Daraz's Guide to the World

An Introduction to the Universe of Saris

Written by Dancin Feldman

Part I - Races

El'Varr

I saw her at the ridge, tentacles flowing with the wind. The mask she wore made her unique among her people, imbuing a sense of otherworldliness to her already elven features. I approached, and we spoke of her people at length. **-Daraz Kaldheim**

El'Varr are an evolved form of elf, living in harmony with nature. Their homes are usually sculpted from the trees of Deephaven, although some call more mundane buildings home. El'Varr practically breathe magic, utilizing it in all aspects of their life, from their homes to their prey.

Adapted Elves

Much like their Elven brethren, El'Varr have a strange beauty to them. They are generally slightly taller than humans, ranging in height from 5 feet to just under 7 feet. They are commonly slender but athletic, weighing between 125 and 200 pounds.

Most El'Varr have dark skin, ranging from more copper tones to darker, earthier browns. Their eyes are unlike any other humanoid race, as the sclera is black while the pupil is white. The iris in between is considerably smaller than that of a human, and can have many colors from deep greens to piercing blues.

As for hair, El'Varr have none on their heads. Instead, they have long, prehensile tentacles which end in stingers. Until they reach maturity, these tentacles are contained within hairy pods resembling dreadlocks.

Forever Young

El'Varr can live to ages in excess of 1,000 years, making them one of the longest-lived races in Saris. This longevity is rivaled only by the Dragons with lifespans that can reach several millenia. El'Varr mature around the age of 100, and the day when their tentacles emerge from their pods is celebrated almost like a second birthday.

This long lifespan gives the El'Varr a perspective on life not unlike most other Elven races. They are more likely to watch than to interfere with a conflict, but when they do get involved they are not to be trifled with. Throughout their lives they maintain a childlike curiosity that has gotten more than one individual into sticky situations.

Deephaven's Children

Most El'Varr dwell in Deephaven, on the continent of Vallis. Deephaven is one of the few sentient forests in Saris, and the El'Varr have a somewhat symbiotic relationship with it. It gives them food and shelter, and they maintain the forest. Many of their homes are sculpted from Deephaven's trees through magic, so as not to actually harm the tree.

El'Varr found outside of the continent of Vallis are usually diplomats, although more restless individuals often choose to travel the world for the sake of adventure. There are also a few cities with notable El'Varr populations, such as Sila'Vo on the continent of Cillius.

El'Varr Names

El'Varr are considered children until the age of 25, when they choose their names. Up until this point, they are referred to by their surnames. El'Varr name-choosing is an important rite of passage, as the name they choose will remain with them their entire lives.

More often than not, El'Varr name themselves in their own language. However, there are some individuals who take a name from another culture or language. There is little to no distinction between male and female names, hence why there is only one list of chosen names here.

Chosen Names: Alea, Barcas, Carai, Dhro, Emra, Faudas, Gonn, Haeg, Ildra, Jin, Korra, Lisbeth, Mon, Neleus, Orri, Palkas, Quinti, Rabelli, Silas, Torqus, Umber, Vael, Woel, Yanna, Zephrus

Surnames: An'Aead, An'Bellus, Bel'Arrim, Bel'Torrus, Din'Laam, Din'Vox, Il'Bannes, Il'Dor, Sol'Derrus, Sol'Valar, Val'Elda, Val'Kuros

El'Varr Traits

Your El'Varr character has a variety of natural abilities that have been honed through millenia of elven evolution.

Ability Score Increase. Your Dexterity and Constitution scores each go up by 1.

Age. El'Varr mature around the age of 100 and can live to be about 1,000 years old.

Alignment. El'Varr have a very structured culture, and so they lean more toward lawfulness. They are impartial between good and evil, and are often viewed as neutral.

Size. El'Varr range from 5 feet to just under 7 feet tall and have slender, athletic builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to the darkness of Deephaven, your eyes have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stinging Tentacles. Your head is covered in long, prehensile tentacles with stingers on their ends. You have proficiency in unarmed strikes with these tentacles, which deal 1d4 Poison damage on a hit.

Invigorating Venom. Once per turn as a bonus action, you may sting yourself, taking 1d4 piercing damage. This damage increases to 2d4 at 5th level, 3d4 at 10th, 4d4 at 15th, and 5d4 at 20th. Your venom acts like adrenaline, allowing you to take an additional action this turn. This action cannot be used to Dash or Disengage.

Poison Immunity. You are immune to poison damage and the poisoned status effect.

Languages. You can speak, read, and write Common and Elvish.

Variant: Adolescent El'Varr

If you wish to play an El'Varr who is under the age of 100, simply remove the ***Stinging Tentacles*** and ***Invigorating Venom*** abilities.

Sporefolk

His body was wooden, frozen upon the bed where he would die. His body couldn't handle the infection. I stayed by his side until the end, at which point a green fog filled the room, and my life changed forever. **-Lucem Wela**

The Sporefolk are a parasitic species of fungal spores originating from the Elderwood. They are a hive mind, although there are some who manage to break free from the Elderwood's control.

