wall of sand</i>
4th	<i>stone shape, stoneskin</i>
5th	<i>earth churn, wall of stone</i>

STALWART STONE

From 6th level, you are as obdurate and unmoving as the mountains themselves. You have advantage on ability checks and saving throws to avoid being tripped, pushed, pulled, or otherwise physically moved against your will (this does not apply to effects such as teleportation or banishment). In addition, you ignore the effects of difficult terrain caused by rock, soil, gravel, sand, and similar materials.

GRANITE DEFENCE

From 10th level, your ability to withstand damage is bolstered by the strength of stone. Your AC increases by 1. When you take the Dodge action, this bonus becomes equal to your Wisdom modifier instead (minimum of 1).

In addition, when you take damage, you can use your reaction to spend one or more elemental dice and reduce the damage by the amount rolled. When you use this reaction, you cannot do so again until you have completed a short or long rest.

ROLLING STONE

From 14th level, you become as unstoppable as a landslide. When you move in a straight line of at least 15ft, you can use your bonus action to make one melee attack or shove attempt against a creature you pass along the way. You do so with advantage, and you have advantage on all other attack rolls and ability checks made to shove creatures until you stop moving or deviate from a straight line.

OBDURATE COLOSSUS

From 18th level, you learn to take on an aspect of the earth, becoming as tough as rock itself. You can cast the spell *investiture of stone* without expending a spell slot. Once you cast the spell in this way, you cannot do so again until you complete a long rest.

While the spell lasts, when you hit a creature with a melee attack, the ground within 5ft of that creature becomes difficult terrain as your strike scatters rock and gravel. Each 5-foot square of this difficult terrain takes 1 minute to clear by hand. In addition, you can use the reaction granted to you by your Granite Defence option as long as you have a reaction, regardless of its normal limitations.

FIRE

You are most comfortable when calling upon fire and flame, and you can channel heat and conflagration with ease. When you choose this option at 1st level, you learn the cantrip *control flames*, and you know Ignan.

Elemental damage type: fire

Elemental familiar option: ember folyot

AFFINITY SPELLS

Your Elemental Affinity grants you access to additional spells. The following spells are added to the animist spell list for you.

FIRE AFFINITY SPELLS

Spell Level Spells

1st	<i>burning hands, searing smite</i>
2nd	<i>flaming sphere, scorching ray</i>
3rd	<i>fireball, Melf's minute meteors</i>
4th	<i>fire shield, wall of fire</i>
5th	<i>flame strike, immolation</i>

FLAMING FOOTSTEPS

At 6th level, you learn to move as fire does - and leave similar destruction in your path. As a bonus action when moving, you can choose to begin leaving smouldering footprints. For each 5ft square you move through, you expend one elemental die to leave burning footprints in that space. This effect continues until you stop moving, run out of elemental dice, or choose to stop leaving the footprints (no action required).

As you leave each space, the footprints flare and burn higher to form a wall of flame. The first time a creature other than you enters the space, they take 1d8 fire damage, and the flames are extinguished in that 5ft section. The flames flicker and go out at the start of your next turn.

FLICKERING FLAME

From 10th level, you learn to emulate fire's ability to flicker and rekindle without warning. When you are hit by an attack, you can use your reaction to disappear, taking no damage and leaving only a wisp of smoke and sparks. At the start of your next turn, you reappear in the same spot with a blast of flame, forcing all creatures within 5ft to make a Dexterity saving throw against your animist spell save DC. On a failure, a creature takes 2d8 fire damage, or half as much on a success. Once you use this ability, you cannot use it again until you complete a short or long rest.

FUEL FOR THE FLAMES

From 14th level, you take on fire's ability to consume all things in its path, however they try to resist. When you slay a hostile creature, you gain an elemental charge. This charge can be used to cast one of your Elemental Affinity spells, which is cast at the level shown in the Slot Level column of the Animist table for your current level. The charge vanishes when it is used, or at the end of your next short or long rest, whichever comes first. Once you gain a charge in this way, you cannot do so again until you complete a long rest.

FIRE AND FURY

From 18th level, your resolve burns brightly within you, and the fires you call forth respond in kind. You can cast the spell *investiture of flame* without expending a spell slot. Once you cast the spell in this way, you cannot do so again until you complete a long rest.

While the spell lasts, whenever you hit with a spell or attack that deals fire damage, you can expend elemental dice to empower the flames. As a bonus action, choose one or more creatures hit by the spell or attack. You may then expend one or more elemental dice to apply any of the following effects:

- One chosen creature's resistance to fire damage is ignored for this attack or spell
- One creature takes additional fire damage equal to the amount rolled on the elemental die
- One chosen creature with immunity to fire damage gains a bonus to damage rolls equal to your Wisdom modifier. This bonus lasts for one minute, or until you die or are incapacitated, whichever is sooner.

Only one of these effects can be applied to each creature within the area.

WATER

Your affinity is with the power of water - the strength of a surging river, the tranquility of a still pool, and the turbulence of a raging sea. When you choose this option at 1st level, you learn the cantrip *shape water*, and you know Aquan.

Elemental damage type: cold

Elemental familiar option: droplet folyot

AFFINITY SPELLS

Your Elemental Affinity grants you access to additional spells. The following spells are added to the animist spell list for you.

WATER AFFINITY SPELLS

Spell Level Spells

1st	<i>grease, ice knife</i>
2nd	<i>driving torrent, fountain</i>
3rd	<i>tidal wave, wall of water</i>
4th	<i>control water, watery sphere</i>
5th	<i>maelstrom, surf</i>

EVERFLOWING

From 6th level, you learn to emulate water's fickle and everchanging motion, flowing smoothly one moment and crashing forcefully the next. You have advantage on ability checks and saving throws made to resist against effects that would restrain, paralyse, or reduce your movement speed. In addition, while moving you may use a bonus action to allow you to move through one hostile creature's space. When you do so, the creature must make a Strength saving throw against your animist spell save DC or be shoved 5ft into an unoccupied space of your choice.

