**Channeler Rework**

For thousands of years there have been tales of those who possess a mysterious power unlike any that has ever existed across Faerun. These strange folk are most commonly referred to as channelers by those that know of their existence. Few understand their powers, but all who know them are wary when encountering one.

Channelers get their strange abilities from a phantasm, a spirit formed from the raw energy of the channeler’s soul. These phantasm’s are invisible to all but channelers and a few wielders of magic. Their appearances vary wildly, as do their powers, but their odd nature and latent powers adds a special flair to any party of adventurers.

Channelers have no specific specialization. The wide variety of channeler powers mean that they inhabit almost every facet of society. Some pass their abilities off as the work of a great cleric, while others may operate in the depths of the criminal underworld, performing assassinations and robberies with little to no evidence left behind.

Ultimately, a channeler could be anyone. The customization options are practically endless and nothing beats the power to turn your hand into a demonic squirrel at will. If you’re seeking new zany ways to experience Dungeons and Dragons, the channeler class is for you.

**Class Features**

**Hit Points**

Hit Dice: 1d8 per Channeler level

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

Hit Points at Higher Level: 1d8 (or 5) + your

Constitution modifier per Channeler level after 1st

**Proficiencies**

Armor: None

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Acrobatics, Animal

Handling, Athletics, Deception, Insight, Intimidation, Investigation, Nature, Perception, Persuasion, Survival.

**Equipment**

You start with the following.

• (a) any simple weapon or (b) any martial weapon

• (a) a dungeoneer’s pack or (b) an explorer’s pack

• Light crossbow and 20 bolts

**Channeler Table**

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| Level | Proficiency Bonus | Features | Soul Dice | Manifestations |
| 1st | +2 | Phantasmal Awareness, Phantasmal Aspect | - | - |
| 2nd | +2 | Soul Burn (1), Manifestations | 2d8 | 2 |
| 3rd | +2 | Phantasmal Aspect Feature | 3d8 | 2 |
| 4th | +2 | Ability Score Improvement | 4d8 | 2 |
| 5th | +3 | Phantasmal Aspect Feature | 5d8 | 3 |
| 6th | +3 | - | 6d8 | 3 |
| 7th | +3 | Phantasmic Recall | 7d8 | 4 |
| 8th | +3 | Ability Score Improvement | 8d8 | 4 |
| 9th | +4 | Phantasmal Aspect Feature | 9d8 | 5 |
| 10th | +4 | Soul Burn (2) | 10d8 | 5 |
| 11th | +4 | Phantasmal Aspect Feature | 11d8 | 5 |
| 12th | +4 | Ability Score Improvement | 12d8 | 6 |
| 13th | +5 | Phantasmal Aspect Feature | 13d8 | 6 |
| 14th | +5 | Holistic Protection | 14d8 | 6 |
| 15th | +5 | - | 15d8 | 7 |
| 16th | +5 | Ability Score Improvement | 16d8 | 7 |
| 17th | +6 | Phantasmal Aspect Feature | 17d8 | 7 |
| 18th | +6 | Soul Burn (3) | 18d8 | 8 |
| 19th | +6 | Ability Score Improvement | 19d8 | 8 |
| 20th | +6 | Phantasmal Aspect Feature | 20d8 | 8 |

**Phantasmal Awareness (Lv 1)**

While you are not wearing armor, you gain the following benefits:

* You may use your phantasm’s Armor Class for your own AC. (See Phantasm stat block) It does not need to be summoned for you to gain this benefit.
* You may roll initiative by making a Wisdom check instead of Dexterity check when establishing your initiative order.

**Phantasm (Lv 1)**

The phantasm bound to you reside in a pocket dimension within your body, its native plane, until it’s commanded to appear in the same plane you’re in. You can command them telepathically through an otherworldly bond that connects it to you.

**Movement**

The phantasm is incorporeal and has its own movement speed, but it’s unable to move further than it’s Range Limit centered on you. It can occupy the same space as you, and can move through other creatures and objects as if they were difficult terrain. However, it cannot pass through any objects made out of force. It takes 5 (1d10) force damage if it ends its turn inside an object. Its position is tethered to you and will move together in relative position with you without using its own movement. It does not take the direction you are facing into account. Certain phantasmal aspects have different movement rules.

