

Formation Master



Formation Master is a disciplined martial adept who trains body, breath, posture, and instinct into deliberate patterns called formations. Where others rely on spells, rage, or brute strength, a Formation Master survives through preparation, awareness, and controlled adaptation.

Formation Masters are found among scouts, hunters, wardens, ritualists, and warriors whose traditions emphasize survival, pursuit, and transformation without surrendering the self. Some learn their art from isolated cultures, others from formal schools, and a few through harsh necessity.

Core Formation Master Traits

- Primary Ability: Strength, plus Constitution or Wisdom
- Hit Point Die: d10 per Formation Master level
- Saving Throw Proficiencies: Dexterity and Wisdom
- Skill Proficiencies: Choose 3: Acrobatics, Athletics, Insight, Perception, Stealth, Survival, Medicine, Intimidation

- Weapon Proficiencies: Simple and Martial weapons
- Armor Training: Light and Medium armor
- Tool Proficiencies: Choose one: Herbalism Kit, Poisoner's Kit, Thieves' Tools, or one Artisan's Tool
- Starting Equipment: Choose A or B: (A) Scale Mail or Leather Armor, a Martial weapon and Shield or two Simple weapons, Explorer's Pack, one tool you are proficient with, and 10 GP; or (B) 150 GP

Becoming a Formation Master

As a Level 1 Character

You gain all the traits in the Core Formation Master Traits table and the level 1 features listed in the Formation Master Features table

As a Multiclass Character

You gain the following proficiencies: Light armor, Medium armor, Simple weapons, and one skill from the Formation Master skill list.

Formation Master

Level	Proficiency Bonus	Features
1st	+2	Formations, Adaptive Body
2nd	+2	Heightened Awareness
3rd	+2	Formation Path (Subclass
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Fluid Transition
7th	+3	Subclass Feature
8th	+3	Ability Score Improvement
9th	+4	Relentless Motion
10th	+4	Instinctive Defense
11th	+4	Subclass Feature
12th	+4	Ability Score Improvement
13th	+5	Dual Formation
14th	+5	Evasion
15th	+5	Subclass Feature
16th	+5	Ability Score Improvement
17th	+6	Perfect Adaptation
18th	+6	Heightened Form
19th	+6	Epic Boon
20th	+6	Master of Formation



Class Feature Descriptions

Level 1: Formations

You have learned to arrange your body, stance, breath, and focus into practiced patterns called formations.

- You know two formations of your choice from the Formation Master list.
- You can have one formation active at a time.
- Activating a formation requires a Bonus Action.
- A formation lasts until you end it (no action required), you become Incapacitated, or you activate a different formation.
- You can change which formations you know whenever you finish a Long Rest.

A formation provides ongoing benefits that represent posture, awareness, and practiced response. Formations are not magical effects, though they may interact with magic.

You gain additional formations as you gain Formation Master levels.

Level 1: Adaptive Body

Your training allows you to endure strain others cannot.

- When you make a Strength, Dexterity, or Constitution ability check, you can add a +1 bonus to the roll.
- This bonus increases to +2 at level 9 and +3 at level 17.

Level 2: Heightened Awareness

Your senses are sharpened through constant vigilance.

- You gain Proficiency in Perception if you do not already have it.
- If you already have Perception proficiency, you gain Expertise in it instead.

In addition, you have Advantage on initiative rolls while you are not wearing Heavy Armor.

Level 3: Formation Path

You choose a Formation Path, representing a specialized discipline of training. Your choice grants features at levels 3, 7, 11, and 15.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the Attack action on your turn.

Level 6: Fluid Transition

You can shift between formations with practiced ease.

- Once per turn, you can change your active formation without using a Bonus Action.
- You can do this a number of times equal to your Proficiency Bonus, regaining all uses when you finish a Long Rest.

Level 9: Relentless Motion

Your movement is difficult to hinder.

- Difficult Terrain costs you no extra movement.
- When you take the Dash action, opportunity attacks against you have Disadvantage until the start of your next turn.

Level 10: Instinctive Defense

Your body reacts before thought.

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 on a success and half damage on a failure.

Level 13: Dual Formation

You can maintain two formations at once.

- You can have two formations active simultaneously.
- If both formations grant bonuses to the same roll or statistic, you choose which applies.
- Ending one formation does not end the other.

Level 14: Evasion

Your reflexes allow you to escape danger.

This feature functions identically to the Rogue's Evasion feature.

Level 17: Perfect Adaptation

At the start of your turn, you can immediately switch to any formation you know without using an action.

In addition, when you roll initiative, you can activate one formation of your choice as part of that roll.

Level 18: Heightened Form

Your active formations grant additional resilience.

While you have at least one formation active, you gain Advantage on saving throws against being Grappled, Restrained, or Knocked Prone.

Level 19: Epic Boon

You gain an Epic Boon feat or another feat of your choice for which you qualify.

Level 20: Master of Formation

- You embody perfect control of body and discipline.
- You can maintain three formations at once.
- Once per Long Rest, you can enter a state of perfect control for 1 minute: You can change formations at will (no action required). You have Advantage on all attack rolls, ability checks, and saving throws. You cannot be Frightened or Charmed.



Formation Master Subclasses

Formation Path: Beastmancer

A Beastmancer is a Formation Master who has trained their body to echo the instincts, movement, and lethality of predatory creatures. Through disciplined practice, breath control, and hardened musculature, a Beastmancer adopts partial adaptations without surrendering identity. Beastmancers are not shapeshifters. They do not become beasts. They remember what it is to hunt.

Beastmancer Features

You gain Beastmancer features at Formation Master levels 3, 7, 11, and 15.

Level 3: Predator Formations

You learn to adopt formations inspired by predatory movement and instinct.

When you choose this subclass, you learn two additional formations, which do not count against your total formations known. These formations are considered Beast Formations.

While you have a Beast Formation active, the following rules apply:

- Your unarmed strikes deal 1d6 Bludgeoning, Piercing, or Slashing damage (your choice when you gain this feature).
- Your unarmed strikes count as martial melee weapons.
- You can use Strength or Dexterity for attack and damage rolls with your unarmed strikes.

In addition, you gain Proficiency in Survival if you do not already have it. If you already have Survival proficiency, you gain Expertise in it instead.

Level 3: Hunter's Instinct

Your senses sharpen when danger is near.

- You have Advantage on Wisdom (Perception) and Wisdom (Survival) checks made to detect or track creatures.
- You can track creatures by scent, disturbed terrain, or blood even when conditions would normally obscure such signs.

This feature functions without magic and cannot be suppressed by anti-magic effects.

Level 7: Bestial Mobility

Your body adapts to movement patterns common to apex predators.

Choose two of the following benefits. You can change one of your choices whenever you finish a Long Rest.

- Climber: You gain a Climb Speed equal to your Speed.

- Swimmer: You gain a Swim Speed equal to your Speed and can hold your breath for twice as long as normal.
- Pouncer: When you move at least 20 feet straight toward a creature and hit it with a melee attack on the same turn, the target must succeed on a Strength saving throw (DC = 8 + your Proficiency Bonus + your Strength or Dexterity modifier) or be knocked Prone.
- Keen Senses: You gain Darkvision out to 60 feet. If you already have Darkvision, its range increases by 30 feet.
- Silent Step: You have Advantage on Dexterity (Stealth) checks while moving at half speed or less.

Level 11: Relentless Predator

Once you have chosen your prey, escape becomes difficult.

- When you hit a creature with a melee attack, you can mark it as your Prey (no action required).
- You can have only one Prey at a time.
- While a creature is your Prey: You have Advantage on opportunity attacks against it. Its Speed is reduced by 10 feet while it is within 30 feet of you.
- The Prey mark lasts for 1 minute, until the creature drops to 0 Hit Points, or until you mark a different creature.

You can use this feature a number of times equal to your Proficiency Bonus, regaining all expended uses when you finish a Long Rest.

Level 15: Apex Adaptation

Your training allows you to push your body beyond ordinary limits.

When you roll initiative, you can choose one of the following adaptations, which lasts for 1 minute:

- Savage Assault: Once on each of your turns, when you hit with a melee attack, you deal an extra 1d8 damage of the same type.
- Unyielding Hide: You gain Resistance to Bludgeoning, Piercing, and Slashing damage from nonmagical attacks.
- Predator's Reflex: You can take one additional Reaction each round, which can be used only for opportunity attacks or formation-related features.

Once you use this feature, you can't use it again until you finish a Long Rest.

Beastmancers are often found among:

- Changelings trained for physical infiltration
- Hunters of dangerous prey
- Frontier guardians and trackers
- Societies that value survival



Formation Path: Blood Seeker

A Blood Seeker is a Formation Master who has trained their body and mind to lock onto a single quarry and pursue it without mercy. Through disciplined breathing, sensory conditioning, and psychological pressure, a Blood Seeker turns pursuit into a weapon.

Blood Seekers do not roam. They choose, and then they do not stop.

Blood Seeker Features

You gain Blood Seeker features at Formation Master levels 3, 7, 11, and 15.

Level 3: Scent of the Mark

You learn to identify and follow prey through physical traces others overlook.

When you choose this subclass, you gain the following benefits:

- You can track creatures by blood, sweat, disturbed air, or lingering scent, even in environments that would normally prevent tracking.
- You have Advantage on Wisdom (Survival) checks made to track a creature you have seen or injured within the last 24 hours.
- You can identify whether a creature you are tracking is injured, frightened, or exhausted based on its trail.