HIDDEN DEPTHS

From 10th level, your mind is inscrutable as the ocean's dark and unknowable depths. You have advantage on saving throws made to resist fear, charm, and other mind-controlling effects. In addition, when you succeed on a saving throw against such an effect, the creature who caused the effect must make a Wisdom saving throw or be stunned until the end of their next turn, as they struggle to find their way in the depths of your psyche.

STORM SURGE

From 14th level, you are able to call forth a punishing storm. As an action, you can create an area of driving rain, which fills an area consisting of three 10-foot cubes. The cubes can be arranged as you wish, but must each have at least half of one face in contact with an adjacent cube. The storm lasts for one minute, and ends early if you die or are incapacitated.

The area within the storm is heavily obscured, and all unprotected non-magical fires within the area are extinguished. Creatures who start their turn within the storm must make a Constitution saving throw. On a failed save, they take 2d6 cold damage and their speed is halved until the start of their next turn. On a successful save, they take half as much damage and their speed is unaffected.

SEA FURY

From 18th level, you embody the fury of the sea, and to strike at you is as futile as trying to fight the tide. You can cast the spell *investiture of ice* without expending a spell slot. Once you cast the spell in this way, you cannot do so again until you complete a long rest.

While the spell lasts, you can breathe underwater, and whenever a creature hits you with an attack, your AC is increased by 1 until the start of your next turn.

BLAST SHAPES

LESSER BLAST SHAPES

When you use your elemental blast, you can expend one elemental die to apply one of the effects below. Where these effects deal damage, the damage is of the type associated with your Elemental Attunement feature, unless otherwise stated.

Bouncing Bolt. Your blast ricochets off a solid surface. You choose a solid surface, such as a tree, firm ground, or cavern ceiling, within 30ft. You can then target a second point within 30ft of that point, and your blast takes effect there, potentially allowing you to bypass cover. This Blast Shape does not grant you any special ability to see or otherwise sense the space you are targeting.

Channeled Blast. You funnel elemental energy into a deadly jet. Your blast targets a line, 20 feet long and 5 feet wide, starting from you in a direction you choose. Creatures caught in the area must make a Dexterity saving throw against your animist DC or be subject to the blast's effects.

Driving Force. Your blast drives your enemies backward. On a hit, you can push the target up to 10ft in a straight line away from you.

Far-Reaching Strike. You hurl your blast over great distance. The range of your blast increases to 120 feet.

Scatter Burst. Your blast scatters elemental energy on impact. On a hit, one creature you can see within 5ft of the target takes damage equal to your Wisdom modifier (minimum of 1).

GREATER BLAST SHAPES

When you use your elemental blast, you can expend two elemental dice to apply one of the effects below. Where these effects deal damage, the damage is of the type associated with your Elemental Attunement feature, unless otherwise stated.

Bursting Orb. Your blast explodes on impact, striking those nearby. Your blast targets a point within range. All creatures within 5ft of that point must make a Dexterity saving throw or be subject to the blast's effects.

Forked Bolt. You split your blast into multiple bolts of energy. Your elemental blast targets two creatures within range who are within 30 feet of each other. You make a separate attack roll for each target, but each attack deals damage equal to the dice you spent on this blast.

Striking Wave. Your blast targets a 15-foot cone starting from you in a direction you choose. Creatures caught in the area must make a Dexterity saving throw against your animist DC or be subject to the blast's effects.

Waiting Ward. Your blast targets a 5-foot square within range, leaving a visible magical effect (such as a cloud of vapour, or a crackle of lightning) in that space, but all of its other effects are suspended. If a creature moves into the space before the start of your next turn, the blast takes effect, targeting that creature. At the start of your next turn, the effect dissipates harmlessly.

CHAPTER 3: SPELL CHANNELING



MAGIC COMES IN MANY FORMS, AND FROM MANY sources in the worlds of D&D. Some of those sources can be called on and utilised by those with the right knowledge - or who have paid the proper price. Those who call magic this way find that their abilities do not tire

them as other casters, although there is a limit to how precisely they can control their summoned magics, or how much power they can channel in a short time.

SPELL CHANNELING

There are many ways that spellcasters gain their magic. Some can use it intuitively, as the result of a their birthright or bloodline, while others spend their lives in study to learn the technique. Some are granted magic as a reward for devoted service, or gain it as a result of their bond with a higher power. Across all these spellcasters, however, one thing remains constant: however they gained the ability to manipulate magic, it is they themselves who provide the raw power, the impetus that causes their spells to come to fruition.

Those who practice spell channeling do not share this trait. A channeler calls on powers external to themselves, asking or instructing it to provide magical energy for them to shape and direct. Using another's energy in this way allows a spell channeler to take only a short rest before they are refreshed and able to use magic again, but it does come with limitations. Because the power is not their own, a channeler has little or no control over how much magic is sent - instead, they tend to simply draw as much magic as they can safely handle, and use that, with none of the fine control over the spell's potency that might be exercised by a spellcaster such as a wizard or sorcerer. Also, many channelers find they can draw on their source only a few times before they have exhausted its reserves - or its patience - and must wait before they can do so again.

WHAT HAPPENED TO PACT MAGIC?

As noted in the preface, this book resulted from asking the question "what if Warlock did not exist?". From that starting point, the mechanic formerly known as Pact Magic was reverse-engineered and generalised into the Spell Channeling mechanic described here.

The result is a mechanic that comes in "full" and "half" variants, just like spellcasting, where the "full" variant exactly replicates the familiar Pact Magic style as used by the original warlock.

The lore distinction between spellcasting and spell channeling as described here takes a few liberties in reading between the lines of the class descriptions given in the *Player's Handbook*, but should remain largely compatible with the material presented in the official books.