Fungal Parasites

At first glance, a fully developed Sporefolk looks like a wooden sculpture of whatever race it was before, albeit covered in bark. Despite this rigid appearance, they are still quite mobile, with the wood of their bodies moving as if it was flesh and blood.

The bark of a Sporefolk is usually a dark brown in color, although that color may change depending on where in the Elderwood the infecting spores are from. Spores from an area rich with birch trees, for example, may result in a Sporefolk with white, smooth bark, while spores from an area filled with hickories could result in curled, peeling bark.

Host Dependant

Sporefolk don't have a set age that they tend to live to, as it is entirely dependant on their host. As such, a sporefolk that was once an Elf might live for the rest of that Elf's lifespan, while a sporefolk that was once Human would only live for a fraction of that time.

Regardless of their lifespan, when a Sporefolk dies, it releases a cloud of spores into the air around it. These spores infect creatures nearby, and thus, more spores find hosts.

The Elderwood's Plague

The Sporefolk evolved within the Elderwood, a sentient forest on the continent of Dorian which is quite similar to Deephaven. The Elderwood, unlike Deephaven, is a fairly malevolent forest, to the point where most creatures that enter it don't come out.

In its malevolence, the Elderwood decided that nothing could leave its bounds unchanged, and so the Sporefolk were born, with the ability to take most sentient beings and turn them into extensions of the Elderwood's will. All it takes is a deep breath of the spore-laden air, and they will start to take root, turning an affected creature's blood to sap, and flesh to wood. The process takes about a month for most creatures, but can take longer in certain cases.

Sporefolk Names

Sporefolk don't often have names unless they are severed from the Elderwood's control, in which case they tend to take the name they had before becoming infected. When choosing a name for a Sporefolk character, use the naming conventions for your host race.

Breaking Free from the Elderwood

When creating your character, consider what circumstances led to their becoming disconnected from the Elderwood, and how it might affect their worldview. In addition, consider what may have led to their infection, and whether or not they remember their life before it.

Sporefolk Traits

Your Sporefolk character has several traits that are natural, as well as some that are dependant on your host.

Ability Score Increase. Your Constitution score goes up by 1.

Age. As a parasite, the lifespan of a Sporefolk is entirely dependant on the lifespan of its host.

Alignment. Most Sporefolk that have been disconnected from the Elderwood don't know what their purpose in life is, and as such tend to be neutral.

Size. As a parasite controlling a host body, your size is determined by your host. In most cases, your size is Medium.

Speed. Your base walking speed is 30 feet.

Bark Skin. Your host's skin is coated in a thick layer of bark, which prevents you from wearing armor but gives you a natural AC of 16.

Camouflage. Due to your wooden appearance, you blend in perfectly in forested areas. You have advantage on stealth checks made to hide in forested terrain.

Floral Nature. You have become a part of your host, to the point where they no longer need to eat or sleep as long as they're in some form of light. Instead, they photosynthesize, providing the energy you need to keep piloting them.

Spore Bomb. When you die, you explode in a puff of spores. Each creature within 10 feet of your body must make a Constitution saving throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus. On a failed save, a creature takes 2d6 poison damage and will start to become a Sporefolk in 1d4 days.

Langages. You can speak, read, and write Common and one possible other language determined by your host.

Host. Sporefolk can inhabit most humanoid races. Choose one of the following hosts.

Human

Ability Score Increase. Your Intelligence score increases by 1.

Bonus Proficiency. You gain proficiency in one skill of your choice.

Elf

Ability Score Increase. Your Wisdom score increases by 1.

Darkvision. With the elven vision of your host, you are able to see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak, read, and write Elvish.

Halfling

Ability Score Increase. Your Dexterity score increases by 1.

Naturally Stealthy. Due to your host's smaller size, you can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Languages. You can speak, read, and write Halfling.

Tiefling

Ability Score Increase. Your Charisma score increases by 1.

Darkvision. With the eyes of your infernal host, you are able to see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak, read, and write Infernal.

Aasimar

Ability Score Increase. Your Charisma score increases by 1.

Darkvision. With the eyes of your divine host, you are able to see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak, read, and write Celestial.

Vedalken

When they emerged from the vessel, the assembled people wondered at their strange and alien forms. Something about their blue skin and extra arms scared them, and well, you know how humans are when they're scared. **-Lien Arcus**

The Vedalken are a race of blue, four-armed people from Saris's moon, Opha. They're quite technologically adept, to the point where most have some sort of cybernetic enhancement by the time they reach maturity.

Blue Aliens

Outwardly, the Vedalken look like they could have evolved on Saris due to their humanoid posture. They are tall and slender, standing between 6 and 6 and a half feet tall and weighing less than 200 pounds. One of the main parts of their appearance that sets them apart from most of the races of Saris are their two extra arms.

Vedalken skin is blue in color, ranging from bright, almost grey tints to deeper ocean blues. It has a somewhat spongy quality to it and is freezing cold to the touch due to their low body temperatures. Their eyes are usually shades of blue or violet, but other eye colors are possible, if rare.