This feature is nonmagical and functions even in antimagic effects.

Level 3: Mark for the Hunt

You can focus your formations toward the destruction of a single target.

As a Bonus Action, you mark one creature you can see within 60 feet of yourself as your Quarry.

- You can have only one Quarry at a time.
- The mark lasts for 1 minute, until the creature drops to 0 Hit Points, or until you mark a different creature.
- While a creature is your Quarry: You have Advantage on the first attack roll you make against it on each of your turns. You ignore Disadvantage on attack rolls against your Quarry caused by obscured vision or lightly obscured terrain.
- If your Quarry moves more than 30 feet away from you on its turn, you can move up to half your Speed as a Reaction.

You can use this feature a number of times equal to your Proficiency Bonus, regaining all expended uses when you finish a Long Rest.

Level 7: Pressure the Weak

Your presence makes escape costly.

While you have a Quarry marked:

- Opportunity attacks you make against your Quarry deal extra damage equal to your Proficiency Bonus.
- When your Quarry attempts to Disengage, it must succeed on a Dexterity saving throw (DC = 8 + your Proficiency Bonus + your Strength or Dexterity modifier) or the Disengage fails.

In addition, you gain Proficiency in Intimidation. If you already have proficiency, you gain Expertise in it instead.

Level 11: Relentless Pursuit

Your body adapts to extended hunts.

- You have Advantage on Constitution saving throws made to resist Exhaustion.
- When you Dash, you can do so as a Bonus Action if your Quarry is within 60 feet of you.
- If your Quarry becomes Hidden from you, you immediately know the last direction it moved.

Once per turn, when you hit your Quarry with a weapon attack, you can reduce its Speed to 0 until the end of its turn.

Level 15: End the Hunt

You have learned when and how to finish a pursuit.

When your Quarry is below half its Hit Point maximum, you can force the hunt to its conclusion.

As a Reaction when your Quarry is hit by an attack (including one made by an ally), you can choose one of the following effects:

- Crippling Strike: The Quarry has Disadvantage on all attack rolls until the end of its next turn.
- Final Pressure: The Quarry must succeed on a Wisdom saving throw (DC = 8 + your Proficiency Bonus + your Strength or Dexterity modifier) or become Frightened of you for 1 minute (ending early if it takes damage).
*Execution Window: Until the end of your next turn, attack rolls against the Quarry have Advantage.

Once you use this feature, you can't use it again until you finish a Long Rest.

Blood Seekers are employed as:

- Contract hunters
- Enforcers of judgment
- Trackers of dangerous fugitives
- Silent tools of Provenance Houses
- Some cultures respect Blood Seekers as necessary predators. Others forbid them entirely... fearing what happens when a hunt never ends.



Formation Path: Taboo Binder

A Taboo Binder is a Formation Master who disciplines their body to endure corruption, bind illness, and host forces others refuse to touch. Through scars, rites, markings, and restraint, the Taboo Binder becomes a living boundary between vitality and decay.

Taboo Binders do not purify the world. They contain it.

Taboo Binder Features

You gain Taboo Binder features at Formation Master levels 3, 7, 11, and 15.

Level 3: Ritual Conditioning

Your body has been trained through painful rites and controlled exposure.

You gain the following benefits:

- You have Advantage on saving throws against the Poisoned condition and against disease.
- You gain Proficiency in Medicine. If you already have proficiency, you gain Expertise in it instead.
- You can safely handle diseased creatures, corpses, and contaminated materials without risking infection.

This training is nonmagical and functions even in antimagic effects.

Level 3: Binding Marks

You inscribe ritual markings, scars, or totems upon your body to anchor dangerous forces.

- You gain two Binding Marks. You gain one additional Binding Mark at Formation Master levels 7 and 11.
- When you finish a Long Rest, you can assign each Binding Mark to one of the following effects: Vital Seal: Once per Short Rest, when a creature within 5 feet of you takes damage, you can reduce the damage by 1d8 + your Proficiency Bonus. Rot Channel: Once per turn, when you hit a creature with a melee attack, you deal an extra 1d6 Necrotic damage. Spirit Anchor: You have Advantage on saving throws against being Charmed or Frightened. Mending Rite: During a Short Rest, creatures who spend Hit Dice regain additional Hit Points equal to your Proficiency Bonus.

A Binding Mark is visible and culturally recognizable. In many societies, such markings carry stigma.

Level 7: Taboo Formation

You learn to assume formations that violate the body's natural limits, binding harm into yourself so it does not spread.

When you activate a formation, you can choose to declare it Taboo-Bound (no action required). While in a Taboo-Bound formation, you gain the following benefits:

- You have Advantage on Constitution saving throws.
- You have Resistance to Poison damage.

- When you would gain the Poisoned condition, you can choose to delay it until the end of your next turn.

Cost of Taboo: At the end of each of your turns while maintaining a Taboo-Bound formation, choose one of the following consequences:

- Take 1d8 Necrotic damage that cannot be reduced or prevented, or
- Gain Disadvantage on your next attack roll or ability check before the end of your next turn.

You can maintain a Taboo-Bound formation for a number of rounds equal to your Constitution modifier (minimum of 1). Once this duration ends, the formation immediately ends.

You regain the ability to enter a Taboo-Bound formation when you finish a Short or Long Rest.

Level 11: Bear the Blight

You have learned how to intercept corruption before it takes root.

When a creature within 10 feet of you would gain the Poisoned condition, suffer a disease, or gain a level of Exhaustion, you can use your Reaction to bind the effect into yourself.

If you do so:

- The creature ignores the effect entirely.
- You immediately gain the effect instead.
- Until the end of your next turn, you gain Resistance to all damage.

If the effect was a disease, you have Advantage on any saving throws made to resist or recover from it.

Once you use this feature, you can't use it again until you finish a Long Rest.

Level 15: Rite of Survival

Your body has become a crucible for forces that destroy others.

When you would be reduced to 0 Hit Points, you can drop to 1 Hit Point instead and immediately end all active formations to purge your system.

When you do so:

- You gain Resistance to all damage until the end of your next turn.
- You remove one condition currently affecting you.

Once you use this feature, you can't use it again until you finish a Long Rest.

Taboo Binders are found among:

- Isolated cultures
- Plague zones
- Swamp and rotlands
- Communities without access to formal healers
- They are often feared, tolerated, or quietly relied upon.



Core Formations (Level 1+)

These define the baseline identity of the class.

Iron Root Formation

Defensive / Grounded

While in this formation:

- You gain a +1 bonus to AC
- You have Advantage on saving throws against being pushed, knocked prone, or moved unwillingly

This formation ends if you Dash.

Flowing Step Formation

Mobility / Control

While in this formation:

- Your movement does not provoke Opportunity Attacks
- Difficult terrain costs you no extra movement

Hunter's Eye Formation

Perception / Tracking

While in this formation:

- You have Advantage on Perception and Survival checks
- You can track creatures at normal pace without disadvantage

Twin Breath Formation

Endurance / Recovery

While in this formation:

- Once per turn, when you deal damage, you gain Temporary Hit Points equal to your Proficiency Bonus
- These temporary hit points do not stack

Crushing Tide Formation

Level 5+

While in this formation:

- Once per turn, when you hit a creature with a melee attack, you can attempt to shove it as part of the same attack
- You have Advantage on Athletics checks

Veiled Pulse Formation

Level 7+

While in this formation:

- You have Advantage on Dexterity (Stealth) checks
- You can Hide as a Bonus Action

Relentless March Formation

Level 9+

While in this formation:

- Your Speed increases by 10 feet
- You ignore levels of Exhaustion when determining your movement speed

Adamant Guard Formation

Level 11+

While in this formation:

- You have Resistance to nonmagical Bludgeoning, Piercing, and Slashing damage
- Your Speed is reduced by 10 feet

Subclass-Specific Formations

These may only be selected by characters of the listed Formation Path.

Predator's Spiral

Beastmancer Only

While in this formation:

- You have Advantage on initiative rolls
- Once per turn, you deal an extra 1d6 damage to a creature that has not yet acted in combat

Rending Leap

Beastmancer, Level 7+

While in this formation:

- You can jump an additional distance equal to your Strength modifier
- When you move at least 10 feet before a melee attack, you deal +1d8 damage

Crimson Focus

Blood Seeker Only

While in this formation:

- You know the direction of the nearest creature you have damaged within the last minute
- You have Advantage on attack rolls against creatures below half their Hit Points

Final Measure

Blood Seeker, Level 9+

While in this formation:

- When a creature within 10 feet drops to 0 Hit Points, you gain a Reaction attack
- This attack deals extra damage equal to your Proficiency Bonus

Blightward Stance

Taboo Binder Only

While in this formation:

- You and allies within 5 feet have Advantage on saving throws against poison and disease
- Whenever an ally succeeds on such a saving throw, you take 1 Necrotic damage

Mortification Pattern

Taboo Binder, Level 7+

While in this formation:

- You gain Resistance to Necrotic damage
- At the start of your turn, you may end one condition affecting you, then take 1d8 Necrotic damage



Watchful Circle Formation

Defense / Party Protection

While in this formation:

- Allies within 5 feet of you gain a +1 bonus to AC
- You can use your Reaction to impose Disadvantage on one attack made against an adjacent ally

Measured Breath Formation

Control / Saving Throws

While in this formation:

- Once per turn, when you fail a saving throw, you can roll a d4 and add it to the result