Channelers may not supply the power for a spell, but they do provide its direction. As such, they are still required to perform verbal and somatic components as normal, to concentrate on spells that require it, and provide any material components that their spells need. These material components may come from a components pouch as used by spellcasters, but a channeler can also use a channeling focus, described later in this chapter.

Spell channelers are rare among magic users, and often feared or mistrusted by those who suspect - rightly or wrongly - that magic of this power would not be so freely given, and that these channelers must have obtained their abilities by unsavoury means.

POWER AT A PRICE

In many cases, the exact nature of this external source of magic has a strong influence on what that magic can be used for. In some cases, it leaves an impression on the channeler themselves. Because the magic they wield is not entirely their own, channelers often develop marks, either physical or mental, that echo the nature of their power. This is usually unintentional on the part of both the channeler and the source of their magic, but it is not unheard of for a particularly powerful being of the cosmos to deliberately ensure that the mortal who dared make use of their power is left changed by the experience.

A player may choose an effect from the table below, either directly or by dice roll, to represent this influence on their character. They may also work with the DM to create a new effect that is similar to these examples.

d8 Effect

When you speak the verbal components of your
1 channeled spells, the voice that comes out is not your
own.

The appearance of your eyes changes when you
2 channel spells. This change lasts one minute per level
of the spell being cast.

After channeling a spell, your personality shifts subtly.
3 Select an additional trait or flaw, which only affects you
if you have used channeled magic in the last hour.

4 You have strange dreams in which you are not yourself.
You don't always remember these dreams on waking.

You sometimes have feelings of familiarity or
5 recognition about things, places, or people that you
have never encountered before.

6 You occasionally refer to yourself in the plural, or the
third person.

Your body changes subtly the more you use channeled
magic. For example, your hair might change colour,
7 tattoos or scales might appear on your skin, or you
might develop (or lose) a hunched back or other
deformity.

You develop an odd compulsion or superstition, such
8 as carving a certain symbol into things, or never turning
your back on a mirror.

Item	Cost	Weight
<i>Channeling focus</i>		
Censer	5 gp	2 lb.
Crystal	10 gp	1 lb.
Rod	5 gp	2 lb.
Staff	10 gp	4 lb.
Wand	5 gp	1 lb.

Channeling Focus. A channeling focus is an item that allows users of channeled magic to direct and control their spells. It might be a censer, a crystal, a rod, a staff, a wand, or a similar item specially built for the purpose. An animist, pactbound, or occultist can use such an item as a spellcasting focus, as described in chapter 10 of the *Player's Handbook*.

CHAPTER 4: SPELLS

ANIMIST SPELLS

1ST LEVEL

Absorb Elements
Alarm
Armor of Agathys
Chromatic Orb
Create or Destroy Water
Color Spray
Detect Magic
Faerie Fire
Feather Fall
Fog Cloud
Identify
Jump
Thunderwave
Witch Bolt

2ND LEVEL

Aganazzar's Scorcher
Arcane Lock
Augury
Barkskin
Continual Flame

Dragon's Breath
Dust Devil
Earthbind
Flame Blade
Gust of Wind
Heat Metal
Levitate
Locate Object
Melf's Acid Arrow
Misty Step
Moonbeam
Nystul's Magic Aura
Pyrotechnics
Shatter
Skywrite
Snilloc's Snowball Swarm

3RD LEVEL

Daylight
Elemental Weapon
Glyph of Warding
Lightning Bolt
Plant Growth
Protection from Energy
Sleet Storm

Speak with Plants
Stinking Cloud
Tiny Servant

4TH LEVEL

Arcane Eye
Banishment
Blight
Confusion
Dimension Door
Elemental Bane
Fabricate
Grasping Vine
Ice Storm
Leomund's Secret Chest
Locate Creature
Mordenkainen's Private Sanctum
Otiluke's Resilient Sphere
Polymorph
Vitriolic Sphere

5TH LEVEL

Control Winds
Creation

Destructive Wave
Legend Lore
Passwall
Telekinesis
Teleportation Circle

OCCULTIST SPELLS

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

PACTBOUND SPELLS

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

SPELL DESCRIPTIONS

The spells are presented in alphabetic order.

CONJURE PHANTASM

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: Concentration, up to 1 hour

You call up the dread spirit of an area that has been touched by death. Choose a corpse, grave, or an area or object that has been desecrated. Whichever you choose, the spell fails if it has been the target of this spell within the last 10 days. A phantasm rises from it, appearing in an unoccupied space you choose within 10 feet of it.

The phantasm is friendly to you and your companions for the duration. Roll initiative for the phantasm, which has its own turns. It obeys any verbal commands that you issue to it; commanding the phantasm in this way does not require an action, and the phantasm understands your commands even if you do not share a language. If you don't issue any commands to the phantasm, it defends itself from creatures hostile to it but otherwise takes no actions.

If your concentration is broken, the phantasm doesn't disappear. Instead, you lose control of the phantasm, it becomes hostile toward you and your companions, and it might attack. An uncontrolled phantasm can't be dismissed by you, and it disappears 1 hour after you summoned it.

The DM has the phantasm's statistics.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.

CONJURE SHADES

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: Concentration, up to 1 hour

You summon spirits of death that appear in unoccupied spaces that you can see within range. You choose one of the following options for what appears:

- One will-o'-wisp
- Two specters
- Four shadows
- Eight bone folyots

A creature summoned by this spell disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

If your concentration is broken, the summoned creatures don't disappear. Instead, you lose control of them, they become hostile toward you and your companions, and might attack. An uncontrolled creature can't be dismissed by you, and disappears 1d6 rounds later.

The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

DRIVING TORRENT

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a hollow reed)

Duration: Concentration, up to 1 minute

A jet of water 30 feet long and 5 feet wide issues from your outstretched hand in a direction you choose. The jet extinguishes all nonmagical flames in its area. When a creature enters the line for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, a creature takes 3d6 bludgeoning damage and is pushed 10 feet away from you in a direction following the line. On a success, they take half as much damage and are not pushed back.