Apart from their additional limbs and six fingers, Vedalken physiology is utterly alien compared to that of a Human or Elf. Their lungs process carbon monoxide in place of oxygen, although they are capable of metabolizing carbon dioxide as well, and their bones are made of a glass-like substance, kept solid through their freezing body temperature.

Cybernetic Lives

Vedalken lead long lives, in no small part thanks to their usage of technology. They tend to live for just short of 350 years, reaching maturity at the age of 20. More often than not, a young Vedalken already has at least one cybernetic implant by the time they reach maturity.

In spite of their long lifespans, Vedalken remain inquisitive. They tend to calmly analyze a situation rather than getting involved, before coming forward with a foolproof plan for overcoming it. This analytical outlook on life is what led to the swift rise of technology in Vedalken society, which their historians often refer to as "manual evolution".

Frozen Homeworld

The Vedalken come from Saris's moon, a small, frozen world called Opha. The temperature is consistently at least 100 degrees below freezing, and much of the atmosphere is comprised of carbon monoxide and nitrogen, while much of the surface is dry ice. As a result, those visiting Opha should wear hazardous environment suits and bring their own oxygen tanks unless they wish to get carbon monoxide poisoning.

Vedalken society on Opha takes the form of small settlements built above ground, connected by massive subterranean complexes. The settlements above ground usually serve as research outposts to learn more about their planet's ecosystem, with most of the population living in the tunnel systems underneath.

Vedalken Names

Vedalken naming conventions are quite simple, consisting of a given name and a family name. A young Vedalken is usually referred to only by their given name until they come of age at 20, at which point they are allowed to start using their family name.

Male Given Names: Alechei, Boris, David, Elminster, Franklin, Gorgias, Jonathan, Kelvin, Leonidas, Markus, Percival, Surazal, Timaeus, Uldin

Female Given Names: Alleah, Callisto, Davia, Eleanor, Hellen, Ilana, Kiyoa, Lelah, Natalie, Penny, Rachel, Saria, Victoria, Zoebeth

Family Names: Alport, Blake, Corrine, Delta, Elric, Fei, Galan, Hanazawa, Ino, Jenkins, Keiji, Lior, Nakamura, Qun, Rai, Una, Yanna

Vedalken Traits

Your Vedalken character has several different abilities and traits from both their phsiology and their cybernetic implants.

Ability Score Increase. Your Intelligence score increases by 2, and your Wisdom score goes up by 1.

Age. Vedalken are relatively long-lived, reaching maturity around 20 and living for just short of 350 years.

Alignment. Vedalken are inventive and analytical people, and as such they tend to be lawful.

Size. Vedalken stand between 6 and and a half feet tall and generally weigh less than 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Additional Arms. Vedalken have four arms, and can utilize all of them at once. If you use a weapon with the heavy property, you may not benefit from the use of a shield until the beginning of your next turn.

Alien Physiology. Opha is a freezing cold world, with temperatures consistently below -70 degrees fahrenheit. As a result, Vedalken biology is even colder, allowing their lungs to freeze the gases they inhale before processing them for energy. As long as there is carbon dioxide or carbon monoxide in the air, you can breathe, and you're perfectly adjusted to cold temperatures. In addition, you do not require water.

Freezing Body. You're used to sub-zero temperatures, and as such, you have resistance to cold damage. However, as your biology depends on your body remaining cold, you are vulnerable to fire damage.

Vedalken Intellect. You have advantage on Intelligence saving throws.

Tireless Precision. You are proficient in one of the following skills of your choice: Arcana, History, Investigation, Medicine, Performance, or Sleight of Hand. You are also proficient with one tool of your choice.

Languages. You can speak, read, and write Common, Vedalken, and one other language of your choice.

Silicon Biology. Vedalken are silicon-based life forms. As a result, their bodies will accept cybernetics very easily. Choose from one of the cybernetic upgrades shown below.

Cybernetic Upgrades

Most Vedalken have modified their bodies in some way due to how easily technology melds into their silicon bodies.

Your DM may choose to grant cybernetic upgrades as in-game rewards for Vedalken and non-Vedalken characters alike.

Active Camouflage

Your skin has been infused with pigmentation-altering nanotechnology, allowing you to blend into your surroundings with ease. You have advantage on Dexterity (Stealth) checks made to hide.

Synthetic Muscles

Your muscles have been modified to move faster and pack more power behind them. As a result, your unarmed strikes deal 1d6 bludgeoning damage on a hit, and you count as one size larger when determining your carrying capacity.

Neural Projector

You've had your brain implanted with technology that allows you to project your thoughts into the minds of others. You can communicate telepathically with any willing creature that knows at least one language within 30 feet of you.

Nanoswarm Shielding

By means of a control chip implanted in your brain, you are able to command a small swarm of nanobots to protect you. As a reaction when you are hit by an attack, you can give yourself +5 AC until the beginning of your next turn, potentially causing the attack to miss. You can use this ability once per short or long rest.

Joint Servos

You've had servo motors implanted into your limbs to aid in the flexibility of your joints, making movement trivial for you. Your base walking speed increases by 10 feet, and you can long jump 30 feet or high jump 15 feet with or without a running start.