Patient Fang Formation

Readied Combat / Ambush

While in this formation:

- When you Ready an action, the trigger condition can be broader than usual (DM discretion)
- If your readied action triggers, you gain Advantage on the first attack roll or ability check made as part of it

Fracture Line Formation

Level 5+ *Battlefield Control*

While in this formation:

- Once per turn when you hit a creature, you can reduce its Speed by 10 feet until the start of your next turn
- If the creature's Speed is reduced to 0 this way, it has Disadvantage on its next saving throw

Countercurrent Formation

Level 7+ *Reaction / Defense*

While in this formation:

- When a creature misses you with a melee attack, you can move up to 5 feet without provoking Opportunity Attacks
- If this movement places you adjacent to another creature, you can mark it until the start of your next turn (your next attack against it has Advantage)

Grim Stillness Formation

Level 9+ *Mental Fortitude*

While in this formation:

- You have Advantage on saving throws against being Charmed, Frightened, or Dominated
- You cannot be compelled to move against your will

Pack Spiral Formation

Beastmancer Only

While in this formation:

- When you hit a creature, the next ally to hit that creature before the end of your next turn deals extra damage equal to your Proficiency Bonus

Clutch the Prey

Beastmancer, Level 11+

While in this formation:

- Creatures you grapple have Disadvantage on attack rolls against anyone other than you

- You can move at half speed while grappling without penalty

Scent of Ruin Formation

Blood Seeker Only

While in this formation:

- You can track bleeding or wounded creatures even through magical concealment
- Creatures below half HP have Disadvantage on Dexterity (Stealth) checks against you

No Escape Pattern

Blood Seeker, Level 11+

While in this formation:

- When a creature within 10 feet attempts to teleport or magically move, you can use your Reaction to make a weapon attack
- On a hit, the movement fails

Vigil of the Unclean

Taboo Binder Only

While in this formation:

- You can sense diseased, poisoned, or cursed creatures within 30 feet
- You have Advantage on Medicine checks made during combat or under pressure

Rite of Containment

Taboo Binder, Level 11+

While in this formation:

- When a creature within 5 feet fails a saving throw, you can use your Reaction to allow it to reroll and take the new result
- If you do, you immediately take 1d10 Necrotic damage



Paladin

Paladins are bound not by birth or blood, but by oath.

Through solemn vows sworn before gods, Powers, ancestors, or even the dead themselves, Paladins bind their will to a higher calling. Their oath is not merely a promise... it is a conduit.

In Silverdust, Paladins are rare but unmistakable. They are champions of causes, living symbols of resolve, and enforcers of conviction when law, mercy, or diplomacy fails. Some swear themselves to nations, others to Orders, Powers, or ideals older than history. All Paladins walk a dangerous path, for their power grows only as long as their oath holds.

To be a Paladin is to stand where faith becomes action.

Core Paladin Traits

Primary Ability Strength and Charisma

Hit Point Die d10 per Paladin level

Saving Throw Proficiencies Wisdom, Charisma

Skill Proficiencies Choose 2: Athletics, Insight, Intimidation, Medicine, Persuasion, or Religion

Weapon Proficiencies Simple and Martial weapons

Armor Training Light armor, Medium armor, Heavy armor, Shields

Spellcasting Focus Holy Symbol

Starting Equipment Choose A or B: (A) Chain Mail, Shield, Longsword, 6 Javelins, Holy Symbol, Priest's Pack, and 9 GP (B) 150 GP

Becoming a Paladin As a Level 1 Character

Gain all traits listed in Core Paladin Traits

Gain the Paladin's level 1 features, listed in the Paladin Features table

As a Multiclass Character

Gain proficiency with Martial weapons

Gain training with Light and Medium armor and Shields

Gain the Paladin's level 1 class features

See multiclassing rules to determine spell slots

Paladin Features

Level	Proficiency Bonus	Features	Channel Divinity	Prepared Spells	1	2	3	4	5
1	+2	Lay On Hands, Spellcasting, Weapon Mastery	—	2	2	—	—	—	—
2	+2	Fighting Style, Paladin's Smite	—	3	2	—	—	—	—
3	+2	Channel Divinity, Paladin Subclass	2	4	3	—	—	—	—
4	+2	Ability Score Improvement	2	5	3	—	—	—	—
5	+3	Extra Attack, Faithful Steed	2	6	4	2	—	—	—
6	+3	Aura of Protection	2	6	4	2	—	—	—
7	+3	Subclass Feature	2	7	4	3	—	—	—
8	+3	Ability Score Improvement	2	7	4	3	—	—	—
9	+4	Abjure Foes	2	9	4	3	2	—	—
10	+4	Aura of Courage	2	9	4	3	2	—	—
11	+4	Radiant Strikes	3	10	4	3	3	—	—
12	+4	Ability Score Improvement	3	10	4	3	3	—	—
13	+5	—	3	11	4	3	3	1	—
14	+5	Restoring Touch	3	11	4	3	3	1	—
15	+5	Subclass Feature	3	12	4	3	3	2	—
16	+5	Ability Score Improvement	3	12	4	3	3	2	—
17	+6	—	3	14	4	3	3	3	1
18	+6	Aura Expansion	3	14	4	3	3	3	1
19	+6	Epic Boon	3	15	4	3	3	3	2
20	+6	Subclass Feature	3	15	4	3	3	3	2



Paladin Class Features

Level 1: Lay On Hands

Your blessed touch can heal wounds.

You have a pool of healing power that replenishes when you finish a Long Rest. With that pool, you can restore a total number of Hit Points equal to five times your Paladin level.

As a Bonus Action, you can touch a creature (which can be yourself) and restore Hit Points from the pool, up to the amount remaining.

Alternatively, you can expend 5 Hit Points from the pool to remove the Poisoned condition from the creature. These points don't also restore Hit Points.

Level 1: Spellcasting

You have learned to cast spells through prayer, meditation, and the strength of your oath.

Spell Slots. The Paladin Features table shows how many spell slots you have to cast your Paladin spells of 1st level and higher. You regain all expended spell slots when you finish a Long Rest.

Prepared Spells of 1st Level and Higher. You prepare a number of Paladin spells equal to the number shown in the Prepared Spells column of the Paladin Features table. The spells must be of a level for which you have spell slots.

Whenever that number increases, choose additional Paladin spells until your prepared spells match the total shown.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can replace one prepared Paladin spell with another Paladin spell for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for Paladin spells.

Spellcasting Focus. You can use a Holy Symbol as a spellcasting focus for your Paladin spells.

Level 1: Weapon Mastery

Your training allows you to use mastery properties of weapons.

Choose two kinds of weapons with which you have proficiency. You can use the mastery properties of those weapons.

Whenever you finish a Long Rest, you can change your chosen weapons.

Level 2: Fighting Style

You gain a Fighting Style feat of your choice.

Instead of choosing one of those feats, you can choose the following option:

Blessed Warrior You learn two Cleric cantrips of your choice. They count as Paladin spells for you, and Charisma is your spellcasting ability for them. Whenever you gain a Paladin level, you can replace one of these cantrips.

Level 2: Paladin's Smite

You always have the Divine Smite spell prepared.

You can cast Divine Smite once without expending a spell slot, and you regain the ability to do so when you finish a Long Rest.

Level 3: Channel Divinity

You can channel divine energy directly through your oath.

You have two uses of Channel Divinity. You regain one expended use when you finish a Short Rest, and all uses when you finish a Long Rest. You gain a third use at Paladin level 11.

If a Channel Divinity option requires a saving throw, the DC equals your Paladin spell save DC.

Level 3: Paladin Subclass

You choose a Paladin subclass that reflects the oath you swear. Your subclass grants features at Paladin levels 3, 7, 15, and 20.

Level 5: Extra Attack

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Level 5: Faithful Steed

You always have the Find Steed spell prepared.

You can cast it once without expending a spell slot, and you regain the ability to do so when you finish a Long Rest.

Level 6: Aura of Protection

You radiate an unseeable aura in a 10-foot emanation centered on you. The aura is inactive while you are Incapacitated.

You and friendly creatures in the aura gain a bonus to all saving throws equal to your Charisma modifier (minimum +1).

A creature can benefit from only one Aura of Protection at a time.

Level 9: Abjure Foes

As a Magic action, you expend one use of Channel Divinity to overwhelm your enemies with awe.

Choose a number of creatures you can see within 60 feet equal to your Charisma modifier (minimum one). Each target must succeed on a Wisdom saving throw or be Frightened for 1 minute or until it takes damage.

While Frightened this way, the creature can take only one of the following on its turn: move, take an action, or take a Bonus Action.



Level 10: Aura of Courage

You and friendly creatures within your Aura of Protection are immune to the Frightened condition.

If a frightened creature enters the aura, the condition has no effect while it remains there.

Level 11: Radiant Strikes

Your attacks carry divine power.

Once on each of your turns when you hit with a melee weapon attack or unarmed strike, you deal an extra 1d8 Radiant damage.

Level 14: Restoring Touch

When you use Lay On Hands, you can also remove one or more of the following conditions from the target: Blinded, Charmed, Deafened, Frightened, Paralyzed, or Stunned.

Removing a condition costs 5 Hit Points from your Lay On Hands pool per condition.

Level 18: Aura Expansion

Your Aura of Protection now has a 30-foot radius.

Level 19: Epic Boon

You gain an Epic Boon feat or another feat for which you qualify.