EARTH CHURN

5th-level transmutation

Casting Time: Casting Time

Range: 60 feet

Components: V, S, M (a piece of pumice)

Duration: Concentration, up to 1 minute

You choose a point on the ground within range. The ground within 20 feet of that point breaks apart and is filled with tumbling, churning rocks. The area becomes difficult terrain. When a creature touches the ground within the spell's area for the first time on their turn, or starts their turn touching the ground in that area, they must make a Strength saving throw. On a successful save, they take 1d6 bludgeoning damage as the grinding rocks batter at their lower extremities. On a failed save they are also dragged waist-deep into the loose rock.

A creature who is waist-deep must spend an additional foot of movement for each foot they move within the spell's area. At the start of each of their turns, they take 2d6 bludgeoning damage, and must make a Strength saving throw. On a successful saving throw, they pull themselves out to stand on the surface. On a failed save, they are buried under the loose rock.

A creature who is buried is restrained, blinded, and suffocating. At the start of each of their turns, they take 3d6 bludgeoning damage, and must make a Strength saving throw. On a successful saving throw, they pull themselves back to waist-deep.

A creature who is able to fly has advantage on any saving throws made while standing on the surface. A creature who is on the surface of the area, or not within the area at all, may assist a creature who is waist-deep or buried. The helping creature uses their action to make a Strength check against the spell's DC. On a success, the creature being helped is pulled from buried to waist-deep, or from waist-deep to the surface.

When the spell ends, the affected area remains difficult terrain until cleared. It takes at least 10 minutes to clear each 5-foot square by hand.

FOUNTAIN

2nd level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to one minute

You cause a fountain of water to emanate from a point you can see within range on the ground or surface of a body of water. A jet of water gushes up from the targeted point to a height of 20 feet. All creatures within 5 feet of the targeted point must make a Dexterity saving throw. On a failed save, a creature takes 2d6 bludgeoning damage and is carried to the top of the jet, where they are held aloft by the torrent of water. On a successful save, a creature takes half as much damage and is not lifted. If there is not enough space for the fountain to reach its full height, the jet drives the creature against the ceiling, dealing a further 1d6 bludgeoning damage. When the spell ends, any creatures held at the top of the jet begin to fall unless they are held aloft by other means, taking damage as normal when they hit the ground.

While the spell lasts, it causes water droplets to fall on all spaces within 30ft of the fountain, extinguishing all normal fires that are not covered or otherwise protected.

INVESTITURE OF THE GRAVE

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Deathly shadows wreath your body, forming the faces of spirits that whisper and moan mournfully. The shadows turn dim light within 10 feet of you into darkness, and bright light in the same area to dim light.

Until the spell ends, you gain the following benefits:

- You have immunity to necrotic damage and resistance to radiant damage
- As an action, you can cause ghostly hands to rise from the ground within 10ft of a point you choose within 30ft of you. Creatures in the area must make a Strength saving throw. A creature takes 3d8 necrotic damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect cannot regain hitpoints until the start of your next turn.
- When a creature that you can see within 30ft of you makes a death saving throw, you can use your reaction to give them advantage or disadvantage on the save, and you regain 1d6 hitpoints whenever a creature within 30ft of you dies.

SURF

5th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a vial of brine and a scrap of cork)

Duration: Concentration, up to 10 minutes

You summon a wave of water that bears you forward at great speed. The wave forms a line 30 ft wide, 15 ft long, and 15ft high, with you at the centre point, and moves in a direction of your choice. You have a swimming speed equal to your walking speed while you remain within the wave; any creature within the wave's area is considered to be swimming.

While concentrating on this spell, you can direct the wave to move forward up to 30 feet, continuing in the direction you chose when you cast this spell. Any creature who is currently within the wave, or finds themselves within it as it moves, must make a Strength saving throw or be moved with it. Creatures who are prone or were in an area of water at least 5ft deep before have disadvantage on this saving throw. Creatures caught in the wave can exit it by swimming to its edges and making a successful Strength saving throw to escape its currents.

On your turn before the spell ends, you can use your action to cause the wave to break, crashing down forcefully. All creatures within the wave must make a Dexterity saving throw. On a failure, they are moved in the direction of the wave's travel and deposited prone in the space immediately in front of it, taking 4d8 bludgeoning damage as they are slammed to the ground. If this would throw the creature into a wall or a space similarly occupied by something solid, this damage increases to 5d8. Creatures that succeed on the saving throw take half as much damage and are not moved. The water extinguishes all unprotected flames within 5ft of the spell's area. The wave deposits you safely in an unoccupied square within the area, before flowing away.

If at least half of the spell's area covers an area of water that is at least 5ft deep, the distance you can move the wave on that turn is doubled.

VARIANT CLASS OPTIONS

he classes presented thus far represent the most common of their kind. In the many worlds of DUNGEONS & DRAGONS, however, there are of course a great many sources of power that an adventurer might channel. Many of these can be represented as subclasses for the classes in chapter 1, but some are slightly difficult to recreate in this way. This chapter offers a few variations on the classes already offered, each making a slight alteration to the base class in order to more faithfully recreate the concept at hand. These changes are necessary because each of these options departs in some way from the lore of the base class, altering the lore in ways that may not be compatible with the original intention.

It is mostly a happy coincidence that these variants correspond to warlock subclasses presented in *Xanathar's Guide to Everything*, or as *Unearthed Arcana* options, but it is not unreasonable to consider that perhaps these classes were released as additions, and not as part of the *Player's Handbook*, for the same reason that they do not fit perfectly as mere subclasses.