**Invisible**

Phantasms are invisible, except to you, other channelers and creatures with truesight. Other ways of exposing them include using spells such as Faerie Fire, See Invisibility or other similar effects.

**Damage**

Phantasms can be attacked, but they are immune to conditions. They do not have their own hit points, all damages are transferred to the channeler through phantasmal entanglement. Resistances and immunities for each damage type are only applicable once, either from your phantasm’s side or yours. The phantasm uses your saving throw bonuses if targeted by spells or effects. It is possible for the channeler to receive double damage if a spell or effect damages both the channeler and phantasm. The phantasms cannot be targeted or harmed by any effects while they are inside the pocket dimension. They automatically return to your body when you become unconscious.

**Commands**

A phantasm does not have wills or minds of its own, It will carry out your commands to the best of its ability, according to your imagination. You can command your phantasm to do the following:

• When your phantasm is residing in its pocket dimension, you can use your bonus action to command your phantasm to appear in a space it can occupy within its Appearance Range.

• Using your action, you can mentally command your phantasm to move up to its movement speed and perform an action, such as attacking a target you can see using actions listed on the phantasm’s stat block or use other features and manifestations available to it.

• You may cast spells as though they originated from your phantasm.

• You can also use your action to see and hear through your phantasm’s senses until the start of your next turn. During this time, you are deaf and blind in regard to your own senses.

• Recalling your phantasm back into the pocket dimension in your body requires you to use your

action. Additional rules will apply for different phantasmal aspects.

**Manifestations (Lvl 2)**

At level two, your phantasm develops its main power. You may select one core manifestation from the core manifestation list. This ability is permanent and often increases in power as your channeler gains experience.

Additionally you gain a minor manifestation slot. Minor manifestations are smaller abilities that compliment your core manifestations ability. You gain additional minor manifestation slots as your channeler level increases. Every time your channler level increases, you may replace minor manifestations that you already know with others that you could learn at that level.

Some minor manifestations require multiple minor manifestations slots to use.

**Soul Burn (Lv 2)**

At level two, you are able to harness the radiant flames of your soul to empower your phantasm’s destructive power and enhance your various abilities. Your channeler level determines the number of d8 Soul Dice you have. You can expend your Soul Dice to do the following:

**Empower Attack**

Whenever your phantasm hits a target with it’s attack, you can roll a soul die and add the result + your Charisma Modifier to the damage. At higher levels, you can roll more than one die, but only applying the modifier bonus once.

**Enhance Ability and Saves**

Certain Manifestations and features allow you to expend Soul Dice and add the rolled result to your skill checks and saving throws. Charisma modifiers are not applied to these rolls.

Number of dice expendable

At level 10 you can expend and roll up two Soul Dice instead of one at a time, and at level 18 you can expend and roll up to 3 dice. You can decide to spend your Soul Dice before or

after your roll, but before you know the result. You must decide how many Soul Dice to spend before you roll them.

**Recovering Soul Dice**

Once per day, when you finish a short rest, you can choose to recover a number of your expended Soul Dice equal to half your channeler level (rounded down). For example, if you’re a 5th-level channeler, you can recover up to two Soul Dice. You recover all of your used Soul Dice after a long rest.

**Ability Score Improvement**

When you reach 4th level, and again at 8th, 12th,16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

**Phantasmic Recall (Lv 7)**

If an effect, attack or spell is about to damage both you and you phantasm simultaneously, you can use your reaction to recall your phantasm back into the pocket dimension within your body before it receives any damage, preventing you from receiving double damage count.

Additionally, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and half damage if you fail.

**Holistic protection (Lv 14)**

When you make a saving throw, you can expend your Soul Dice and apply the number rolled as a bonus to the roll. You can do so before or after your roll, but before any effects of the roll occur

**Phantasmal Aspects**

There are four different aspects your phantasm can take: Requiem, Remote, Spin Master, or Cursed Blood.

