

## ANIMIST

Soldiers rush towards a drow with swords drawn, only for a wall of crackling light to flare up in front of them, stop them in their tracks, and blind them to his escape.

The half orc splays out her fingers and motes of multi-coloured light fly out and seek out the goblins hiding amongst the rocks. As they are struck, some are knocked off their feet, some are encased in frost, and some seem to have the very life drawn out of them.

The red dragon's attacks are slowly breaking through a protective field of energy, but when the field finally breaks down, a swarm of humanoid-looking creatures made of living energy burst out and attack.

Animists are able to tap into primal spiritual forces and reshape the weave of magic in a way that even other spell-casters can't accomplish.

### AN INTENSE CONNECTION

An animist is in tune with the spirits inherent to the forces and energies of the universe, and can channel the power of those spirits. This gives them the versatility to effectively create new spells on the fly, choosing and mixing energies to express in particular forms.

Animists don't tend to form strict institutions: rather the knowledge is passed down through the generations, with budding animists often travelling the world to seek out a master. A young animist without a master must figure out their powers for themselves; unfortunately, the raw powers of creation are extremely dangerous, and many animists seriously harm themselves or someone close to them before they learn to control their power.

Animists connect with the weave of magic and with the cosmos, where a druid connects to the nature around them, and unlike sorcerers who draw power from within to wield magic, an animist is a conduit to magic outside of themselves.

### CREATING AN ANIMIST

As you make an animist, consider how your character was able to achieve such a deep connection with the spiritual forces of the universe. Did your character meditate to achieve a state of enlightenment, allowing them to be one with the weave? Were they affected by some great magical event, such as a powerful ritual or the opening of a planar rift? Were they simply born with these abilities?

### QUICK BUILD

You can make an animist quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Constitution. Second, choose the hermit background.



## CLASS FEATURES

As an animist, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d6 per animist level

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

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



## THE ANIMIST

Level	Proficiency Bonus	Elements Controlled	Forms Known	Features	— Spell Slots per Spell Level —								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	2	2	Spellcasting, Weave Magic	2	—	—	—	—	—	—	—	—
2nd	+2	2	2	Spiritual Aptitude	3	—	—	—	—	—	—	—	—
3rd	+2	2	3	Heightened Evocation	4	2	—	—	—	—	—	—	—
4th	+2	2	3	Ability Score Improvement	4	3	—	—	—	—	—	—	—
5th	+3	3	3	—	4	3	2	—	—	—	—	—	—
6th	+3	3	3	Spiritual Aptitude Feature	4	3	3	—	—	—	—	—	—
7th	+3	3	4	—	4	3	3	1	—	—	—	—	—
8th	+3	3	4	Ability Score Improvement	4	3	3	2	—	—	—	—	—
9th	+4	4	4	—	4	3	3	3	1	—	—	—	—
10th	+4	4	4	Spiritual Aptitude Feature	4	3	3	3	2	—	—	—	—
11th	+4	4	5	Replenish Mana	4	3	3	3	2	1	—	—	—
12th	+4	4	5	Ability Score Improvement	4	3	3	3	2	1	—	—	—
13th	+5	5	5	—	4	3	3	3	2	1	1	—	—
14th	+5	5	5	Spiritual Aptitude Feature	4	3	3	3	2	1	1	—	—
15th	+5	5	6	—	4	3	3	3	2	1	1	1	—
16th	+5	5	6	Ability Score Improvement	4	3	3	3	2	1	1	1	—
17th	+6	6	6	—	4	3	3	3	2	1	1	1	1
18th	+6	6	6	—	4	3	3	3	3	1	1	1	1
19th	+6	6	7	Ability Score Improvement	4	3	3	3	3	2	1	1	1
20th	+6	6	7	Arcane Overcharge	4	3	3	3	3	2	2	1	1

### PROFICIENCIES

**Armour:** None

**Weapons:** Daggers, darts, slings, quarterstaves, light crossbows

**Tools:** None

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose two from Animal Handling, Arcana, Insight, Nature, Perception, and Survival

### EQUIPMENT

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

- (a) a light crossbow or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- A set of artisan's tools that you are proficient with
- An arcane focus

## SPELLCASTING

Your spiritual connection to the weave allows you to reshape it in order to cast spells. See chapter 10 for the general rules of spellcasting and the end of this document for the animist spell list.

### PREPARING AND CASTING SPELLS

The Animist table shows how many spell slots you have to cast your spells. To cast one of your animist spells of 1st level or higher, you must expend a spell slot. You regain all expended spells slots when you finish a long rest.