The gravewalker draws on the concepts seen in the hexblade (*XGE*); it functions similarly to an animist, but the idea of a character attuned to the force of death is a significant departure from the elementalist shaman style that the animist seeks to represent. The mechanical aspects of the pactbound can be used to build an effective vampire subclass, but the nature of the relationship between a vampire and their maker is somewhat different to the usual arrangement between a patron and their pactbound vassals. Finally, the heretic represents a character who, like the occultist, has discovered a secret that allows them to use magic in a way no others can, but unlike the occultist, their secret pertains to divine magic, giving the heretic a unique take on abilities more commonly associated with clerics - and thereby incorporating elements of the celestial warlock (*XGE*) and the theurge (*UA*).

GRAVEWALKER ANIMIST (HEXBLADE)

AFFINITY WITH DEATH

Where most animists feel an affinity with one of the elemental forces, yours is with something different, albeit just as primordial and ever-present: the power of life and death. When you choose this option at 1st level, you learn the cantrip *thaumaturgy*, and you know *Abyssal*.

Elemental damage type: necrotic

Elemental familiar option: bone folyot

AFFINITY SPELLS

Your status as a gravewalker grants you access to additional spells. The following spells are added to the animist spell list for you.

GRAVEWALKER SPELLS

Spell Level	Spells
1st	<i>bane, false life</i>
2nd	<i>gentle repose, mind spike</i>
3rd	<i>feign death, vampiric touch</i>
4th	<i>death ward, phantasmal killer</i>
5th	<i>antilife shell, enervation</i>

BIND

At 5th level, you begin to understand the true nature of the soul, and learn to weave the stuff of souls themselves into your magic.

Choose one creature you can see within 30ft. The target is cursed for 1 minute, or until it dies. While the curse lasts, you gain the following benefits:

- You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.
- Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.

In addition, when you gain this feature, you choose one of the following effects, which is added to the effects of your curse:

Binding of Sight You bind your vision to the target. Dim light, darkness, and obscuring effects such as smoke, vapour, heavy rain, or murky water have no effect on your ability to see your cursed target, and you have advantage on Wisdom (Perception) checks to see them when they are hidden or behind cover.

Binding of Will You bind yourself to the target's mind. You have advantage on Intelligence, Wisdom, and Charisma saving throws against any spells or magical abilities they use.

Binding of Blood You bind your blood to the target's. When the target hits you with an attack, you can use your reaction to force them to make a Constitution saving throw. On a failure, they take damage equal to half the damage of the triggering attack.

This feature replaces the Materialise feature.

GHOST WALK

At 6th level, you learn how ghosts create their spectral form, and can take on a ghostly aspect for a short time.

As a bonus action, you can drift free of your body as a ghost. Your ghost form is visible as a semi-transparent version of yourself, which can speak and be heard normally, but is otherwise immaterial, moving soundlessly and unable to interact physically with its surroundings. In this form, you can move up to your speed in any direction, passing effortlessly through solid matter and other creatures. Your ghost form counts as undead for the purpose of spells or effects that may prevent you from entering their area, such as *hallow*, *magic circle*, or *protection against good and evil*. You cannot make attacks or cast spells as a ghost, except to use your Elemental Blast. Your body remains immobile in its space, and is effectively unconscious.

Both your physical body and your ghost form count as "you" for the purpose of targeting attacks, spells, and other effects. Your ghost form is drawn back into your body at the end of your turn, or if you drop to 0 hit points.

You can use this ability a number of times equal to your Wisdom modifier. You regain all expended uses when you complete a long rest.

ONE FOOT IN THE GRAVE

At 10th level, your knowledge of what calls souls into death allows you to disregard that call for a short time. When you drop to 0 hit points, you can use your Ghost Walk feature immediately, even if you have no uses of it left. When you use your Ghost Walk in this way and deal damage with your Elemental Blast while in ghost form, you regain hit points equal to half the damage dealt. If you die or regain hit points in any way, your spectral form vanishes and you return to your body.

Once you use this feature, you cannot use it again until you complete a long rest.

UNBIND

At 11th level, you learn to leverage your curse to weaken your target's hold on life.

When you use your Bind feature to curse to a creature, it applies the following additional effects:

- When you hit your cursed target with an attack, if the hit leaves them with hit points equal to or less than your gravewalker level, they must make a Constitution saving throw against your gravewalker spell DC or be killed outright.
- Your curse no longer ends when the cursed creature dies. When you start your turn and the target of your curse is dead but the duration has not yet ended, you can use your bonus action to move the curse to another creature you can see within 30ft of you. The previous target is no longer cursed, and the curse's remaining duration is unchanged.

In addition, when you gain this feature, you choose one of the following effects. As a bonus action while your curse lasts, you can choose to trigger this effect. Doing so causes your curse to end immediately.

Unbind Life You separate the target from its remaining life force, and claim that vitality for yourself. When you start your turn and the target of your curse is dead, you can choose to regain hitpoints equal to your gravewalker level + your charisma bonus.

Unbind Magic You unravel magical energies projected by the target. You can cast *dispel magic* against a spell cast by the target of your curse, without using material components or a spell slot.

Unbind Flesh You cause the target's physical form to become weak and insubstantial. When you hit the cursed target with an attack, you can choose to give the target vulnerability to one type of damage dealt by the attack, which lasts until the start of your next turn. This vulnerability applies to the damage of the triggering attack.

This feature replaces the Dematerialise feature.

SPIRIT SERVANTS

Your Primordial Servants feature grants the spell *conjure shades* instead of *conjure minor elementals*.

DEATH COMES TO ALL

At 14th level, you can force those around you to acknowledge the inevitability of death. As an action, you can choose any number of creatures you can see within 30ft of you and roll all of your available elemental dice. The creatures you chose must make a Constitution saving throw. Undead creatures have disadvantage on this saving throw; living creatures who are immortal or have innate reincarnation (such as a fiend who is not on their home plane) have advantage.

On a failed saving throw, a creature takes necrotic damage equal to the amount rolled, and their hit point maximum is reduced by half the amount taken. This effect lasts until they next complete a short or long rest, and can be removed by the *greater restoration* spell. On a success, they take half as much damage, and their hit point maximum is not affected.