Telekinetic Field Generators

You are capable of brief spurts of flight, due to telekinetic field generators implanted around your body. As a bonus action, you can gain a fly speed of 30 feet which lasts for 10 minutes or as long as you maintain concentration on it. When the effect ends, you can use it again if it didn't last for the full ten minutes, except that it will only last for as much time as was remaining. Once you run out of time, you can't activate this ability again until you take a long rest.

Enhanced Vision

Your eyes have been modified in such a way that they can function just as well in the dark as they could in daylight. You can see in darkness and dim light within 60 feet of you as if it were bright light.

Automated Recovery

Your body is infused with nanotechnology that can knit you back together when you get damaged. As a reaction when you take damage, you can roll a d8 and add your Constitution modifier to the number rolled, reducing the damage you take by the total. After you use this ability, you can't use it again until you complete a short or long rest.

In addition, if a part of your body is removed but not destroyed, you may re-attach it as an action.

Auditory Processing Unit

Your ears have been modified so that you can hear a pin drop in a busy auditorium. You have advantage on Perception checks relying on hearing. In addition, you can accurately mimic almost any sound you have heard, including voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check against a DC equal to 8 + your Charisma (Deception) modifier.

Memory Banks

You have a memory chip in your brain, allowing you to recall most things with near-perfect clarity. Whenever you make an Intelligence (History) check, you may add double your proficiency bonus to that check, rather than any proficiency bonus you would normally add.

Armor Plating

You have grafted a metal exoskeleton onto your body, granting you a natural AC of 16 but preventing you from wearing armor.

Variant: Vedalken Purist

While most Vedalken have embraced the technological age that they live in, there are still some that believe that technology is not the way forward. These Vedalken are known as "Purists".

If you wish to play as a Vedalken Purist, simply remove the ***Silicon Biology*** trait. Consider what deeply held beliefs may have led your Vedalken to reject technology, as well as why they may have these beliefs.

Part II - Classes

Sorcerous Origins

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following option is available to a sorcerer, in addition to those offered in other official and homebrew supplements.

Tethered Soul

Your magic comes from a connection with the afterlife, manifested through a host creature's psyche. For whatever reason, you are tethered to the body and soul of a living creature. Perhaps it was punishment for a crime you committed in life, or perhaps you were accidentally fused with them. Regardless of how it happened, you are bound to this creature for as long as it remains alive, at which point you too will die.

Tethered Soul Features

Sorcerer Level	Feature
1st	Host, Arcane Possession
6th	Manifested Form
14th	Greater Possession
18th	True Manifestation

Host

Due to circumstances beyond your control, you no longer have a body of your own. Instead, you are trapped within the body of another sapient creature. This creature must be humanoid, and if they die, so do you. However, while they remain alive, you are incapable of dying.

During combat, you use your host's initiative, although you have your own hit points and spell slots. Outside of combat, you can rest if you are not controlling your host. In addition, you share a psychic connection with your host and can communicate with them telepathically through it.

Arcane Possession

Starting at 1st level, you may take control of your host's body. If your host is willing, they can use their bonus action to grant you control. However, if they are unwilling, they must make a Wisdom saving throw against your spell save DC. On a failure, you gain control of their body.

While you are controlling your host's body, you use their physical statistics (Strength, Dexterity, and Constitution) in place of your own, although your mental stats (Intelligence, Wisdom, and Charisma) remain unchanged. In addition, you feel everything your host's body feels, and can control it as if it was your own.

If your host wants control of their body back and you are willing, you may use a bonus action to relinquish control. Otherwise, you must make a Wisdom saving throw with a DC equal to 8 + your host's proficiency bonus + your host's Charisma modifier.

You may take control of your host's body as a reaction when they are reduced to 0 hit points. If you do so, your host regains hit points equal to your Charisma modifier (minimum of 1) at the beginning of your next turn. Similarly, if you are reduced to 0 hit points, your host regains control of their body.

Manifested Form

At 6th level, you gain the ability to briefly project a semi-physical form outside of your host. As a reaction on your host's turn, you appear in a space within 15 feet of your host. While you are outside of your host, you can take actions and move normally, and you use your own initiative, however you cannot physically go further than 15 feet away from them. If your host would move in such a way that you would be beyond this distance from them, you are dragged along as if you were connected to them by an invisible tether.

This projection lasts until 1 minute has passed, you or your host fall unconscious, or until you end it as a bonus action. You can use this feature a number of times equal to your Charisma modifier (minimum of once), after which you must take a long rest before you can do so again.

Greater Possession

Starting at 14th level, you can exert far more control over your host. While you are controlling them, you can use your host's class features and cast spells that your host knows using their spell slots. When you use class features in this way, it's treated as if your host had used the class feature. For example, if your host is a fighter and you use their Second Wind, neither of you can use it again until you take a short or long rest. Similarly, if you or your host has already expended all uses of a class feature, you cannot use it.

True Manifestation

At 18th level, your manifested form gains more substance, and you can maintain it for longer. When you use your Manifested Form, you no longer are constrained to a 15 foot radius around your host, and can move freely wherever you wish. In addition, your projection lasts for up to 1 hour instead of 1 minute.