You prepare the list of animist spells that are available for you to cast, choosing from the animist spell list. When you do so, choose a number of animist spells equal to your Wisdom modifier + your animist level (minimum of one spell). The spells must be of a level for which you have spell

slots. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of animist spells requires time spent in meditation: at least 1 minute per spell level for each spell on your list.

### SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your pendragon 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 an arcane focus as a spellcasting focus for your animist spells.

## WEAVE MAGIC

Where other mages are limited to specific spells, you are able to blend and reform elemental energy to dynamically create new spells.

Beginning at 1st level, when you take the Cast a Spell action, instead of choosing a spell that you know or have prepared, you can select a number of elements from among those you can control equal to the level of the spell slot expended (a single element can be chosen multiple times) and choose a form from among those that you know.

The spell you create has the target and area of effect of the form with its additional effects determined by the element/s used; the number of the spell's damage dice is determined by the form, whereas the kind of dice those are



is determined by the element/s of the spell. The damage of each damage die is the type of its element.

If two or more elemental effects would cause a creature to make saving throws (not including any saving throws from the form itself), choose one such effect and ignore the others.

Multiple instances of the same elemental effect that do not require saving throws can apply to a single creature, increasing the impact of that effect.

Each use of this ability is considered an animist spell of level equal to the level of the spell slot expended, and spells created this way can be negated by *counterspell* and similar effects.

Your element and form options are detailed at the end of the class description. When you gain certain animist levels, you gain additional elements and forms of your choice, as shown in the Elements Controlled and Forms Known columns of the Animist table. When you gain control of an element, you also learn a single cantrip from that element, which counts as an animist spell for you.

For example, a 6th level animist could use a 3rd level spell slot, choose one element of *Cold* and two elements of *Lightning*, and choose the *Blast* form. This would create a blast of ice and electricity within 120 feet with a radius of 30 feet. Each creature in that area would make a Dexterity saving throw: on a successful save they would take half of 2d6 cold and 4d4 lightning damage; on a failed save they would take 2d6 cold and 4d4 lightning damage, and have to make a Constitution saving throw, becoming stunned until your next turn on a failed save.

## SPIRITUAL APTITUDE

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All animists have the capacity to attune to most elements and forms, but some require a greater degree of focus to master. At 2nd level choose one of the following aptitudes: Vitality, Restoration, or Auramancy. Each aptitude is detailed at the end of the class description.

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

## HEIGHTENED EVOCATION

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Starting at 3rd level, add your Wisdom modifier to the damage roll of any animist cantrip you cast. If a cantrip has multiple damage rolls, add your Wisdom modifier to only one of them.

## ABILITY SCORE IMPROVEMENT

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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.

## REPLENISH MANA

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Beginning at 11th level, whenever you finish a short rest and have a spell slot of level less than six expended, you can regain one such spell slot.

## ARCANE OVERCHARGE

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At 20th level, you can use an added burst of power to enhance a spell you cast with your Weave Magic feature. When a spell you cast with Weave Magic causes a target to take damage, you can double all damage dealt by that spell this turn. Additionally, any creature damage by the spell takes each of the spell's element's effects and has disadvantage on any saving throws against those effects this turn.

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

## SPIRITUAL APTITUDES

Elements like fire and acid are easy to control and easy to shape into forms of blasts and pulses, but not all elements are so readily controlled and not all forms are so easily maintained. Your spiritual aptitude indicates one of these more difficult pursuits that you have managed to learn or have otherwise found yourself able to use.

## VITALITY

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You are able to imbue manifestations of your power with a semblance of life, allowing you to create elementals to fight for you. Such an ability requires a great deal of fine control and focus, as elemental forces given life quickly develop a will of their own and must be strictly kept in line, lest they become a danger to you and all those around you.

### ELEMENTAL FORM

When you select this speciality at 2nd level, you learn the *Elemental* form, as outlined in the Forms section at the end of the class description. This does not count towards your number of forms known.

### ELEMENTAL LANGUAGE

Also at 2nd level, you know Primordial, the language of the elementals.

### MANIFOLD MANIFESTATION

Starting at 6th level, you can create a higher number of elementals instead of creating one with heightened power. When you use the *Elemental* form in a spell you cast of level 2 or greater, you can create a number of elementals equal to the level of the spell. Each of these elementals has the statistics of an elemental created by a 1st level spell with one of the elements of the spell.