Once you use this ability, you cannot use it again until you complete a long rest.

ASPECT OF THE REAPER

At 18th level, you learn to channel the power of death itself and embody its essence. You can cast the spell *investiture of the grave* without expending a spell slot. Once you cast the spell in this way, you cannot do so again until you complete a long rest.

While the spell lasts, you can use your Ghost Walk ability once per turn without expending any of its normal usages, and when you use your elemental blast, you can cause it to emanate from any corpse or undead creature that is not hostile to you within 30ft of you as if you were standing in that space.

SPIRIT CHAMPION

Your Primordial Champion feature grants the spell *conjure phantasm* instead of *conjure elemental*. The "suitable area of that element" referred to by the feature refers to the "corpse, grave, or an area or object that has been desecrated" mentioned by the spell (which also means that, when casting the spell this way, the 10-day restriction does not apply).

APPENDIX A: FOLYOTS

Folyots are tiny creatures formed from raw elemental energy, fragmentary scraps of their respective elements. On their home plane, folyots form barely-discernable pieces of the formless energies there, but magic can draw them out and give them shape on other planes.

Elemental Animus. On the planes where they originate, a folyot is formless, like any elemental. However, unlike larger elementals, their parent element's wild nature does not manifest so strongly in a folyot. This, combined with the folyot's simple-minded, almost childlike personality, makes them much easier to summon and control than their larger kin.

Products and Byproducts. There are numerous spells and artefacts that allow the wielder to draw elemental energy from its home plane and shape it into the diminutive form of a folyot. This activity is often used as a training exercise, being inherently less dangerous than summoning full elementals, which assert their wild nature more strongly and are prone to violently resisting the summons. At times, however, folyots are created by other means. It does not take much magic to form a folyot, and some mages have found that the repeated use of the same source for the summoning of elementals will result in the formation of folyots from stray magical residue. Experienced summoners will therefore know that it is prudent to never call too many fire elementals from the same bonfire, or water elementals from the same wellspring, without occasionally pausing to allow the accumulated elemental energies to dissipate.

Folyot Familiars. Given their small size and relative ease of summoning, folyots are often employed as familiars by elementalists and mages. Whilst more troublesome than conventional familiars, the elemental nature of a folyot grants them particular abilities that some find extremely useful.

Elemental Nature. A folyot doesn't require air, food, drink, or sleep.

BONE FOLYOT

Bone folyots are rarely seen and rarely spoken of. These macabre spirits are projections of pure necrotic energy, drawn from the nether realms into the material world where they form into a material uncannily like bone, animated by a faintly glowing mist. Bone folyots are occasionally seen in service to necromancers, and have been known to form on the site of terrible magical battles, or in desecrated mausoleums. Bone folyots are fascinated by death, and are occasionally puzzled by mortals' insistence on avoiding it.

CAUSTIC FOLYOT

Caustic folyots are best summoned by the more experienced, as they can be particularly sly and deceitful. At rest, a caustic folyot resembles a small pool of a greenish liquid that continually streams with tiny bubbles, and when active, the liquid rises as the faint fumes above it thicken to form the outline of a face and hands. Summoners of caustic folyots should be careful never to leave one unattended, as they are prone to sneaking off in search of small plants and creatures to devour.

VARIANT: FOLYOT FAMILIAR

Folyots are sometimes conjured as assistants and companions by accomplished spellcasters. At the DM's discretion, characters with the ability to conjure special familiars, such as a warlock with the Pact of the Chain option, may be permitted to conjure a folyot as their familiar.

In addition, some folyots can be persuaded to serve a spellcaster as a familiar. In such cases, when the folyot gives its service freely rather than being summoned deliberately, the folyot gains the following trait.

Familiar. The folyot can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the folyot senses as long as they are within 1 mile of each other. While the folyot is within 10 feet of its companion, the companion gains advantage on saving throws against spells and other magical effects that deal damage of the folyot's element. At any time and for any reason, the folyot can end its service as a familiar, ending the telepathic bond.

DROPLET FOLYOT

A droplet folyot takes the form of water, enough to fill a small bucket. When resting, the folyot behaves as normal water, albeit with a strange tendency to somehow replenish itself should it be splashed or poured. When active, the folyot rises up like a small fountain, forming the rough shape of a face from the ripples on its surface. A droplet folyot is perhaps the most playful of its kind, often quite happy to sit and babble to itself in rapid Aquan.

EMBER FOLYOT

An ember folyot resembles a cluster of burning coals wreathed in flames that form the shape of a face and hands, slumping to resemble a small campfire when resting. Capricious and unpredictable, an ember folyot may be dozing contentedly one moment and clamouring for excitement the next - an impulse which should be curbed, as an ember folyot's idea of excitement tends to revolve around wanton pyromania.

FLARE FOLYOT

Perhaps the rarest variety of folyot is the flare folyot. Creatures of pure light, flare folyots form in places steeped in magic, where light shines consistently. At rest, they are often seen as rays of light, streaming through trees or windows - and in general, they are content to remain that way. Occasionally, however, they will show themselves, tiny motes of light appearing in the air to form a rough outline, hands, and a face. Flare folyots love music, and will often hover discreetly in places where they can listen for hours on end.

GRASS FOLYOT

Grass folyots are among the most likely varieties to form spontaneously - those who travel the wild places of the world will occasionally swap stories of the time they saw a small plant or clump of grass suddenly uproot itself and scold them furiously for treading on it. When at rest, a grass folyot resembles a natural plant or small grassy tussock, but when active they will shape a flower or clump of earth into a face, and bend grasses to form hands. Grass folyots can make difficult helpers, owing to their tendency to take root and refuse to move when they find a spot they like.