The Chosen Hunter

Whispering a simple incantation, an elf notches an arrow and lets it fly, watching as it transforms into a spectral horse in midair.

In the midst of a battle, a dwarf fires an arrow in an arc over the battlefield, before being bathed in heat as it ignites into a massive fireball on impact.

As her party is ambushed, a human pulls a bow out of thin air, ready to defend herself and her friends with a gift from her ancestors.

Chosen hunters are incredibly skilled archers who weave magic into their shots. With enough skill, one can harness the powers of destruction, creation, and even healing with their arrows.

Spiritual Connections

A chosen hunter's power comes from a deep connection with powerful spirits. Often, this connection comes from a task that the spirit cannot complete themselves. As such, the spirit chooses a hunter to complete this task, getting an arcane item known as a Spirit Bow in return.

With the Spirit Bow comes a certain degree of magical prowess, in the form of magically infused arrows generated by the bow itself. The power within these arrows ranges from simple magic bestowing greater accuracy to massive and destructive spells.

Arcane Hunters

Chosen hunters are driven by the tasks given to them, although once these tasks are completed they will still retain their power. Often this is due to a sense of duty, however there are some chosen hunters who are coerced into completing their given tasks by other means.

Most tales of chosen hunters are of those who were chosen by their ancestors to take revenge on some being who had wronged them. While ancestral hunters are common, they are not the only kind of chosen hunter. Others are given their bows by the Fey, and still others are chosen by the gods themselves.

While they may be driven to complete their tasks, few chosen hunters actually do, and many of their tasks are not actually possible to complete. As such, a chosen hunter who actually completes their task is held in high regard amongst their spiritual patrons.

The Chosen Hunter

Level	Proficiency Bonus	Features	Infusions	Infusion Level	Spirit Bow Bonus
1st	+2	Spiritual Source, Spirit Bow	—	—	—
2nd	+2	Arcane Infusion	1	1st	—
3rd	+2	Marksman's Style	1	1st	—
4th	+2	Ability Score Improvement	2	2nd	—
5th	+3	Extra Attack, Spirit Bow Improvement	2	2nd	+1
6th	+3	Ability Score Improvement	2	3rd	+1
7th	+3	Spiritual Source Feature	2	3rd	+1
8th	+3	—	3	4th	+1
9th	+4	Spiritual Source Feature	3	4th	+1
10th	+4	—	3	5th	+1
11th	+4	Arcane Marksman, Spirit Bow Improvement	3	5th	+2
12th	+4	Ability Score Improvement	4	6th	+2
13th	+5	Major Infusion (7th Level)	4	6th	+2
14th	+5	Spiritual Source Feature	4	6th	+2
15th	+5	Marksman's Style, Spirit Bow Improvement	5	6th	+3
16th	+5	Major Infusion (8th Level), Ability Score Improvement	5	6th	+3
17th	+6	Spiritual Source Feature	5	6th	+3
18th	+6	Major Infusion (9th Level)	6	6th	+3
19th	+6	Ability Score Improvement	6	6th	+3
20th	+6	Spirit Bow Improvement, Ultimate Spirit Bow	6	6th	+4

Creating a Chosen Hunter

While making your chosen hunter, think about what tasks your spiritual connections want you to complete. How possible are your tasks? Do your spiritual patrons want revenge on someone, or do they just have unfinished business in the mortal world? Are you even truly aware of your spiritual source?

Talk with your DM to figure out how much of an impact your spiritual tasks will have on your character's adventure. Who knows, they may end up becoming a central theme of the campaign!

How do you view your spiritual source? Do you view them as an ally, an enemy, or an annoyance? Are your tasks a burden, or a blessing? Is the spirit bow a gift, or a curse?

How do your spiritual patrons communicate with you? Do they appear before you physically, or are they a voice in the back of your head? Are they polite, or rude? When they speak to you, are they straightforward, or do they speak in riddles?

Quick Build

You can make a chosen hunter quickly by following these suggestions. First, Dexterity should be your highest stat, followed by Wisdom. Second, choose the inheritor background.

Class Features

As a chosen hunter, you gain the following class features.

Hit Points

Hit Dice: 1d8 per chosen hunter level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per chosen hunter level after 1st

Proficiencies

Armor: Light Armor
Weapons: Simple weapons, Longbows
Tools: None

Saving Throws: Intelligence, Wisdom
Skills: Choose two from Arcana, Deception, History, Insight, Investigation, Persuasion, and Religion

Equipment

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

- *(a)* leather armor or *(b)* any simple melee weapon
- *(a)* an explorer's pack or *(b)* a dungeoneer's pack
- A component pouch and two daggers

Spiritual Source

At 1st level, you have been chosen by powerful spirits to carry out a task (or tasks) that they cannot do themselves. You can choose from the Ancestors, the Fey, or the Divine, each of which is detailed at the end of this class description. Your spiritual source grants you features at 1st level and again at 7th, 9th, 14th, and 17th level.

Spirit Bow

Also at 1st level, your spiritual source gives you a powerful tool with limitless potential, known as a spirit bow. It can take the form of either a shortbow or a longbow.