**Requiem Phantasm**

Your phantasm has latent abilities deep within that are sure to soon emerge. It specializes in close range combat and requires you to get close to an enemy, however its strength and speed are unrivaled.

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| **Requiem**  Medium aberration, unaligned  **Armor Class** 13 + The Channeler’s Wisdom Modifier  **Hit Points** (Damage received is transferred to channeler)  **Speed** 0 ft, fly 30 ft (hover)  **Appearance Range** Within 5 ft of channeler  **Range Limit** Within 5 ft of channeler (tethered)  **Damage Immunities** All, except for force, and bludgeoning, piercing, and slashing damage from magical weapons  **Condition Immunities** All  **Senses** Same as Channeler  **Incorporeal Movement** The phantasm can move through other creatures and objects as if they were difficult terrain. It takes 1d10 force damage if it ends its turn inside an object.  **Actions**  **Slam** Melee Weapon Attack (uses the channeler’s Proficiency and Charisma modifier), reach 5 ft., one target. Hit: 1d8 + (channeler’s Charisma Modifier) force damage.  **Opportunity Attack** You can use your reaction to make an opportunity attack with this phantasm’s Unarmed Strike whenever a hostile creature that you can see moves out of the phantasm’s reach.  Attack rolls for the attacks above are made with the Channeler’s proficiency and Charisma ability. |

**Attack Rush (Lv 1)**

At level one, your phantasm manifests as a vaguely humanoid aberration that hovers directly behind you.

Your phantasm also gains the Attack Rush feature. If you have previously damaged a creature with an attack, you may take the Attack Rush action in place of one of your attack actions. When taking this action, you make three consecutive slam attacks against a creature. You can only use this action once every short rest, and you gain further uses as you level (twice a short rest at level 5, three times at level 11, and four times at level 17). At level 10, you make four slam attacks instead of three.

**Core Manifestation (Lv 2)**

You gain your core manifestation and have access to core manifestation that are specific to the Requiem Aspect.

**Deadly precision (Lv 3)**

At third level, your phantasm’s attack actions score a critical hit on a roll of 19 - 20. At level 15, this phantasm’s attack actions score a critical hit on a roll of 18 - 20.

**Multiattack (Lv 5)**

At fifth level, your phantasm gains the multiattack action and can make two attacks with its Slam, its Attack rush, or a combination of the two.

**Requiem Ascension (Lv 9)**

At ninth level, your phantasm begins to realize its true potential. You select one Requiem Manifestation from the Requiem Manifestation list. At level 9 you may only use this ability once per long rest. At higher levels you gain further uses of your requiem ability: at level 15 you may use it twice per long rest, three times at level 18, and four times at level 20.

**Follow-Up Strike (Lv 11)**

At eleventh level,when you use your action to command your phantasm to attack on your turn, you can use your bonus action to command your phantasm to make an extra Slam attack.

**Phantasmal Protection (Lv 13)**

At thirteenth level, your phantasm’s continuous growth has granted you proficiency in Dexterity saving throws. If you already have this proficiency, you instead gain proficiency in a saving throw you are not already proficient in.

**Requiem Overdrive (Lv 17)**

At seventeenth level, you can now expend soul dice to gain an additional use of Requiem. If you have expended all uses of your Requiem ability, you may spend five soul dice to regain one use of Requiem.

**Final Requiem (Lv 20)**

At twentieth level, your phantasm achieves its full potential and can act autonomously from you. When you are incapacitated, paralyzed, petrified, stunned, unconscious, asleep,or dead, you may give your phantasm one command before you enter this state. Your phantasm will then carry out this task to the best of its ability until the task is either completed or you recover from the previously lifted conditions. Upon entering Final Requiem, your phantasm gains hit points equal to your maximum HP.

The task must be relatively simple and take little time to explain. The maximum complexity of this task may be decided by your DM. If the task has an indefinite duration, your phantasm will continue to perform this task indefinitely. If the task is impossible, your phantasm will still attempt to complete it until it discovers that the task is impossible.

Upon completing or failing to complete this task, your phantasm returns to its pocket dimension. If your phantasm falls below 0 HP or is banished, it will return to its pocket dimension.