GUST FOLYOT

A gust folyot at rest appears to be a small cloud or wisp of vapour, but when active, vague features of the folyot's true form can be seen - when the folyot remains still, which is rare. A gust folyot revels in freedom, exploiting the tiniest of cracks in any vessel used to contain it, and will rush about as a tiny dust devil, gathering dust and grit to hurl at those who threaten it.

SHADE FOLYOT

While somewhat sinister in appearance, the much-maligned shade folyot is mostly undeserving of its notoriety. It is easy to see why so many assume them to be evil - they appear as a dark black shadow when at rest, and the sight of such a shadow gaining smoky hands and a face and beginning to move can be quite unsettling. In fact, shade folyots are quiet, shy creatures, preferring quiet places where they are unlikely to be disturbed.

SPARK FOLYOT

Spark folyots are among the shortest-lived of folyots, requiring more energy to form, and fading faster than other varieties when there is insufficient elemental energy to sustain them. While they are relatively rare to find in the wild, spark folyots are unusual in that they will commonly appear in groups. A dormant spark folyot resembles a piece of dark, churning stormcloud - and will often remain in this form for extended periods of time - but can also take the form of a buzzing spark. Sailors have reported seeing spark folyots clinging to masts and rigging as ships pass through particularly violent storms. When not resting, a spark folyot travels as a bolt of lightning, making their true form very hard to examine.

STONE FOLYOT

A stone folyot could easily be mistaken for a small rockpile or cairn, but when active, a small face and arms can be seen in the shapes of the stones. A stone folyot moves like a miniature rockslide, and can meld into - and pass through - rock, stone, and earth. Stone folyots are slow to rouse and notoriously stubborn, but will also demonstrate dogged perseverance when they set themselves to a task.

BONE FOLYOT

Tiny elemental, neutral

Armor Class 12 (natural armour)

Hit Points 13 (3d4 + 6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	6 (-2)	11 (+0)	5 (-3)

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses darkvision 30ft., passive Perception 10

Languages understands Common but can't speak it

Challenge 1/2 (100 XP)

False Appearance. The folyot can use its action to assume a form that is indistinguishable from a small pile of bones. While in this form, it can't move or take actions. It can revert to its usual form as a bonus action.

Actions

Splinter. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Grave Matters (1/Day). The folyot can draw strength from the lingering residue of a dying soul. When the folyot enters the space of a creature that has died within the last minute, the folyot can use its action to regain 4 (1d4 + 2) hit points.

CAUSTIC FOLYOT

Tiny elemental, neutral

Armor Class 12

Hit Points 10 (3d4 + 3)

Speed 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities acid, poison

Condition Immunities poisoned

Senses passive Perception 10

Languages Aquan, understands Common but can't speak it

Challenge 1/2 (100 XP)

False Appearance. The folyot can use its action to assume a form that is indistinguishable from a small quantity of acid. While in this form, it can't move or take actions. It can revert to its usual form as a bonus action.

In addition, any part of the folyot that is entirely submerged in acid or a similar substance is indistinguishable from the fluid around it and is considered invisible.

Liquid Form. The folyot can move through holes as small as 1 inch without squeezing.

Actions

Corrode. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4 + 2) acid damage.

Reactions

Corrosive Form. When a creature touches the folyot or hits it with a melee attack, the folyot can use its reaction to deal 2 (1d4) acid damage to that creature.

DROPLET FOLYOT

Tiny elemental, neutral

Armor Class 12

Hit Points 10 (3d4 + 3)

Speed 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	7 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 10

Languages Aquan, understands Common but can't speak it

Challenge 1/2 (100 XP)

False Appearance. The folyot can use its action to assume a form that is indistinguishable from a small quantity of water. While in this form, it can't move or take actions. It can revert to its usual form as a bonus action.

In addition, any part of the folyot that is entirely submerged in water is indistinguishable from the water around it and is considered invisible.

Watery Form. The folyot can move through holes as small as 1 inch without squeezing.

Freeze. If the folyot takes cold damage, it partially freezes; its speed is halved until the end of its next turn.

Wellspring. The folyot can produce clean, drinkable water as it replenishes itself. 10 pints of water can be drawn from the folyot per day.

Actions

Surge. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 1) bludgeoning damage.

EMBER FOLYOT

Tiny elemental, neutral

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20ft., fly 20ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	6 (-2)	10 (+0)	7 (-2)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 10

Languages Ignan, understands Common but can't speak it

Challenge 1/2 (100 XP)

False Appearance. The folyot can use its action to assume a form that is indistinguishable from a small campfire or pile of embers. While in this form, it can't move or take actions. It can revert to its usual form as a bonus action.

Variable Illumination. The folyot sheds bright light in a 5- or 10-foot radius and dim light for an additional number of feet equal to the chosen radius. The folyot can alter the radius as a bonus action.

Water Susceptibility. For every foot the folyot moves in water, or for every pint of water splashed on it, it takes 1 cold damage.

Smoldering Form. When a creature touches the folyot or hits it with a melee attack, the folyot can use its reaction to deal 4 (2d4) fire damage to that creature.

Control Flames (1/Day). The folyot can innately cast *control flames*, requiring no material components.

Actions

Singe. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d4 + 3) fire damage.

FLARE FOLYOT

Tiny elemental, neutral

Armor Class 13

Hit Points 7 (3d4)

Speed 0ft., fly 40ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	10 (+0)	6 (-2)	11 (+0)	7 (-2)

Damage Immunities poison, radiant

Condition Immunities blinded, poisoned

Senses blindsight 10ft, passive Perception 10

Languages Celestial, understands Common but can't speak it

Challenge 1/2 (100 XP)

False Appearance. The folyot can use its action to assume a form that is indistinguishable from a small sunbeam or ray of light. This also allows it to hide around an existing light source, provided that it doesn't have to move while doing so. While in this form, it can't move or take actions. It can revert to its usual form as a bonus action.

Variable Illumination. The folyot sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The folyot can alter the radius as a bonus action.