As an action, you can summon your spirit bow to your hand. You are proficient with it while you wield it, and it counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. It generates its own ammunition while you fire it, and as such it does not have the ammunition property that a bow would normally have.

Much like a warlock's pact weapon, your spirit bow will disappear if it is more than 5 feet away from you for over a minute. It will also disappear if you dispel it (no action required) or if you die.

In addition, you may use your spirit bow as an arcane focus for your chosen hunter spells. While you do so, you may ignore the somatic components of spells you cast.

Arcane Infusion

Starting at second level, you gain the ability to infuse the arrows generated by your spirit bow with powerful magic. See the end of this class description for the chosen hunter spell list.

Infusions

The chosen hunter table shows how many infusions you can perform. The table also shows what level your infusions are, since they are all the same level. You cast spells as part of an attack with your spirit bow, expending an infusion to do so. All of your spells have a range based on the range of your spirit bow, regardless of what their range would normally be. A spell with a range of self would emanate from the arrow you fired, rather than from you. In addition, all of your spells are cast during the attack action as an attack, regardless of cast time, although you can use a reaction during your attack to cast a spell before it hits. You can only cast one spell per turn, and you regain all of your expended infusions when you finish a short or long rest.

For example, at 5th level you can perform two 2nd level infusions. To cast the 1st level spell *guiding bolt*, you perform an infusion and launch an arrow imbued with the spell, which will be cast at 2nd level on impact. The creature it hits will take damage from your arrow and suffer the spell's effects. If you were to cast a spell with more than one target, each target counts as a separate attack.

Spells Known of 1st Level and Higher

At any given level, you know a number of spells from the chosen hunter spell list equal to your Wisdom modifier + your chosen hunter level (minimum of one spell). The spells you know must be of a level no higher than your current infusion level. When you reach 6th level, for example, if you learn a new spell, that spell can be a 1st, 2nd, or 3rd level spell.

Additionally, whenever you gain a level in this class, you may replace one of the chosen hunter spells you know with another one, so long as its level is less than or equal to your infusion level.

Spellcasting Ability

Wisdom is your spellcasting ability for your chosen hunter spells, so you use your Wisdom whenever a spell refers to your spellcasting ability. You use your Wisdom modifier when setting the saving throw DC for a chosen hunter spell you cast.

Due to the fact that you cast spells by firing them as arrows, you use your Dexterity modifier and your spirit bow bonus when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier
Spell attack modifier = your proficiency bonus + your Dexterity modifier + your spirit bow bonus

Marksman's Style

At 3rd level, you adopt a particular style of fighting as your specialty. Choose one of the following options now, and an additional option at 15th level. You can't take a Marksman's Style option more than once.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Deadeye

You gain a +2 bonus to damage rolls you make with ranged weapons.

Hawkeye

Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.

Close-Range

Attacking an enemy within 5 feet of you doesn't impose disadvantage on your ranged weapon attack rolls.

Sniper

When you attack an enemy with a ranged weapon, it's range is doubled.

Ability Score Improvement

When you reach 4th level, and again at 6th, 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.

Extra Attack

Starting at 5th level, you can attack twice instead of once when you take the attack action on your turn.

Spirit Bow Improvement

At 5th level, your spiritual source bestows more power upon your spirit bow. You get a +1 to attack and damage rolls with it. This bonus increases to +2 at 11th level, +3 at 15th level, and +4 at 20th level.

Arcane Marksman

Starting at 11th level, every shot you fire is permeated by magic. Whenever you fire an arrow without casting a spell, you can will your arrow to track down its mark. If it misses its first target, you can use your bonus action to make an attack roll against that target or another creature within 5 feet of it.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), after which you must finish a long rest before you can do so again.

Major Infusion

At 13th level, you gain the ability to perform an extremely powerful infusion. Choose one 7th level spell from the chosen hunter spell list as this infusion.

You can perform this infusion once without it counting against your total number of infusions. You must finish a long rest before you can do so again.

At higher levels, you gain more chosen hunter spells that can be infused in this way; one 8th-level spell at 16th level and one 9th-level spell at 18th level. You regain all uses of your Major Infusions when you finish a long rest.

Ultimate Spirit Bow

At 20th level, your spiritual source recognizes your skill and imbues your spirit bow with power to match. Whenever you score a critical hit with your spirit bow, you regain an expended infusion.

Your Spirit Bow

Each chosen hunter and spiritual source is different, and so are their spirit bows. Take some time while creating your character to determine what your spirit bow will look like.

The Ancestors. A spirit bow given by the Ancestors may be wooden in appearance, with bright colors painted on, or perhaps a bow that was passed down through your family through generations, imbued with the spirits' power.

The Fey. A spirit bow given by the Fey could be either deceptively simple in design or outlandishly lavish. For example, it could be a jewel-encrusted bow made of the finest oak, or it could be a simple shortbow, appearing outwardly like any other.

The Divine. A spirit bow given by a divine entity will have a different appearance depending on the deity. One given by a god of light may have an otherworldly radiance to it, while one given by a god of death might be made of bone with slivers of obsidian.