Paladin Oath of Aurelion Vale

Custodians of Continuity

Paladins sworn to Aurelion Vale are not champions of passion or faith. They are living precedents.

Their oath binds them to the uninterrupted functioning of the Nation. They preserve law, halt disorder, and act as the Crown's final authority when institutions falter. An Aurelion Paladin does not ask whether a command is popular—only whether it is lawful, recorded, and necessary.

They believe that chaos does not begin with rebellion, but with exceptions made too easily.

Tenets of Aurelion Vale

Paladins of Aurelion swear the following obligations, recorded publicly and witnessed by the Crown:

Preserve What Endures. Institutions that have lasted deserve defense until they are proven unworthy.

Act Through Process. Power exercised without record invites corruption.

Halt Disorder Before It Spreads. Unchecked instability is cruelty masquerading as freedom.

Be the Burden. When action must be taken, let the weight fall on you.

Breaking these tenets constitutes treason, not spiritual failure.

Oath Spells

You always have the following spells prepared. They don't count against the number of Paladin spells you can prepare.

Paladin Level	Spells
3rd	Command, Shield of Faith
5th	Hold Person, Zone of Truth
9th	Counterspell, Slow
13th	Banishment, Guardian of Faith
17th	Wall of Force, Hold Monster

Level 3: Channel Divinity

When you take this oath, you gain the following two Channel Divinity options.

Mandate of Arrest

As a Bonus Action, you issue a binding command backed by national authority.

Choose one creature you can see within 30 feet. The creature must succeed on a Wisdom saving throw or become Restrained until the end of your next turn.

If the creature is within the legal jurisdiction of Aurelion Vale, it has Disadvantage on this saving throw.

Seal of Precedent

As a Reaction when a creature you can see within 30 feet attempts to take a Reaction, Bonus Action, or cast a spell of 3rd level or lower, you can expend Channel Divinity to interrupt it.

The triggering action fails, and the creature cannot take the same type of action until the start of its next turn.

Level 7: Custodian's Authority

Your presence enforces order.

Creatures of your choice within your Aura of Protection have Advantage on saving throws against being Charmed or Frightened.

Creatures you designate as hostile within the aura have Disadvantage on opportunity attacks against creatures other than you.

In addition, while within Aurelion Vale's borders, you may formally assume custodial authority over a location, granting you final say on movement, detainment, and the suspension of activities for up to 1 hour.

Level 15: Weight of the Record

You can shoulder the consequences of order.

When a creature within your Aura of Protection fails a saving throw, you can use your Reaction to allow that creature to succeed instead.

If you do so, you take Psychic damage equal to twice the spell's level or twice the triggering creature's Proficiency Bonus (whichever is higher). This damage cannot be reduced or prevented.

You can use this feature a number of times equal to your Charisma modifier (minimum once), regaining all uses when you finish a Long Rest.

Level 20: Living Precedent

You become an embodiment of Aurelion law.

As a Bonus Action, you enter a state of absolute authority for 1 minute:

Hostile creatures within 30 feet of you have their Speed reduced to 0 while they remain in the area.

You automatically succeed on saving throws against spells and effects that would move, restrain, or incapacitate you.

Whenever you hit a creature with a melee weapon attack, that creature cannot take Reactions until the start of its next turn.

Once you use this feature, you can't use it again until you finish a Long Rest.

Oathbreaker Consequence (Aurelion)

An Aurelion Paladin who breaks their oath is:

Stripped of all legal authority

Publicly recorded as forsworn

Permanently barred from service in any provenance

There is no reinstatement.



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In addition, while within Aurelion Vale's borders, you may formally assume custodial authority over a location, granting you final say on movement, detainment, and the suspension of activities for up to 1 hour.

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When a creature within your Aura of Protection fails a saving throw, you can use your Reaction to allow that creature to succeed instead.

If you do so, you take Psychic damage equal to twice the spell's level or twice the triggering creature's Proficiency Bonus (whichever is higher). This damage cannot be reduced or prevented.

You can use this feature a number of times equal to your Charisma modifier (minimum once), regaining all uses when you finish a Long Rest.

Level 20: Living Precedent

You become an embodiment of Aurelion law.

As a Bonus Action, you enter a state of absolute authority for 1 minute:

Hostile creatures within 30 feet of you have their Speed reduced to 0 while they remain in the area.

You automatically succeed on saving throws against spells and effects that would move, restrain, or incapacitate you.

Whenever you hit a creature with a melee weapon attack, that creature cannot take Reactions until the start of its next turn.

Once you use this feature, you can't use it again until you finish a Long Rest.

Oathbreaker Consequence (Aurelion)

An Aurelion Paladin who breaks their oath is:

Stripped of all legal authority

Publicly recorded as forsworn

Permanently barred from service in any provenance

There is no reinstatement.



Paladin Oath of Kharos Reach

Wardens of Trial

Paladins of Kharos Reach are not symbols of peace. They are proof.

They exist to test leaders, enemies, and themselves. A Kharos Paladin believes that unchecked power rots, comfort dulls the blade, and mercy without strength is a lie told to avoid effort.

They serve the Crown by forcing truth through conflict—never cruelty, never indulgence.

Tenets of Kharos Reach

These tenets are spoken aloud before witnesses and reaffirmed through action:

Seek the Trial. Strength unused decays. Conflict reveals truth.

Stand Where It Breaks. If something must fail, let it fail against you.

Spare the Worthy. Victory proves superiority, not license for cruelty.

End What Cannot Endure. What refuses the trial forfeits the right to persist.

To abandon trial is to abandon Kharos itself.

Oath Spells

You always have the following spells prepared. They don't count against the number of Paladin spells you can prepare.

Paladin Level Spells

3rd	<i>Heroism, Compelled Duel</i>
5th	<i>Enhance Ability, Branding Smite</i>
9th	<i>Haste, Crusader's Mantle</i>
13th	<i>Fire Shield, Freedom of Movement</i>
17th	<i>Steel Wind Strike, Destructive Wave</i>

Level 3: Channel Divinity

You gain the following two Channel Divinity options.

Call to Trial

As a Bonus Action, you challenge a creature you can see within 30 feet.

For 1 minute:

You have Advantage on attack rolls against the target.

The target has Disadvantage on attack rolls against creatures other than you.

If the target willingly attacks another creature during this effect, it takes Radiant or Fire damage (your choice) equal to your Paladin level.

Proving Strike

When you hit a creature with a melee weapon attack, you can expend Channel Divinity to turn the blow into a test of endurance.

The attack deals extra damage equal to 2d8 + your Charisma modifier, and the target must succeed on a Strength saving throw or be knocked Prone or Disarmed (your choice).

Level 7: Trial-Born Presence

Your presence invites challenge.

You gain Resistance to Fire damage.

When a creature within your Aura of Protection hits you with an attack, that creature takes damage equal to your Proficiency Bonus.

Additionally, while within Kharos Reach, you may formally invoke a Trial of Standing:

Challenged creatures cannot flee or teleport away from you unless they first succeed on a saving throw against your spell save DC.

Level 15: Strength Answered

You grow stronger when tested.

When a creature within 5 feet of you hits you with an attack, you can use your Reaction to make one melee weapon attack against that creature.

If this attack hits:

You regain Hit Points equal to your Charisma modifier + Proficiency Bonus.

The creature's Speed becomes 0 until the end of its next turn.

You can use this feature a number of times equal to your Charisma modifier (minimum once), regaining all uses on a Long Rest.

Level 20: Avatar of the Trial

As a Bonus Action, you embody Kharos's doctrine for 1 minute:

You gain Advantage on all Strength and Constitution saving throws.

You score a critical hit on a roll of 19–20.

When you reduce a creature to 0 Hit Points, you may immediately move up to half your Speed and make one weapon attack (no action required).

Enemies within 30 feet of you have Disadvantage on saving throws against being Frightened.

Once you use this feature, you can't use it again until you finish a Long Rest.

Oathbreaker Consequence (Kharos Reach)

A Kharos Paladin who breaks their oath is declared Unproven.

They are:

Stripped of honor-marks and trial rights

Barred from issuing challenges

Considered unworthy of command

There is no redemption through confession—only through deeds far beyond expectation, at the DM's discretion.



Cleric

Clerics are conduits of power that predates nations, kings, and even history. Through devotion, discipline, and ritual practice, a Cleric aligns themselves with one of the Essences that shape reality within the Mother. Whether they serve through healing, revelation, war, or entropy, Clerics do not command divine power... they participate in it.

In Silverdust, Clerics are not rare. They serve as judges, medics, wardens, archivists, execution witnesses, and battlefield anchors. While each Cleric may honor a particular Power, their magic flows through Essences, not dogma alone.

To be a Cleric is to accept responsibility... to act as a corrective force within the world.