Dancing Lights (1/Day). The folyot can innately cast *dancing lights*, requiring no material components.

Actions

Glare. *Melee Spell Attack:* +4 to hit, reach 5ft., one target. *Hit:* 2 (1d4) radiant damage.

GRASS FOLYOT

Tiny elemental, neutral

Armor Class 12

Hit Points 13 (3d4 + 6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+2)	6 (-2)	11 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 10

Languages Sylvan, understands Common but can't speak it

Challenge 1/2 (100 XP)

False Appearance. The folyot can use its action to assume a form that is indistinguishable from a small plant or clump of tall grass. While in this form, it can't move or take actions. It can revert to its usual form as a bonus action.

Actions

Thorns. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Undergrowth (1/Day). The folyot can cause thick vines and weeds to sprout in a 5-foot cube adjacent to it, forming a dense bush or hedge. The area becomes difficult terrain, blocks line of sight, and deals 1d4 piercing damage to any creature who forces its way through it. The effect lasts for 10 minutes, after which the plants wither and disappear.

GUST FOLYOT

Tiny elemental, neutral

Armor Class 13

Hit Points 7 (3d4)

Speed 0ft., fly 40ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned, restrained

Senses passive Perception 10

Languages Auran, understands Common but can't speak it

Challenge 1/2 (100 XP)

False Appearance. The folyot can use its action to assume a form that is indistinguishable from a small cloud or wisp of vapour. While in this form, it can't move or take actions. It can revert to its usual form as a bonus action.

In addition, the folyot can use its action to fade entirely, becoming pure air, making it completely invisible as long as it remains in clear air; when in smoke, fog, or other visible gas and vapour, the folyot is visible as a patch of clear air, and when submerged in liquid the folyot forms a bubble. This effect lasts until the start of the folyot's next turn, after which the folyot returns to its usual form.

Air Form. The folyot can enter a hostile creature's space and stop there. The folyot can pass through small holes, narrow openings, and even mere cracks without squeezing. When sharing the space of a Medium or smaller creature, the folyot can choose to supply them with breathable air.

Gust (1/Day). The folyot can innately cast *gust*, requiring no material components. The DC for the cantrip's effects (where relevant) is 10.

Actions

Flurry. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

SHADE FOLYOT

Tiny elemental, neutral

Armor Class 13

Hit Points 7 (3d4)

Speed 0ft., fly 40ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	10 (+0)	6 (-2)	11 (+0)	5 (-3)

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses darkvision 30ft, passive Perception 10

Languages Abyssal, understands Common but can't speak it

Challenge 1/2 (100 XP)

False Appearance. The folyot can use its action to assume a form that is indistinguishable from a small shadow. This also allows it to hide within an existing shadow, provided that it doesn't have to move while doing so. While in this form, it can't move or take actions. It can revert to its usual form as a bonus action.

Shadowy Form. When the folyot enters a space containing a nonmagical light source that fits entirely within a 1-foot cube, it can use its action to surround it, dimming the light. Light from that light source reaches half the usual distance while the folyot remains in its space.

Actions

Fright. *Melee Spell Attack:* +4 to hit, reach 5ft., one target. *Hit:* 2 (1d4) psychic damage.

SPARK FOLYOT

Tiny elemental, neutral

Armor Class 13

Hit Points 7 (3d4)

Speed 0ft., fly 0ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	8 (-1)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned, restrained

Senses passive Perception 10

Languages Auran, understands Common but can't speak it

Challenge 1/2 (100 XP)

False Appearance. The folyot can use its action to assume a form that is indistinguishable from a small thundercloud, or a sparking effect similar to St Elmo's Fire. While in this form, it can't move or take actions. It can revert to its usual form as a bonus action.

Lightning Form. The folyot can enter a hostile creature's space and stop there. The folyot can pass through small holes, narrow openings, and even mere cracks without squeezing.

Actions

Spark. *Melee Spell Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d4 + 3) lightning damage.

Bolt. The folyot moves up to 40ft in a straight line. As it does so, it can choose to use its spark attack against one creature whose space it passes through.

STONE FOLYOT

Tiny elemental, neutral

Armor Class 12 (natural armour)

Hit Points 12 (3d4 + 6)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	5 (-3)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities petrified, poisoned

Senses tremorsense 10ft, passive Perception 10

Languages Terran, understands Common but can't speak it

Challenge 1/2 (100 XP)

False Appearance. The folyot can use its action to assume a form that is indistinguishable from a small pile of stones and gravel. While in this form, it can't move or take actions. It can revert to its usual form as a bonus action.

Earth Glide. The folyot can burrow through nonmagical, unworked earth and stone. While doing so, the folyot doesn't disturb the material it moves through.

Magic Stone (1/Day). The folyot can innately cast *magic stone* cantrip, requiring no material components. The stones produced deal 1d6 + 3 bludgeoning damage.

Actions

Slam. Melee Weapon Attack: +4 to hit, reach 5ft., one target. **Hit:** 7 (1d6 + 3) bludgeoning damage.

APPENDIX B: MONSTERS

These monsters are referred to elsewhere in the book.

PHANTASM

Armor Class 13
Hit Points 54 (8d8 + 18)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	12 (+1)	14 (+2)	17 (+3)

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60ft, passive Perception 12
Languages Understands common and Abyssal but can't speak
Challenge 5 (1,800 XP)

Incorporeal Movement: The phantasm can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity: While in sunlight, the phantasm has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Innate Spellcasting. The phantasm is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It requires no somatic or material components to cast its spells. The phantasm knows the following spells:

- Cantrip (at will): *minor illusion, chill touch*
- 1st level (3 slots): *cause fear, dissonant whispers, silent image*
- 2nd level (2 slots): *darkness, see invisibility*
- 3rd level (1 slot): *fear*

Actions

Life Drain. **Melee Weapon Attack:** +6 to hit, reach 5 ft., one creature. Hit: 21 (3d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.