Spiritual Sources

The spirits that grant power to chosen hunters range from humble ancestors with unfinished business to the gods themselves. The main thing that unites all spiritual sources is that they want something from their chosen hunters.

Some spirits choose hunters because they wish to take revenge on someone who wronged them in life. Others simply have an object that they want found, or destroyed. Most of these spirits have a tendency to give their chosen hunters near-impossible tasks that they will try their hardest to complete.

The Ancestors

Your spiritual source is the long-dead spirits of your ancestors. Many of them have been dead for so long that their lives have been forgotten, but regardless of this, they still have unfinished business in the mortal world, whether it's vengeance or a lost set of keys.

Touch of the Grave

Starting at 1st level, you gain an affinity of sorts for the dead. You can see and hear ghosts and similar spirits that would otherwise be invisible. As an action, you can force one of these spirits to make a Wisdom saving throw against your chosen hunter spell save DC. If it fails the save, it becomes visible and audible to anyone within 30 feet of it for the next 10 minutes. A spirit can choose to voluntarily fail this saving throw.

Once you use this feature, you can't use it again until you finish a short or long rest.

Collective Memory

Starting at 7th level, your ancestors' memories start to bleed into your own, and you start to remember things that never happened to you. If you're not already proficient in it, you gain proficiency in the History skill, and your proficiency bonus is doubled for any History check that you make.

Explosive Retribution

Starting at 9th level, your ancestors have shown you ancient secrets allowing you to imbue your arrows with explosive power. Whenever you successfully hit with a spell that only has one target, the spell releases a shockwave around them. Each creature within a 10-foot radius of the target must make a Dexterity saving throw against your chosen hunter spell save DC or suffer the spell's effects.

Inherited Knowledge

At 14th level, your ancestors begin to aid you in combat by analysing your opponents' tactics. Whenever you or a creature within 30 feet of you is hit by an attack, you can use your reaction to observe the attacker. For the next minute, you have advantage on attack rolls against them, and their attack rolls against you have disadvantage.

You can use this ability a number of times equal to your Wisdom modifier (minimum of once), after which you must finish a long rest before you can do so again.

Ancestral Warrior

At 17th level, you gain the ability to briefly give your ancestors control over your body, such that they can use their experience and skill to accomplish feats you could only dream of.

You can give up control as an action. When you do so, the DM takes control of your character, as your ancestors are piloting your body. You are still capable of suggesting courses of action, although whether or not your ancestors heed your suggestion is up to the DM. While they are in control, you don't burn infusions when casting spells, you have advantage on all skill checks, attack rolls, and saving throws, and your AC goes up by 2. This state lasts for a minute, or until you end it early by making a successful Wisdom saving throw against your chosen hunter spell save DC.

Once you use this feature, you can't use it again until you finish a long rest.

The Fey

Your spiritual source is an otherworldly creature from the Feywild. They might appear to you as a helpful sprite on your shoulder from time to time, or perhaps an old hag who you somehow keep encountering. However they appear, they have granted you the means necessary to find whatever they seek, and have a good time while doing it.

Friend to All

Starting at 1st level, you gain the ability to fire arrows that bend the minds of those they hit. When you take the attack action on your turn, you may fire an arrow that charms its target rather than dealing damage. A creature hit by this arrow must make a Wisdom saving throw against your chosen hunter spell save DC or become charmed for 1 minute or until it takes damage.

Once you use this feature, you can't use it again until you finish a short or long rest.

Fey Tongue

At 7th level, your connection with the fey has granted you a silver tongue, allowing you to bend the wills of others with nothing but your voice. If you're not already proficient in it, you gain proficiency in the Persuasion skill, and your proficiency bonus is doubled for any Persuasion check that you make.

Homing Volley

Starting at 9th level, your arrows are able to home in on their targets with frightening accuracy. As an action, you can release a volley of three arrows at a creature you can see within 120 feet of you. That creature must make a Dexterity saving throw against your chosen hunter spell save DC, taking 3d6 + three times your Dexterity modifier piercing damage on a failed save or half as much on a successful one.

You can use this ability a number of times equal to your Wisdom modifier (minimum of once), after which you must finish a long rest before you can do so again.

Fey Guardians

Many chosen hunters with the fey as their spiritual source have a guardian of sorts who travels with them. Usually this guardian takes the form of a sprite, but other creatures from the Feywild have been known to watch over chosen hunters.

Fairy Step

At 14th level, the fey grant you a new way to make mischief. You gain the following benefits:

- As a reaction, you can teleport to an arrow created by your spirit bow, as long as that arrow is within 500 feet of you and is visible.
- When you hit a creature with an arrow from your spirit bow, you may force that creature to make a Constitution saving throw against your chosen hunter spell save DC. On a failed save, you and that creature switch places.

You can use each of these features a number of times equal to your Wisdom modifier (minimum of once), after which you must finish a long rest to do so again.