Core Cleric Traits

Primary Ability Wisdom

Hit Point Die d8 per Cleric level

Saving Throw Proficiencies Wisdom, Charisma

Skill Proficiencies Choose 2: History, Insight, Medicine, Persuasion, or Religion

Weapon Proficiencies Simple weapons

Armor Training Light armor, Medium armor, Shields

Spellcasting Focus Holy Symbol

Starting Equipment Choose A or B: (A) Mace, Shield, Scale Mail, Holy Symbol, Priest's Pack, and 8 GP (B) 120 GP

Becoming a Cleric As a Level 1 Character

Gain all traits listed in Core Cleric Traits

Gain the Cleric's level 1 features, listed in the Cleric Features table

As a Multiclass Character

Gain proficiency with Light and Medium armor and Shields

Gain Spellcasting and Channel Divinity features

See the multiclassing rules to determine spell slots

Cleric Class Features

Level	Proficiency Bonus	Features	Channel Divinity	Cantrips	Prepared Spells	1	2	3	4	5	6	7	8	9
1	+2	Spellcasting, Channel Divinity (Unmoored)	1	3	2	2	—	—	—	—	—	—	—	—
2	+2	Harness Divine Power	1	3	3	3	—	—	—	—	—	—	—	—
3	+2	Cleric Subclass (Essence)	2	3	4	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	2	4	5	4	2	—	—	—	—	—	—	—
5	+3	—	2	4	6	4	3	—	—	—	—	—	—	—
6	+3	Subclass Feature	2	4	7	4	3	—	—	—	—	—	—	—
7	+3	—	2	4	8	4	3	1	—	—	—	—	—	—
8	+3	Ability Score Improvement	2	4	9	4	3	2	—	—	—	—	—	—
9	+4	—	2	4	10	4	3	3	—	—	—	—	—	—
10	+4	Divine Intervention	3	5	11	4	3	3	1	—	—	—	—	—
11	+4	—	3	5	12	4	3	3	2	—	—	—	—	—
12	+4	Ability Score Improvement	3	5	13	4	3	3	2	—	—	—	—	—
13	+5	—	3	5	14	4	3	3	3	1	—	—	—	—
14	+5	Subclass Feature	3	5	15	4	3	3	3	1	—	—	—	—
15	+5	—	3	5	16	4	3	3	3	2	—	—	—	—
16	+5	Ability Score Improvement	3	5	17	4	3	3	3	2	—	—	—	—
17	+6	—	3	5	18	4	3	3	3	3	1	—	—	—
18	+6	—	3	5	19	4	3	3	3	3	1	—	—	—
19	+6	Epic Boon	3	5	20	4	3	3	3	3	2	—	—	—
20	+6	Improved Divine Intervention	3	5	21	4	3	3	3	3	2	1	—	—



Cleric Class Features

Level 1: Spellcasting

You have learned to cast spells by aligning yourself with an Essence and maintaining disciplined ritual practice.

Spell Slots. The Cleric Features table shows how many spell slots you have to cast your Cleric spells of 1st level and higher. You regain all expended spell slots when you finish a Long Rest.

Prepared Spells of 1st Level and Higher. You prepare the list of Cleric spells that are available for you to cast. To do so, choose a number of Cleric spells equal to your Wisdom modifier + your Cleric level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level Cleric with a Wisdom of 16 (+3), you can prepare six Cleric spells of 1st or 2nd level in any combination.

If a feature grants you spells that are always prepared, those spells do not count against the number of spells you prepare.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any number of Cleric spells with other Cleric spells for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Cleric spells.

Spellcasting Focus. You can use a Holy Symbol as a spellcasting focus for your Cleric spells.

Level 1: Channel Divinity — Turn the Unmoored

You can channel divine authority to repel beings that exist outside the natural cycle of life, death, and renewal.

As a Magic action, you present your holy symbol and speak a word of alignment. Each Unmoored creature within 30 feet of you must make a Wisdom saving throw.

On a failed save, the creature is Turned for 1 minute or until it takes any damage. A Turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move closer to you. It also can't take reactions.

For the purposes of this feature, Unmoored creatures typically include:

- Undead

- Aberrations

- Creatures sustained by unnatural magic or severed from the natural cycle

Your DM determines what creatures qualify in unusual cases.

Channel Divinity Uses

You can use Channel Divinity a number of times as shown in the Cleric Features table.

You regain one expended use when you finish a Short Rest

You regain all expended uses when you finish a Long Rest

If a Channel Divinity effect requires a saving throw, the DC equals your Cleric spell save DC.

Level 2: Harness Divine Power

You can convert divine authority into raw magical endurance.

As a Bonus Action, you can expend one use of Channel Divinity to regain one expended spell slot of 1st level.

At higher Cleric levels, you can regain higher-level spell slots:

- 3rd level spell slot at Cleric level 6

- 4th level spell slot at Cleric level 10

- 5th level spell slot at Cleric level 14

Once you regain a spell slot with this feature, you can't do so again until you finish a Long Rest.

Level 3: Cleric Subclass (Essence)

You choose an Essence that shapes how you channel divine power. Your chosen Essence grants you features at Cleric levels 3, 6, 10, 14, and 17.

Each Essence represents a distinct way divine power corrects, sustains, or reshapes the world.

Level 10: Divine Intervention

You can call directly upon the Powers for aid.

As an Action, you describe the assistance you seek and roll a percentile die (d100). If you roll a number equal to or lower than your Cleric level, your plea is answered.

The effect of the intervention is determined by the DM and may take the form of:

- A powerful spell effect

- A miraculous coincidence

- A divine sign or revelation

- Direct aid appropriate to your Essence and the situation

If your intervention succeeds, you can't use this feature again for 7 days.

If it fails, you can use it again after finishing a Long Rest.

Level 20: Improved Divine Intervention

Your alignment with the Powers is now complete.

When you use Divine Intervention, it automatically succeeds, and no roll is required.

Once you use Divine Intervention in this way, you can't do so again for 7 days.



Cleric Essence: Order

Order is not law. Order is coherence.

Clerics of Order serve the principle that things must hold together long enough to matter. They stand where chaos threatens to fragment purpose, where authority overreaches into tyranny, or where mercy dissolves responsibility.

Order does not demand obedience. It demands structure that serves life.

Clerics bound to Order are judges, wardens, archivists, oath-keepers, and stabilizers of institutions. They are called when things break — not to punish, but to re-align.

Essence of Order Features

You gain Essence of Order features at Cleric levels 3, 6, 8, and 17.

Essence Spells (Always Prepared)

Your alignment with Order grants you access to these spells. They are always prepared and don't count against your prepared spell limit.

Cleric Level	Spells
3	<i>Command, Shield of Faith</i>
5	<i>Hold Person, Zone of Truth</i>
9	<i>Dispel Magic, Slow</i>
13	<i>Banishment, Stoneskin</i>
17	<i>Hold Monster, Wall of Force</i>

Level 3: Channel Divinity — Edict of Coherence

You assert the presence of Order, forcing instability to resolve.

As an Action, choose one of the following effects:

Stabilize

Choose one creature, object, or magical effect within 30 feet.

A creature gains Advantage on its next saving throw before the end of its next turn.

A magical effect of 3rd level or lower on the target is suppressed until the start of your next turn.

A creature that is Charmed, Frightened, or Restrained may immediately repeat the saving throw against one such effect.

Compel Restraint

Choose a number of creatures equal to your Wisdom modifier (minimum of one) within 30 feet.

Each target must succeed on a Wisdom saving throw or have its Speed reduced to 0 and be unable to take Reactions until the end of its next turn.

This is not mind control — it is imposed structural hesitation.

Level 6: Ordered Mind

Your internal discipline resists distortion.

You gain Advantage on saving throws against being Charmed or Confused.

When you succeed on a saving throw against a spell or magical effect, you may choose to gain a bonus to your next attack roll or saving throw equal to your Proficiency Bonus.

Order rewards clarity under pressure.

Level 8: Potent Spellcasting

You add your Wisdom modifier to the damage you deal with any Cleric cantrip.

Order is not passive — it acts when necessary.

Level 17: Absolute Mandate

You can impose Order so completely that resistance collapses.

As an Action, you invoke Absolute Mandate for 1 minute:

Enemies of your choice within 30 feet have Disadvantage on saving throws against your Cleric spells.

Allies within 30 feet have Advantage on saving throws.

Magical effects of 5th level or lower that would create difficult terrain, forced movement, or random outcomes fail to manifest within the area.

Once you use this feature, you can't use it again until you finish a Long Rest.

Order Clerics in Silverdust (Player-Facing Sidebar)

Order Clerics are often found:

presiding over trials

drafting oaths and treaties

guarding vaults and archives

serving on law councils

mediating between powers

They are respected — and often feared — not because they punish, but because they remember.



Life Essence

Clerics of the Life Essence do not merely heal... they maintain.

To them, life is not sacred because it is gentle, but because it is fragile. Wounds must be closed, sickness halted, and vitality preserved long enough for growth to continue. A Life cleric does not deny death... they delay it when it comes too early.

In Silverdust, Life clerics are surgeons, midwives, battlefield medics, hospice keepers, and quiet wardens of communities too poor or too isolated to survive without them.

They serve the Mother not as ruler, but as caretaker.
Life Essence Spells

Your devotion to the Life Essence grants you certain spells at the Cleric levels listed below. These spells are always prepared and don't count against the number of spells you can prepare each day.

Cleric Level Spells

3rd	<i>Bless, Cure Wounds</i>
5th	<i>Aid, Lesser Restoration</i>
9th	<i>Beacon of Hope, Revivify</i>
13th	<i>Death Ward, Aura of Life</i>
17th	<i>Mass Cure Wounds, Greater Restoration</i>

Level 3: Channel Divinity — Preserve the Living

You can channel divine energy to stabilize life at its most fragile moment.

As a Magic action, you present your holy symbol and choose any number of creatures within 30 feet of you. Divide a pool of healing equal to five times your Cleric level among the chosen creatures, restoring Hit Points to them.

A creature can receive healing from this feature only if it has less than half its Hit Points remaining.

This healing has no effect on constructs or undead.

This feature represents intervention, not abundance... life held together long enough to endure.