### IMPROVED FOCUS

By 10th level your ability to maintain focus and control the forces of your own vitality have greatly improved. You gain proficiency in Constitution saving throws.

Additionally, the duration of spells you cast with the *Elemental* form increases to 1 hour.

### GREATER ELEMENTAL FORM

At 14th level, you learn the *Greater Elemental* form, as outlined in the Forms section at the end of the class description. This does not count towards your number of forms known.



## RESTORATION

You are able to channel and control the positive energy that flows through all living things in order to aid and protect yourself and others. This requires a deep and insightful understanding of healing magic, as the restorative power of an animist must be commanded and managed with precise control.

### LIFE ELEMENT

When you select this speciality at 2nd level, you learn to control the *Life* element, as outlined in the Elements section at the end of the class description. This does not count towards your number of elements controlled.

### WARD FORM

At 6th level, you learn the *Ward* form, as outlined in the Forms section at the end of the class description. This does not count towards your number of forms known.

### LIFE EFFECT

Beginning at 10th level, when you use the *Life* element in a spell with the Weave Magic feature, it gains the following effect:

An affected creature is cured of one disease or one condition affecting it. The condition can be blinded, deafened, paralyzed, or poisoned.

### GREATER WARD

Beginning at 14th level, when you use the *Ward* form in a spell with the Weave Magic feature, the targeted creature gains 5 temporary hit points for each level of the spell slot expended, for the duration of the spell. If another creature hits the creature with those temporary hit points with a melee attack, the attacking creature takes 1 damage die for each element of the spell.

Additionally, the duration of spells you cast with the *Ward* form increases to 1 hour.

## AURAMANCY

You understand that the weave interacts with all things, and especially all living creatures, differently. You are able to use this to imbue creatures with magical effects, be they helpful auras to aid your companions, or curses to afflict and debilitate your foes.

### AURA FORM

When you select this speciality at 2nd level, you learn the *Aura* form, as outlined in the Forms section at the end of the class description. This does not count towards your number of forms known.

### CURSE FORM

At 6th level, you learn the *Curse* form, as outlined in the Forms section at the end of the class description. This does not count towards your number of forms known.

### WEAVE SENSE

At 10th level, you gain the ability to sense creatures around you by the weave's reaction to them. You are aware of the location of any creature within 30 feet of you.

### GREATER CURSE

Beginning at 14th level, spells you cast with the *Curse* form no longer require concentration. Additionally, the duration of spells with the *Curse* form increase depending on the level of the spell: to 1 day as a 5th level spell; to 1 week as a 6th level spell; to 1 month as a 7th level spell; to 1 year as an 8th level spell; or to "until dispelled" as a 9th level spell.



# ELEMENTS

## ACID

**Damage Die:** d6

**Effect:** An affected creature's AC is reduced by 1 for 1 minute.

**Cantrips:** Acid Splash

## COLD

**Damage Die:** d6

**Effect:** An affected creature's speed is reduced by 5 feet for 1 minute.

**Cantrips:** Ray of Frost, Shape Water

## FIRE

**Damage Die:** d8

**Effect:** Flammable objects in the spell's area that are not being worn or carried ignite.

**Cantrips:** Control Flames, Create Bonfire, Fire Bolt, Produce Flame

## FORCE

**Damage Die:** d6

**Effect:** An affected creature is pushed 10 feet away from the source of the damage in a straight line.

**Cantrips:** Eldritch Blast, Mage Hand

## LIGHTNING

**Damage Die:** d4

**Effect:** An affected creature must succeed on a Constitution saving throw or be stunned until the beginning of your next turn.

**Cantrips:** Shocking Grasp, Lightning Lure

## NECROTIC

**Damage Die:** d8

**Effect:** An affected creature cannot regain hit points for 1 minute.

**Cantrips:** Chill Touch

## POISON

**Damage Die:** d4

**Effect:** An affected creature must succeed on a Constitution saving throw or be poisoned for 1 minute. It can make a new Constitution saving throw at the end of each of its turns to end this effect.

**Cantrips:** Poison Spray

## PSYCHIC

**Damage Die:** d4

**Effect:** An affected creature must succeed on a Wisdom saving throw or be charmed or frightened of you (your choice) for 1 minute or until you or a friendly creature deals damage to it. It can make a new Wisdom saving throw at the end of each of its turns to end this effect.

**Cantrips:** Friends, Vicious Mockery

## RADIANT

**Damage Die:** d4

**Effect:** An affected creature must succeed on a Constitution saving throw or be blinded until the end of your next turn.

