

Disciple: Soul Master

A Disciple who would call themselves Soul Master have dedicated their research to conjuration magic, surpassing even wizards when it comes to their understanding of the craft. The creatures that they bring into the world are more powerful and more loyal than minions conjured by anyone else, and they are proud to stand alongside their master in the thick of combat.

Soul Master		Spell Slots per Spell Level				
Disciple Level	Spells Known	1st	2nd	3rd	4th	5th
2nd	4	2	-	-	-	-
3rd	5	3	-	-	-	-
4th	5	3	-	-	-	-
5th	6	4	2	-	-	-
6th	6	4	2	-	-	-
7th	7	4	3	-	-	-
8th	7	4	3	-	-	-
9th	8	4	3	2	-	-
10th	8	4	3	2	-	-
11th	9	4	3	3	-	-
12th	9	4	3	3	-	-
13th	10	4	3	3	1	-
14th	10	4	3	3	1	-
15th	11	4	3	3	2	-
16th	11	4	3	3	2	-
17th	12	4	3	3	3	1
18th	12	4	3	3	3	1
19th	13	4	3	3	3	2
20th	13	4	3	3	3	2

Spellcasting

Your magical research and studying have cultivated the ability to cast spells within you.

Spell Slots

The Soul Master table shows how many spell slots you have to cast your disciple spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell Ice Knife and have a 1st-level and a 2nd-level spell slot available, you can cast Ice Knife using either slot.

Spells Known of 1st Level and Higher

You know four 1st-level spells of your choice from the disciple spell list, which includes conjuration spells from all classes spell lists.

The Spells Known column of the Soul Master table shows when you learn more disciple spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the disciple spells you know and replace it with another spell from the disciple spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Intelligence is your spellcasting ability for your disciple spells, so you use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a disciple spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast any disciple spell you know as a ritual if that spell has the ritual tag.

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your disciple spells.

Empowered Summoning

At 2nd level, your magic is able to make the creatures you summon stronger. Your disciple spells which summon creatures gain the following benefits:

- The spell is considered to have been cast with a spell slot 1 level higher than the spell slot you used.
- Any creatures summoned gain temporary hit points equal to $\frac{1}{2}$ of your disciple level (rounded down).
- The creatures' attacks, if any, are considered magical for the purpose of overcoming resistances.

Additionally, as a bonus action, you can command one creature summoned as part of one of your spells to immediately take the attack action, even if that creature was summoned by a spell that usually prevents it from making attacks.

Extra Attack

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Soul Binder

At 6th level, your influence over the creatures you summon is more potent and unwavering. You have advantage on Constitution saving throws that you make to maintain your concentration on a conjuration spell when you take damage.

Additionally, creatures summoned by your disciple spells are not and can never become hostile to you or your allies.

Steadfast Commander

At 10th level, you know you must stay strong in order to keep your minions in check. You and creatures summoned by your spells have advantage on saving throws against being charmed, frightened, and put to sleep.

Rally call

Starting at 14th level, when you roll initiative and have no spell slots of 2nd level or higher remaining, you can regain 1 spell slot of 2nd level or lower. Once you use this feature, you can't use it again until you finish a long rest.