Level 6: Blessed Healer

The act of sustaining others strengthens your own vitality.

When you cast a spell of 1st level or higher that restores Hit Points to a creature other than yourself, you regain Hit Points equal to 2 + the spell's level.

This healing does not require concentration and functions even if the spell restores Hit Points to multiple creatures.

Level 10: Channel Divinity — Vital Surge

Your Channel Divinity can now be used to overcorrect failing life.

When you use Preserve the Living, you can choose one creature affected by it to gain additional benefits:

The creature gains temporary Hit Points equal to your Cleric level.

The creature has advantage on the next saving throw it makes before the end of its next turn.

You may apply this benefit to only one creature per use of Channel Divinity.

Level 14: Supreme Healing

Your restorative magic reaches its intended form.

When you would roll dice to determine the Hit Points restored by a Cleric spell you cast, you instead use the maximum possible result for each die.

This applies only to spells that restore Hit Points and does not affect temporary Hit Points.

Level 17: Avatar of Sustenance

You become a living anchor against collapse.

As a Bonus Action, you can enter a state of heightened vitality for 1 minute. While in this state:

You and allies within 30 feet of you regain 10 Hit Points at the start of each of your turns.

You have resistance to Necrotic damage.

If an ally within the aura would be reduced to 0 Hit Points, you can use your Reaction to reduce that damage to 0 instead. Once this reaction is used, it can't be used again until the start of your next turn.

Once you use this feature, you can't do so again until you finish a Long Rest.



Light Essence

Clerics of the Light Essence do not worship fire for its destruction, nor radiance for its beauty. They revere illumination... the act of making truth unavoidable.

Light reveals. Light exposes. Light corrects.

In Silverdust, Light clerics serve as wardens, signal-keepers, judges' aides, lighthouse keepers, and battlefield beacons. They are trusted not because they are gentle, but because nothing thrives long in their presence if it hides rot.

They serve the Father through clarity, and the Mother through balance... standing where shadow grows too deep.

Light Essence Spells

Your devotion to the Light Essence grants you certain spells at the Cleric levels listed below. These spells are always prepared and don't count against the number of spells you can prepare each day.

Cleric Level	Spells
3rd	<i>Burning Hands, Faerie Fire</i>
5th	<i>Flaming Sphere, Scorching Ray</i>
9th	<i>Daylight, Fireball</i>
13th	<i>Guardian of Faith, Wall of Fire</i>
17th	<i>Flame Strike, Dawn</i>

Level 3: Channel Divinity — Radiance of Revelation

You unleash controlled illumination to drive back darkness and expose threat.

As a Magic action, you present your holy symbol and emit brilliant light in a 30-foot radius centered on yourself. Each hostile creature in the area must make a Constitution saving throw.

On a failure, a creature takes Radiant damage equal to $2d10 +$ your Cleric level and is Blinded until the end of its next turn.

On a success, the creature takes half damage and isn't Blinded.

Creatures that rely on invisibility, illusion, or magical darkness have disadvantage on this saving throw.

This light dispels nonmagical darkness and suppresses magical darkness of 3rd level or lower for the duration.

Level 6: Warding Flare

You can interpose bursts of light to protect yourself and others.

When you or a creature you can see within 30 feet of you is attacked, you can use your Reaction to impose Disadvantage on the attack roll.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Level 10: Improved Radiance

Your light burns with corrective force.

When a creature fails its saving throw against your Radiance of Revelation Channel Divinity:

The creature sheds Bright Light in a 10-foot radius for 1 minute.

While illuminated this way, the creature can't benefit from being Invisible, and attack rolls against it have Advantage.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Level 14: Corona of Illumination

You radiate steady brilliance that weakens corruption.

As a Bonus Action, you activate an aura of light for 1 minute:

You emit Bright Light in a 30-foot radius and Dim Light for 30 feet beyond that.

Enemies that start their turn in the bright light take Radiant damage equal to your Wisdom modifier.

Allies in the bright light have Advantage on saving throws against being Blinded, Charmed, or Frightened.

Once you use this feature, you can't use it again until you finish a Long Rest.

Level 17: Beacon of Correction

Your presence becomes an undeniable truth.

When you roll initiative and have no uses of Channel Divinity remaining, you regain one use.

Additionally, once per turn when you deal Radiant or Fire damage with a Cleric spell, you can cause one creature damaged by the spell to have Disadvantage on its next attack roll or saving throw before the end of its next turn.



Death Essence

Clerics of the Death Essence do not rule death... they tend it.

They understand that death is not an enemy of life, but its limiter. Without it, growth becomes rot, memory becomes burden, and the world collapses under its own weight. In Silverdust, Death is no longer ruled by a single Power. It is a process, a machine, and a burden shared.

Death clerics serve as morticians, soul-wardens, execution witnesses, plague priests, and keepers of the passage between Samsarah and Gehenna. They do not promise resurrection lightly... and they do not prevent death when its time has come.

Death Essence Spells

Your devotion to the Death Essence grants you certain spells at the Cleric levels listed below. These spells are always prepared and don't count against the number of spells you can prepare each day.

Cleric Level Spells

3rd	<i>False Life, Ray of Sickness</i>
5th	<i>Gentle Repose, Wither and Bloom</i>
9th	<i>Animate Dead, Feign Death</i>
13th	<i>Blight, Blight of Samsarah†</i>
17th	<i>Negative Energy Flood, Circle of Death</i>

† Blight of Samsarah is a setting spell (DM Appendix), functionally equivalent to Blight but flavored as soul-drain rather than decay.

Level 3: Channel Divinity — Weigh the Soul

You channel divine entropy to hasten what is already failing.

As a Magic action, choose one creature you can see within 30 feet. The creature must make a Constitution saving throw.

On a failure, the creature takes Necrotic damage equal to 2d10 + your Cleric level, and it can't regain Hit Points until the start of your next turn.

If the creature is below half its Hit Points when it fails the save, it also gains Disadvantage on its next saving throw.

On a success, the creature takes half damage and suffers no additional effect.

This Channel Divinity has no effect on constructs.

Level 6: Keeper of the Threshold

You sense imbalance where death lingers too long... or not long enough.

You have Advantage on Wisdom (Medicine) and Wisdom (Perception) checks related to dying creatures, corpses, or undead.

When a creature you can see within 30 feet is reduced to 0 Hit Points, you can use your Reaction to either:

Grant the creature advantage on its next death saving throw, or

Impose Disadvantage on the next death saving throw it makes

You choose which effect occurs.

Level 10: Channel Divinity — Unmoor the Failing

Your divine authority disrupts creatures clinging unnaturally to existence.

When you use Weigh the Soul, you can target two creatures instead of one, provided both are within range.

Additionally, undead and creatures sustained by necromancy have Disadvantage on the saving throw against this effect.

Level 14: Entropic Shelter

Death bends around you, but does not claim you early.

You gain Resistance to Necrotic damage.

When you or an ally within 30 feet would be reduced to 0 Hit Points, you can use your Reaction to reduce the damage by an amount equal to twice your Cleric level.

Once you use this reaction, you can't do so again until you finish a Short or Long Rest.

Level 17: Warden of the Cycle

You are recognized by the systems that govern death.

Undead have Disadvantage on attack rolls against you.

Once per turn, when you deal Necrotic damage to a creature, you regain Hit Points equal to your Wisdom modifier (minimum of 1).

Additionally, when a creature dies within 30 feet of you, you can choose one of the following effects (no action required):

Gain advantage on your next saving throw

Regain one expended use of Channel Divinity (once per Long Rest)



Tempest Essence

Clerics of the Tempest Essence do not worship destruction... they serve pressure.

Storms are not evil. They are release. When forces build too long without movement, collapse follows. The Tempest exists to break stagnation, to scatter what has grown rigid, and to remind mortals that no structure stands without flexibility.

In Silverdust, Tempest clerics serve as stormwardens, naval priests, siege-breakers, river-guides, and battlefield disruptors. They are welcomed when momentum is needed... and feared when restraint fails.

They serve the Mother through motion, and the Father through inevitability.

Tempest Essence Spells

Your devotion to the Tempest Essence grants you certain spells at the Cleric levels listed below. These spells are always prepared and don't count against the number of spells you can prepare each day.

Cleric Level	Spells
3rd	<i>Fog Cloud, Thunderwave</i>
5th	<i>Gust of Wind, Shatter</i>
9th	<i>Call Lightning, Sleet Storm</i>
13th	<i>Control Water, Ice Storm</i>
17th	<i>Destructive Wave, Control Winds</i>

Level 3: Channel Divinity — Wrath of the Stormbound

You channel the pressure of storm and sea into a sudden release.

As a Magic action, choose one creature you can see within 30 feet. The creature must make a Dexterity saving throw.

On a failure, the creature takes Lightning or Thunder damage (your choice) equal to 2d10 + your Cleric level, and is pushed up to 10 feet away from you.

On a success, the creature takes half damage and isn't pushed.

If the creature is Large or smaller and fails the save by 5 or more, it is also knocked Prone.

Level 6: Stormborn Resilience

The storm does not turn against its own.

You gain Resistance to Lightning and Thunder damage.

When you take Lightning or Thunder damage, you can use your Reaction to deal damage of the same type equal to your Wisdom modifier (minimum of 1) to a creature within 10 feet of you.

Level 10: Channel Divinity — Driving Gale

Your Channel Divinity can now reshape the battlefield.