**Cantrips:** Light, Sacred Flame

## THUNDER

**Damage Die:** d6

**Effect:** An affected creature is knocked prone.

**Cantrips:** Gust, Thunderclap

## LIFE

**Damage Die:** *Special* (rather than taking damage, an affected creature regains 1d4 hit points for each damage die it would have taken)

**Effect:** None.

**Special:** The *Life* element cannot be learned except through the Life Element feature. The *Life* element cannot be used in a spell with other elements or in a form with a duration other than Instantaneous. If a spell that uses the *Life* element involves an attack roll or a saving throw, the target of the attack or creature that would make that saving throw can choose to have the spell automatically hit or the saving throw automatically fail.

**Cantrips:** Spare the Dying





# FORMS

## BARRAGE

**Damage Dice Per Element:** 2

**Area:** A cone of length equal to ten times the level of the spell in feet.

**Duration:** Instantaneous

**Damage and Effect Condition:** A creature within the spell's area must make a Dexterity saving throw, taking the damage and effects of the spell on a failed save, or half as much damage and no effects on a successful save. For every two instances of an element in the spell, the spell has one instance of that element's effect.

## BEAM

**Damage Dice Per Element:** 3

**Target:** A single creature within 120 feet.

**Duration:** Instantaneous

**Damage and Effect Condition:** Make a ranged spell attack against the target. On a hit, the target takes the damage of the spell and the effects of each of the spell's elements.

## BLAST

**Damage Dice Per Element:** 2

**Area:** A sphere of radius equal to ten times the level of the spell in feet centred on a point within 120 feet.

**Duration:** Instantaneous

**Damage and Effect Condition:** A creature within the spell's area must make a Dexterity saving throw, taking the damage and effects of the spell on a failed save, or half as much damage and no effects on a successful save. For every two instances of an element in the spell, the spell has one instance of that element's effect.

## BURST

**Damage Dice Per Element:** 3

**Area:** A sphere of radius equal to five times the level of the spell in feet centred on you (you are not affected).

**Duration:** Instantaneous

**Damage and Effect Condition:** A creature within the spell's area must make a Dexterity saving throw, taking the damage and effects of the spell on a failed save, or half as much damage and no effects on a successful save. For every two instances of an element in the spell, the spell has one instance of that element's effect.

## CONTACT

**Damage Dice Per Element:** 4

**Target:** A single creature within 5 feet.

**Duration:** Instantaneous

**Damage and Effect Condition:** Make a melee spell attack against the target. On a hit, the target takes the damage of the spell and the effects of each of the spell's elements.

## FIELD

**Damage Dice Per Element:** 1

**Area:** A flat, circular pool of radius equal to ten times the level of the spell centred on a point within 120 feet of you.

**Duration:** Concentration, up to 1 minute

**Damage and Effect Condition:** A creature moving through the spell's area for the first time on a turn must make a Constitution saving throw, taking the damage and effects of the spell on a failed save, or half as much damage and no effects on a successful save. For every two instances of an element in the spell, the spell has one instance of that element's effect.

**Special:** The area of the spell is difficult terrain for the duration.

## STREAM

**Damage Dice Per Element:** 2

**Area:** A 10 foot wide line of length equal to twenty times the level of the spell in feet.

**Duration:** Instantaneous

**Damage and Effect Condition:** A creature within the spell's area must make a Dexterity saving throw, taking the damage and effects of the spell on a failed save, or half as much damage and no effects on a successful save. For every two instances of an element in the spell, the spell has one instance of that element's effect.

## WALL

**Damage Dice Per Element:** 3

**Area:** A number of contiguous 10-foot-square, 1 foot thick panels equal to twice the level of the spell.

**Duration:** Concentration, up to 10 minutes

**Damage and Effect Condition:** A creature or object that touches one of the panels for the first time on a turn takes the damage and effects of the spell. For every two instances of an element in the spell, the spell has one instance of that element's effect.

**Special:** If the panels cut through a creature's space when they appear, the creature is pushed to one side (its choice). Spells cast through the area of the spell are blocked if they are of a spell level lower than the spell that uses the *Wall* form.

## AURA

**Damage Dice Per Element:** 1

**Target:** A willing creature within 30 feet.

**Area:** A sphere of radius equal to five times the level of the spell in feet centred on the target.

**Duration:** Concentration, up to 1 minute

**Damage and Effect Condition:** When a creature that is hostile to the target enters the area for the first time on a turn or starts its turn there, it must make a Constitution saving throw, taking the damage and effects of the spell on a failed save, or half as much damage and no effects on a



successful save. For every two instances of an element in the spell, the spell has one instance of that element's effect.  
**Special:** The area of the spell is difficult terrain for creature's hostile to the target for the duration.