Glimpse of Beyond

At 17th level, you are able to tear open the barrier between your world and the Feywild for a brief moment. As an action, you can fire an arrow that will open a portal to the Feywild on impact. If you use this ability while you are in the Feywild, the portal leads back to your world. This portal remains open for the next minute, and creatures can pass through it. While it remains open, creatures other than yourself that start or end their turns within 30 feet of the portal must make a Wisdom saving throw against your chosen hunter spell save DC or become stunned. A creature stunned in this way may repeat the save at the beginning of each of its turns, ending this effect on them until the end of its turn on a success.

Once you use this feature, you can't use it again until you finish a long rest.

The Divine

Your spiritual source is a being from the heavens, such as a deva, or perhaps a lesser deity. They have chosen you to complete a task for them, either because they cannot do it themselves, or as a chance for you to redeem yourself in their eyes.

Divine Bow

Starting at 1st level, your spirit bow is saturated with divine power. When you take the attack action on your turn, you may concentrate this power into an arrow that will heal its target for a number of hit points equal to your Wisdom modifier plus your chosen hunter level. This arrow does not deal damage.

Once you use this feature, you can't use it again until you finish a short or long rest.

In addition, whenever you fire an arrow infused with a spell, you may choose whether or not that arrow will damage its target.

Heavenly Smite

At 7th level, your divine source grants your arrows the power to smite your foes. Arrows fired by your spirit bow inflict radiant damage upon their targets, rather than piercing damage.

Radiant Infusion

Starting at 9th level, you can infuse your arrows with raw divine magic. Whenever you hit a creature with an arrow from your spirit bow, you may choose to have that creature regain hit points equal to the amount of damage that your spirit bow would have dealt it, rather than taking damage.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), after which you must finish a short or long rest to do so again.

Seek Guidance

At 14th level, your connection to the heavens has strengthened to the point where you can ask questions of the gods themselves. As a bonus action, you can send a prayer to the heavens, and make a Religion check against your chosen hunter spell save DC. If you succeed, you may ask one question of whichever deity has answered your prayer, which they will answer to the best of their ability. Once they have answered this question, you gain proficiency in one skill of the DM's choice until you use this ability again.

Once you use this feature, you can't use it again until you finish a long rest.

Channel Radiance

At 17th level, you gain the ability to channel a portion of your divine source's power as an action. When you do so, your eyes glow with a blinding light and each creature within 30 feet of you must make a Wisdom saving throw or become frightened of you while you remain in this state. While you are in this state, all radiant damage that you deal is doubled, and whenever you would normally roll one or more dice to restore hit points to a creature, you instead use the highest number possible for each die. This state lasts for 1 minute, or until you end it as a bonus action.

Once you use this feature, you can't use it again until you finish a long rest.

Chosen Hunter Multiclassing

Should you wish to multiclass with the chosen hunter class, you must meet prerequisites and you gain proficiencies as described here.

Chosen Hunter Multiclassing Prerequisites

Ability Score Minimum	Proficiencies Gained
Dexterity and Wisdom 13	Light Armor, Longbows, Shortbows

Chosen Hunter Multiclassing and Arcane Infusion

When multiclassing the chosen hunter and another class that gains the ability to cast spells as a core class feature (such as Cleric or Warlock), you gain infusions and spells known from the chosen hunter separately from all other classes.

Chosen Hunter Spells

1st Level
Cause Fear
Charm Person
Chromatic Orb
Command
Cure Wounds
Detect Magic
Dissonant Whispers
Earth Tremor
Entangle
Guiding Bolt
Hunter's Mark
Inflict Wounds
Puppet
Sanctuary
Sleep
Tasha's Hideous Laughter

2nd Level
Blindness/Deafness
Calm Emotions
Crown of Madness
Darkness
Dragon's Breath
Dust Devil
Earthbind
Find Steed
Healing Spirit
Hold Person
Levitate
Melf's Acid Arrow
Mind Spike
Moonbeam
Shatter
Silence
Spiritual Weapon
Warding Wind
Web
Zone of Truth

3rd Level
Bestow Curse
Conjure Animals
Daylight
Dispel Magic
Enemies Abound
Erupting Earth
Fireball
Hypnotic Pattern
Life Transference
Magic Circle
Revivify
Sleet Storm
Spirit Guardians
Stinking Cloud
Wall of Sand

4th Level
Banishment
Blight
Charm Monster
Confusion
Dominate Beast
Ice Storm
Otiluke's Resilient Sphere
Polymorph
Vitriolic Sphere
Wall of Fire

5th Level
Cloudkill
Conjure Elemental
Contagion
Dawn
Destructive Wave
Dominate Person
Enervation
Flame Strike
Hold Monster
Immolation
Maelstrom
Modify Memory
Negative Energy Flood
Passwall
Transmute Rock

6th Level
Arcane Gate
Circle of Death
Disintegrate
Harm
Heal
Mental Prison
Wall of Ice

7th Level
Finger of Death
Forcecage
Regenerate
Resurrection
Reverse Gravity
Sequester

8th Level
Demiplane
Dominate Monster
Feeblemind
Incendiary Cloud
Maddening Darkness
Sunburst

9th Level
Gate
Prismatic Wall
True Polymorph
Weird

Credits
Class Created/Written by Dancin Feldman.
Initial concept by Arya Vasudevan.