When you use Wrath of the Stormbound, you can instead choose a 15-foot cone originating from you. Each creature in the cone must make the saving throw separately.

Creatures that fail the save are pushed directly away from you and suffer the effects as normal.

Level 14: Thunderous Strikes

Your attacks carry disruptive force.

Once on each of your turns, when you deal Lightning or Thunder damage to a creature, you can cause one of the following effects (no action required):

Reduce the creature's Speed by 10 feet until the end of its next turn

Impose Disadvantage on the creature's next Strength or Dexterity saving throw

Level 17: Avatar of the Tempest

You become the storm's axis.

As a Bonus Action, you assume a storm-wreathed form for 1 minute:

You gain a flying speed of 30 feet (hover).

You emit wind and lightning in a 20-foot radius. Enemies that start their turn in the area take Lightning damage equal to your Wisdom modifier + your Proficiency Bonus.

Opportunity attacks against you have Disadvantage.

Once you use this feature, you can't do so again until you finish a Long Rest.



War Essence

Clerics of the War Essence do not glorify bloodshed... they accept its necessity.

War is not failure. War is what occurs when all other systems break under pressure. It is the last corrective force, the one that settles disputes when words, contracts, and mercy fail.

In Silverdust, War clerics serve as battle-priests, standard-bearers, strategists, and oathwardens. They stand beside soldiers, not above them, and ensure that violence is applied with discipline, not excess.

They serve the Father through resolve, and the Mother through survival.

War Essence Spells

Your devotion to the War Essence grants you certain spells at the Cleric levels listed below. These spells are always prepared and don't count against the number of spells you can prepare each day.

Cleric Level Spells

3rd	<i>Divine Favor, Shield of Faith</i>
5th	<i>Magic Weapon, Spiritual Weapon</i>
9th	<i>Crusader's Mantle, Spirit Shroud</i>
13th	<i>Freedom of Movement, Blight of War†</i>
17th	<i>Steel Wind Strike, Holy Weapon</i>

† Blight of War is a setting spell (DM Appendix), mechanically equivalent to Blight but flavored as forceful vitality rupture rather than decay.

Level 3: Channel Divinity — Guided Strike

You invoke divine discipline to turn failure into certainty.

As a Reaction when you or a creature you can see within 30 feet misses with an attack roll, you can expend one use of Channel Divinity to grant a +10 bonus to the roll, potentially causing it to hit.

This reflects not luck, but clarity of execution.

Level 6: War Priest

Your training allows you to blend spell and steel seamlessly.

When you take the Attack action, you can make one weapon attack as a Bonus Action.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Level 10: Channel Divinity — Press the Advantage

Your Channel Divinity now reinforces momentum.

When you use Guided Strike, the creature whose attack roll is modified gains one of the following benefits until the end of its next turn:

Advantage on its next weapon attack

Temporary Hit Points equal to your Cleric level

You choose the benefit when you use the feature.

Level 14: Divine Armament

Your strikes carry the weight of purpose.

Once on each of your turns when you hit with a weapon attack, you deal an extra 1d8 damage of the weapon's type.

If the target is below half its Hit Points, the extra damage becomes 1d8 + your Wisdom modifier instead.

Level 17: Avatar of Battle

You become an anchor of conflict, unyielding and relentless.

You gain Resistance to Bludgeoning, Piercing, and Slashing damage from nonmagical attacks.

When you or an ally within 10 feet of you is hit by an attack, you can use your Reaction to reduce the damage by an amount equal to your Proficiency Bonus + Wisdom modifier.

Once you use this reaction, you can't use it again until the start of your next turn.



Artificer

Stabilizers of magic, architects of function, and keepers of the world's quiet miracles.

In Silverdust, magic is everywhere... but it does not behave. It leaks, warps, corrodes, and overflows. Where spellcasters command magic through will or faith, Artificers negotiate with it, bind it, channel it, and make it useful.

An Artificer might be a master engineer, an alchemist, a smith, a plumber, or a quiet shopkeeper whose tools keep a neighborhood alive. Some craft wonders worthy of legend. Most ensure the world does not fall apart.

Artificer Class Details

As an Artificer, you gain the following class features

Hit Points

Hit Dice: 1d8

Hit Points at 1st Level: 8

Hit Points at Higher Levels: d8 per Artificer level

Proficiencies

Armor: Light armor, Medium armor, Shields

Weapons: Simple weapons

Tools: Thieves' Tools, Tinker's Tools, One additional artisan's tool of your choice

Saving Throws: Constitution, Intelligence

Skills: Arcana, History, Investigation, Medicine, Nature, Perception, Sleight of Hand

Primary Ability: Intelligence

Equipment

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

- (a) A. Scale Mail, Shield, Simple weapon of your choice, Thieves' Tools, One artisan's tool of your choice, Explorer's Pack, 5 GP or (b) B. 150 GP

Becoming an Artificer

As a Level 1 Character

You gain all the traits in the Artificer Class Details table and the level 1 Artificer features.

As a Multiclass Character

You gain:

- Proficiency with Light and Medium armor
- Proficiency with Shields
- Proficiency with Thieves' Tools
- Artificer Features
- Tool Proficiencies

Artificer Class Features

Level	Proficiency Bonus	Class Features	Infusions Known	Infused Items	1st	2nd	3rd	4th	5th
1	+2	Magical Tinkering, Spellcasting	—	—	2	—	—	—	—
2	+2	Bindings (Infusions)	4	2	2	—	—	—	—
3	+2	Artificer Subclass	4	2	3	—	—	—	—
4	+2	Ability Score Improvement	4	2	3	—	—	—	—
5	+3	Tool Expertise	4	2	4	2	—	—	—
6	+3	Binding Expansion	6	3	4	2	—	—	—
7	+3	Flash of Insight	6	3	4	3	—	—	—
8	+3	Ability Score Improvement	6	3	4	3	—	—	—
9	+4	—	6	3	4	3	2	—	—
10	+4	Binding Adaptation	8	4	4	3	2	—	—
11	+4	Spell-Storing Device	8	4	4	3	3	—	—
12	+4	Ability Score Improvement	8	4	4	3	3	—	—
13	+5	—	8	4	4	3	3	1	—
14	+5	Binding Mastery	10	5	4	3	3	1	—
15	+5	Subclass Feature	10	5	4	3	3	2	—
16	+5	Ability Score Improvement	10	5	4	3	3	2	—
17	+6	—	10	5	4	3	3	3	1
18	+6	Binding Supremacy	12	6	4	3	3	3	1
19	+6	Epic Boon	12	6	4	3	3	3	2
20	+6	Architect of Stability	12	6	4	3	3	3	2

Class Features

Level 1: Magical Tinkering

You learn how to imbue small objects with minor magical effects. This feature functions as described in the Artificer class rules.

In Silverdust, Magical Tinkering is widely used for:

- signage
- alarms
- comfort devices
- communication aids

Level 1: Spellcasting

You cast spells using carefully prepared devices, reagents, and bindings.

Spellcasting Ability: Intelligence

Spellcasting Focus: Tools or infused items

Prepared Spells: You prepare spells after a Long Rest

Your spell list emphasizes:

- repair
- protection
- transformation
- detection

Raw destructive magic exists, but is not the Artificer's specialty.

Level 2: Bindings (Infusions)

You learn how to stabilize magic within objects, preventing bleed, failure, or decay.

This feature functions identically to Infusions in the UA Artificer, but is referred to as Bindings in-world.

You can bind magic into nonmagical objects, creating reliable tools, weapons, and devices.

Level 3: Artificer Subclass

You choose an Artificer subclass, which grants you features at levels 3, 5, 9, and 15.

Subclasses represent professional philosophies, not rare destinies.

Level 5: Tool Expertise

Your proficiency bonus is doubled for any ability check using a tool with which you are proficient.

Level 7: Flash of Insight

When you or a creature you can see within 30 feet fails an ability check or saving throw, you can use your Reaction to add your Intelligence modifier to the roll.

You can use this feature a number of times equal to your Intelligence modifier (minimum once), regaining all uses after a Long Rest.

Level 11: Spell-Storing Device

You create a device that can store a spell of 1st or 2nd level. This functions as described in the UA rules.

In Silverdust, these devices are:

- limited
- regulated
- common in infrastructure
- rarely used for warfare

Level 20: Architect of Stability

Your presence anchors magic.

When a magic item you have bound would fail, overload, or break, you can cause it to function normally instead (no action required).

Once per Long Rest, when a spell or magical effect within 30 feet would cause catastrophic or uncontrolled consequences, you can suppress secondary effects, limiting it to its intended result.

This does not negate magic... It prevents the world from tearing.

Artificers in Silverdust

Artificers are everywhere:

- cities
- villages
- ships
- frontier settlements

They are trusted not because they are powerful, but because things work when they are present.



Artificer Subclass: Formwright

A Formwright is an artificer who specializes in preserving structure against entropy. Where others invent or innovate, the Formwright refines, reinforces, and seals. Their work does not dazzle... it endures.

Formwrights are found wherever failure would be catastrophic: bridges, vaults, reactors, wards, airships, and deep infrastructure. Their craft is patient, deliberate, and unforgiving of shortcuts.

Formwright Features

You gain Formwright features at Artificer levels 3, 5, 9, and 15.

Level 3: Structural Binding

You have learned how to reinforce an object's underlying form, not just its enchantment.

When you finish a Long Rest, choose one non-consumable object you touch (weapon, armor, tool, shield, or worn item). That object gains one of the following benefits until your next Long Rest:

Reinforced Form: The object cannot be broken, sundered, or destroyed by nonmagical means.