The *Aura* form cannot be learned except through the *Aura Form* feature.

CURSE

**Damage Dice Per Element:** 1

**Target:** A single creature within 10 feet.

**Duration:** Concentration, up to 1 minute

**Damage and Effect Condition:** The targeted creature makes a Wisdom saving throw, becoming afflicted with the curse on a failed save, or being unaffected on a successful save. An afflicted creature takes the damage of the spell and the effects of each of the spell's elements at the start of each of its turns.

When the target would take damage from the spell, you can choose to not have them take the damage instead. You can do the same for the spell's effects.

**Special:** The *Curse* form cannot be learned except through the *Curse Form* feature.

ELEMENTAL

**Damage Dice Per Element:** 1

**Duration:** Concentration, up to 1 minute

**Damage and Effect Condition:** A creature hit by the elemental takes the damage and effects of the spell. For every two instances of an element in the spell, the spell has one instance of that element's effect.

**Special:** You summon an elemental. The elemental has the following statistics:

**ELEMENTAL**  
*Medium elemental, chaotic neutral*

**Armor Class** 10  
**Hit Points** 15  
**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	3 (-4)	5 (-3)	8 (-1)

**Senses** blindsight 60 ft. passive Perception 7  
**Languages** Primordial

**ACTIONS**  
**Elemental Claw.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Add the spell's level to the elemental's AC and attack rolls. Add five times the spell level to the elemental's hit points. The summoned elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands you issue to it (no action required by you). If you

don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

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

The *Elemental* form cannot be learned except through the *Elemental Form* feature.



GREATER ELEMENTAL

**Damage Dice Per Element:** 1

**Duration:** Concentration, up to 1 hour

**Damage and Effect Condition:** A creature hit by the greater elemental takes the damage and effects of the spell. For every two instances of an element in the spell, the spell has one instance of that element's effect.

**Special:** You summon a greater elemental. The greater elemental has the following statistics:

**GREATER ELEMENTAL**  
*Large elemental, chaotic neutral*

**Armor Class** 10  
**Hit Points** 75  
**Speed** 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	5 (-3)	10 (+0)	8 (-1)

**Damage Immunities** the damage types of the elements of the spell that created the greater elemental  
**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses** blindsight 60 ft. passive Perception 10  
**Languages** Primordial

**ACTIONS**  
**Elemental Slam.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.



Add the spell's level to the greater elemental's AC and attack rolls. Add five times the spell level to the greater elemental's hit points. The summoned greater elemental is friendly to you and your companions for the duration. Roll initiative for the greater elemental, which has its own turns. It obeys any verbal commands you issue to it (no action required by you). If you don't issue any commands to the greater elemental, it defends itself from hostile creatures but otherwise takes no actions.

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

Spells can't use the *Greater Elemental* form unless they are of level 5 or greater.

The *Greater Elemental* form cannot be learned except through the Greater Elemental Form feature.

### WARD

**Damage Dice Per Element:** 1

**Target:** A willing creature within 30 feet.

**Duration:** Concentration, up to 10 minutes

**Damage and Effect Condition:** Up to once per turn, a creature that is hit by an attack from the target takes the damage and effects of the spell. For every two instances of an element in the spell, the spell has one instance of that element's effect.

**Special:** The *Ward* form cannot be learned except through the Ward Form feature.





## ANIMIST SPELL LIST

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### 1ST LEVEL

Absorb Elements<sup>EE</sup>  
Detect Magic  
Featherfall  
Identify  
Mage Armor  
Shield

### 2ND LEVEL

Blur  
Levitate  
Misty Step  
See Invisibility

### 3RD LEVEL

Counterspell  
Dispel Magic  
Nondetection  
Protection from Energy

### 4TH LEVEL

Arcane Eye  
Banishment  
Dimension Door  
Elemental Bane<sup>EE</sup>  
Fabricate

### 5TH LEVEL

Scrying  
Telekinesis  
Teleportation Circle

### 6TH LEVEL

Forbiddance  
Globe of Invulnerability  
True Seeing

### 7TH LEVEL

Etherealness  
Planeshift  
Sequester  
Teleport

### 8TH LEVEL

Antimagic Field  
Demiplane

### 9TH LEVEL

Astral Projection  
Gate  
Time Stop  
Wish