**Remote Phantasm**

Your phantasm is small and simple, but its abilities are powerful and its range is greatly increased.

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| **Remote Phantasm**  Small aberration, unaligned  **Armor Class** 12 + The Channeler’s Wisdom Modifier  **Hit Points** (Damage received is transferred to channeler)  **Speed** 0 ft, fly 60 ft (hover)  **Appearance Range** Within 30ft of the Channeler  **Range Limit** Within 100\*Channeler Level ft of the Channeler  **Damage Immunities** All, except for force, and bludgeoning, piercing, and slashing damage from magical weapons  **Condition Immunities** All  **Senses** Same as Channeler  **Incorporeal Movement** The phantasm can move through other creatures and objects as if they were difficult terrain. It takes 1d10 force damage if it ends its turn inside an object.  **Actions**  **Slam** Melee Weapon Attack (uses the channeler’s Proficiency and Charisma modifier), reach 5 ft., one target. Hit: 1d4 + (channeler’s Charisma Modifier) force damage.  **Opportunity Attack** You can use your reaction to make an opportunity attack with this phantasm’s Unarmed Strike whenever a hostile creature that you can see moves out of the phantasm’s reach.  Attack rolls for the attacks above are made with the Channeler’s proficiency and Charisma ability. |

**Hunter Seeker (Lv 1)**

At level one, your phantasm becomes able to manifest over great distances. Your phantasm has a greatly increased Range Limit, equal to 100 times your channler level in feet. When exiting its Appearance Range, you must give your phantasm a target. When it leaves your Appearance Range, it will then attempt to find and attack that target as long as the target is within your range limit. Your phantasm will search for this target indefinitely until finding it or being returned to its pocket dimension. The phantasm will use your knowledge of the target to attempt to find it If you are aware of the target’s exact location, your phantasm will go directly there. If you believe the target to be within a vague area, your phantasm will search that area first. If you have no real idea of where the target might be, your phantasm will search its entire range limit repeatedly until it finds that target. Once you have given your phantasm a target, you cannot change that target until the target dies, is destroyed, or exits your range limit. After fulfilling one of these conditions, your phantasm spends its actions moving to your appearance range.

While Hunter Seeker is active, you may still return your phantasm to its pocket dimension.

**Core Manifestation (Lv 2)**

At level two, You gain your core manifestation and have access to core manifestation that are specific to the Remote Aspect.

**Manifestation Prodigy (Lv 3)**

At level three, you learn how to modify your phantasm to greater extents. You gain an additional minor manifestation slot. You gain another slot at level eight, another at level twelve, and one more at level eighteen.

**Multimanifest (Lv 5)**

At level five, your phantasm learns how to activate multiple forms of its abilities in quick succession. You may take an additional action during your turn. This action must be spent using a manifestation ability.

**Kindred Soul (Lv 9)**

At level nine, you become more experienced in using the power within your soul. You gain additional soul dice equal to your proficiency bonus. At level fifteen, you gain additional soul dice equal to your Charisma modifier. These additional die do not count against your total soul dice.

**Precise Control (Lv 11)**

At level eleven, your ability to control your phantasm is greatly improved. You may now give your phantasm simple tasks instead of a target when leaving its Appearance range. These tasks must be explained within one to two sentences. Once your phantasm completes the task, it will return to its pocket dimension. If it is unable to complete the task, it will keep attempting to until you manually unsummon it.

Additionally, you may now assign multiple targets for your phantasm to attack. The number of targets you can assign is equal to your charisma modifier plus your wisdom modifier. You may give it a particular order to attack these targets in. If no order is given, it will attack which ever target is closest. Once the target dies, is destroyed, or exits your range limit, it will move on to the next, until all targets have been resolved.

You may also change your phantasm’s targets as an action. Taking this action ends your turn.

**Dimension Leap (Lv 13)**

At level thirteen, you learn to recall and summon your phantasm with blinding speed. You can return your phantasm to its pocket dimension and resummon it as a bonus action. Additionally, as a bonus action, your phantasm can teleport anywhere within its Appearance Range as long as its destination is visible to you.