Stabilized Channel: If the object is magical, its effects cannot be suppressed by wild magic or unstable magical environments.

Enduring Pattern: The first time each day the object's bearer would suffer a critical hit, the hit becomes a normal hit instead.

You can affect only one object at a time with this feature. Applying it to a new object ends the previous effect.

Level 3: Formwright Spells

You always have the following spells prepared. These spells do not count against the number of spells you can prepare.

Artificer Level Spells

3	<i>Shield, Absorb Elements</i>
5	<i>Lesser Restoration, Heat Metal</i>
9	<i>Dispel Magic, Protection from Energy</i>
13	<i>Fabricate, Stone Shape</i>
17	<i>Wall of Force, Greater Restoration</i>

These spells reflect control, reinforcement, and containment rather than raw destruction.

Level 5: Fail-Safe Design

You design redundancies into everything you make.

When a creature you can see within 30 feet fails a saving throw or ability check using a tool, weapon, or item you have bound or crafted, you can use your Reaction to allow the creature to reroll the check and take the new result.

You can use this feature a number of times equal to your Intelligence modifier (minimum once), and you regain all expended uses when you finish a Long Rest.

Level 9: Pattern Suppression

You can temporarily suppress destabilizing forces.

As a Reaction when a magical effect within 30 feet of you would trigger an additional effect (wild surge, backlash, area expansion, secondary damage, or similar instability), you can suppress those secondary effects.

The primary effect still occurs, but no additional consequences occur.

Once you use this feature, you can't use it again until you finish a Short or Long Rest.

DM Note: This feature is intentionally flexible. It is meant to reward awareness and positioning, not negate spellcasting.

Level 15: Immutable Construction

Your work resists even cosmic erosion.

You gain the following benefits:

Magic items you have bound or crafted ignore anti-magic effects for you and their current wielder.

When an object you have reinforced would be destroyed, you can choose to have it instead remain intact with 1 hit point or minimal function.

Once you prevent destruction in this way, you can't do so again until you finish a Long Rest.

In addition, you have Advantage on all saving throws against effects that would alter your form, age you, or transmute your body.

Formwrights in the World

Formwrights are rarely celebrated... and deeply missed when absent.

They serve:

cities
guilds
vaults
mage councils
frontier settlements

They are often the last line of defense before catastrophe.



Artificer Subclass: Alchemical Savant

An Alchemical Savant understands that magic does not merely flow through the world... it leaks. Through reagents, distillation, fermentation, and volatile compounds, the Savant reshapes magic into forms the body can survive.

Alchemical Savants are brewers, surgeons, apothecaries, battlefield medics, and experimental chemists. Some save lives. Some push limits. All of them accept risk as part of the craft.

Alchemical Savant Features

You gain Alchemical Savant features at Artificer levels 3, 5, 9, and 15.

Level 3: Field Concoctions

You learn to rapidly prepare unstable alchemical mixtures.

When you finish a Short or Long Rest, you can create a number of Concoctions equal to your Intelligence modifier (minimum of 1). These concoctions remain potent until your next Long Rest.

As a Bonus Action, you can administer a Concoction to yourself or a creature within 5 feet.

Choose the effect when you create the concoction:

Restorative Draught: Regain 2d6 Hit Points.

Stimulant: Gain Advantage on Strength or Dexterity checks for 1 minute.

Sedative: A willing creature gains Advantage on saving throws against being Charmed or Frightened for 10 minutes.

Neutralizer: End the Poisoned condition on the creature.

These effects are nonmagical once created and function in antimagic zones.

Level 3: Alchemical Savant Spells

You always have the following spells prepared. They don't count against your prepared spell list.

Artificer Level Spells

3	<i>Cure Wounds, Ray of Sickness</i>
5	<i>Lesser Restoration, Web</i>
9	<i>Gaseous Form, Protection from Poison</i>
13	<i>Blight, Vitriolic Sphere</i>
17	<i>Cloudkill, Greater Restoration</i>

These spells represent chemical reactions, aerosols, and bodily alteration rather than divine or arcane invocation.

Level 5: Mutagenic Formulae

You can push the body beyond safe limits... temporarily.

As a Bonus Action, you can apply a Mutagen to yourself or a willing creature. The effect lasts for 1 minute.

Choose one:

Might Mutagen: Advantage on Strength checks and saving throws; weapon attacks deal +1d4 damage.

Reflex Mutagen: Advantage on Dexterity checks and saving throws; Speed increases by 10 feet.

Cognition Mutagen: Advantage on Intelligence and Wisdom checks; Concentration checks have Advantage.

Aftereffect: When the mutagen ends, the creature has Disadvantage on the same ability checks until the end of its next turn.

You can use this feature a number of times equal to your Intelligence modifier (minimum once), regaining all uses after a Long Rest.

Level 9: Volatile Compounds

Your mixtures can be weaponized or rapidly deployed.

As an Action, you can throw or deploy a volatile compound to a point within 30 feet. Choose one effect:

Caustic Burst: Creatures in a 10-foot radius take 3d8 Acid damage (Dexterity save for half).

Choking Vapor: The area becomes lightly obscured; creatures that start their turn there must succeed on a Constitution save or be Poisoned until the end of their next turn.

Adhesive Flood: The area becomes difficult terrain for 1 minute.

You can use this feature a number of times equal to your Proficiency Bonus, regaining all uses after a Long Rest.

These effects are nonmagical once deployed.

Level 15: Master Distiller

Your control over chemical processes borders on the miraculous.

You gain the following benefits:

When you create a Concoction or Mutagen, you can create one additional copy without expending extra uses.

Creatures affected by your Concoctions or Mutagens ignore the Aftereffects.

Once per Long Rest, when a creature you can see within 30 feet would drop to 0 Hit Points, you can immediately administer a Concoction to it as a Reaction, causing it to drop to 1 Hit Point instead.

Alchemical Savants in the World

Alchemical Savants are everywhere:

pharmacies

ships

caravans

hospitals

frontier outposts

They are respected not for power... but for preparedness.



Artificer Subclass: Aegiswright

An Aegiswright does not build machines to act in their place. They build systems that allow a mortal body to survive where it otherwise could not.

Aegiswrights design and wear Aegis Frames: reinforced suits, harnesses, and articulated plating that integrate tools, essence channels, and protective systems. These frames are not alive... but they are intimate.

Aegiswright Features
You gain Aegiswright features at Artificer levels 3, 5, 9, and 15.

Level 3: Aegis Frame

You construct a personalized Aegis Frame, a wearable apparatus that integrates armor, tools, and stabilizing systems.

- Donning the Aegis
The Aegis Frame takes 1 minute to don or remove.
- While wearing it, you gain the following benefits:
 - Your AC becomes 13 + your Intelligence modifier, unless your armor already provides a higher AC.
 - The frame counts as both armor and a spellcasting focus.
 - You ignore Strength requirements for armor you wear as part of the Aegis.
 - If the Aegis is destroyed, it can be rebuilt over the course of a Long Rest using tools and materials worth 25 gp.

Level 3: Aegiswright Spells

You always have the following spells prepared. They don't count against your prepared spell list.

Artificer Level	Spells
3	Thunderwave, Shield
5	Enhance Ability, Heat Metal
9	Fly, Protection from Energy
13	Stoneskin, Fire Shield
17	Wall of Force, Steel Wind Strike

These spells represent propulsion, reinforcement, and containment rather than raw arcane force.

Level 5: Integrated Systems

- You install modular systems into your Aegis Frame.
- Choose two Integrated Systems from the list below. You gain an additional system at level 9. You can change one system whenever you finish a Long Rest.
- Integrated Systems
- Kinetic Dampeners: When you take bludgeoning, piercing, or slashing damage, reduce the damage by an amount equal to your Proficiency Bonus.
 - Stabilizer Jets: You gain a climbing speed equal to your walking speed and can reduce falling damage to 0.
 - Environmental Seal: You gain Advantage on saving throws against poison, disease, and environmental hazards.
 - Integrated Tools: You can integrate one set of artisan's tools; using them does not require a free hand.
 - Reinforced Limbs: Once per turn, when you hit with a melee weapon attack, deal an extra 1d6 damage.

Level 9: Emergency Overdrive

- You can push your Aegis beyond safe operational limits.
- As a Bonus Action, you enter Overdrive for 1 minute:
- You gain temporary Hit Points equal to twice your Artificer level.
 - Your Speed increases by 10 feet.
 - You have Advantage on Strength and Dexterity saving throws.
 - Aftereffect: When Overdrive ends, you gain one level of Exhaustion.
 - Once you use this feature, you can't use it again until you finish a Long Rest.

Level 15: Living Bulwark

- Your Aegis has become an extension of your survival instincts.
- While wearing your Aegis Frame:
- You have Resistance to nonmagical bludgeoning, piercing, and slashing damage.
 - When a creature within 5 feet of you would take damage, you can use your Reaction to take the damage instead.
 - If you are reduced to 0 Hit Points, the Aegis remains functional and you can crawl and interact with objects while making death saving throws.
 - Once you redirect damage in this way, you can't do so again until the start of your next turn.

Aegiswrights in Silverdust

- Aegiswrights are found where danger is constant:
- disaster zones
 - deep mines
 - volatile reactors
 - monster containment
 - siege recovery teams
- They are not conquerors. They are the ones who go in when everyone else must leave.