**Master of Manifestation (Lv 17)**

At level seventeen, your mastery of your phantasm’s abilities is fully realized. If a manifestation has a limited number of uses stated in its rules, you double the number of uses.

**Complete Control (Lv 20)**

At level twenty, your spirit becomes perfectly synchronized with your phantasm. Your phantasm’s Appearance Range is now equal to its Range Limit. Additionally, once per long rest, you may instantly regain all expended soul dice.

**Spin Master**

You have mastered the art of the spin, allowing you to rotate objects extremely quickly. Your phantasm reflects your command over this ability.

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| **Spin Master**  Small aberration, unaligned  **Armor Class** 12 + The Channeler’s Constitution Modifier  **Hit Points** (Damage received is transferred to channeler)  **Speed** 0 ft, fly 30 ft (hover)  **Appearance Range** Within 5 ft of channeler  **Range Limit** Within 5 ft of channeler (tethered)  **Damage Immunities** All, except for force, and bludgeoning, piercing, and slashing damage from magical weapons  **Condition Immunities** All  **Senses** Same as Channeler  **Incorporeal Movement** The phantasm can move through other creatures and objects as if they were difficult terrain. It takes 1d10 force damage if it ends its turn inside an object.  **Actions**  **Slam** Melee Weapon Attack (uses the channeler’s Proficiency and Charisma modifier), reach 5 ft., one target. Hit: 1d4 + (channeler’s Charisma Modifier) force damage. |

**Spin Mastery (Lv 1)**

At first level, your Phantasm manifests differently from those of your peers, allowing you to use your body as a weapon. When you choose to attack on your turn, you can harness the power of the spin to attack a foe with your fingernails. You are proficient in these attacks and they count as magical for the purpose of overcoming resistance. You may also choose to spend soul dice to add extra force damage onto any of your attacks.

**Nail Shot**: Range 40/80 ft. single target, 1d8 + Con piercing damage on hit

**Nail Cutter**: single target, 1d6 +Con slashing damage on hit

Additionally, you can use a bonus action on your turn to dash by spinning your nails fast enough to whisk you away from danger.

Though your Phantasm has stats, it is considered to always be in it’s pocket dimension unless you are using a manifestation, using it to scout, or using a Golden Ratio ability.

When a Spin Master ability calls for a Channeler DC it is calculated as 8+Proficiency+Constitution instead of the regular DC.

**Core Manifestation (Lv 2)**

You gain your core manifestation and have access to core manifestation that are specific to the Spin Master aspect.

**Fibonacci Fling (Lv 3)**

At third level, your mastery over the spin has granted you an innate understanding of the Golden Ratio, a mathematical concept that helps you maximize your Nail Shot damage.

You gain 10 charges of Golden Ratio, which you can expend when making a Nail Shot attack to increase damage to 2d10 +Con, with the target suffering an additional 1d6 damage at the beginning of their turn as the nail tears its way through them.

Starting at level 9, your Golden Ratio attacks are made with advantage.

At level 15, Golden Ratio damage increases to 2d12 +Con, with a d8 for the beginning of turn damage.

Each spent Golden Ratio nail takes 10 minutes to regrow, if you expend all of your Golden ratio nails, you may still use your Nail Shot and Nail Cutter abilities, but all attacks you make are at a disadvantage since you must use your feet instead of hands to attack.

If you consume herbal tea (Chamomile, mint, etc), the regrow time for Golden Ratio nails is reduced to 1 minute. If you take an action to consume 2 oz of any medicinal herb, you regrow 1d2 nails.

**Multiattack (Lv 5)**

At fifth level, you may make 2 attacks when you take the attack action on your turn.

**Wormhole Strike (Lv 9)**

At ninth level, your mastery over the Golden Ratio has reached new heights, allowing you to bend space to your will.

When you take the attack action on your turn, you may choose to expend one of your attacks and a use of Golden Ratio to create a hole in space on yourself, when you do so choose a point within 80 feet that you can see or have seen before where another hole appears. For your remaining attack, you can choose to resolve the attack as if you were standing where the hole is.

The hole in space remains until the beginning of your next turn, during which time enemies can attack you through the hole. Additionally, if you are forced to make a saving throw for an area of effect while Wormhole Strike is active, you can choose to expend your reaction to dive through the wormhole, emerging on the other side and potentially getting out of range of the area of effect.

**Follow- Up Strike (Lv 11)**

When you use the attack action on your turn, you can use your bonus action to make an extra Nail Cutter attack.

**Spin Right Round (Lv 13)**

At thirteenth level, your mastery over the spin allows you to contort the physical bodies of yourself and others to extents that should not be possible.

As an action, you can spin your body and equipment into a form that is capable of moving through spaces as narrow as 1 inch without squeezing. You can also spin willing creatures in this same manner as long as you are touching them.

Additionally, you may now use the spin to incapacitate foes; Make a Nail Cutter attack against an enemy, on a successful hit they must make a Constitution saving throw versus your channeler DC, becoming restrained on a failed save. While a target is restrained in this manner, you must spend your turn touching the target and concentrating on keeping them spinning. They can make a Constitution saving throw at the end of each of their turns, ending the effect on a success.

**Wormhole Walk (Lv 17)**

At seventeenth level you’ve developed the ability to create wormholes big enough to hide inside; As a bonus action on your turn you may spend a Golden Ratio charge to create a pocket space big enough to hold yourself inside of it, this space holds 1 minute worth of air and after that is used up, suffocation rules apply until your bonus action to poke your head out of the pocket space and refill your air supply.

While you are within the pocket space, you may still move and you are aware of your surroundings, but you occupy a small 2-Dimensional space on the ground. Additionally, while in the pocket space, you may use your Wormhole Strike ability without expending Golden Ratio Charges, though doing so leaves you vulnerable to attacks.

While in the pocket space, you are considered to have full cover against all attacks except for those that are made from spaces adjacent to the entrance to the pocket space.

**Hyperspin Obliteration (Lv 20)**

At twentieth level, your mastery of spin power has reached its zenith, allowing you to spin creatures to death.

When you make a Golden Ratio attack against a target, you can force them to make a Constitution saving throw versus your channeler DC with disadvantage, on a failure the target begins spinning rapidly. While spinning, the target is considered stunned and takes 2d12+20 force damage after the failed save and at the beginning of each of their turns, you can choose to add additional soul dice damage on top of the Hyperspin Obliteration damage as part of the initial attack, then as a reaction when the target would take more damage. The target can make a Constitution saving throw with disadvantage after it takes damage on each of its turns, ending the effect on a success.

If another creature makes a melee attack against the spinning target, the target stops spinning and the creature that made the attack must make a Constitution saving throw with disadvantage, inheriting the effect on a failure. If an object weighing over 10 pounds strikes the target, the object is destroyed and the effect ends; Any projectiles that weigh under 10 pounds bounce harmlessly off the target.

A creature killed by Hyperspin Obliteration is torn apart into a pile of ribbons loosely shaped like the target, regardless of the material that the target was made from.

After you successfully subject a target to Hyperspin Obliteration, you may not use the ability again until you take a long rest.

Additionally, your phantasm has evolved with your spin abilities, its size becomes medium, it gains your multiattack feature, its damage die becomes a d8, and it can take reactions in your stead if it is active.

**Cursed Blood**

As a wielder of the Cursed Blood, your phantasm exists within your blood itself, molding itself into a living weapon.

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| **Cursed Blood**  Medium aberration, Chaotic Neutral  **Armor Class** 13 + The Channeler’s Constitution Modifier  **Hit Points** Shared with channeler  **Speed** 0 ft  **INT WIS CHA**  14(+2) 14(+2) 17(+3)  **Appearance Range** In the same space as the channeler  **Range Limit** Tethered to channeler’s space  **Damage Resistances** Same as channeler  **Damage Immunities** Same as channeler  **Condition Immunities** Frightened, Poisoned, Prone, Restrained  **Senses** Same as Channeler  **Amorphous** The cursed blood can move through a space as narrow as 1 inch wide without squeezing.  **Actions**  **Unarmed Strike** Melee Weapon Attack: (uses the Channeler’s Proficiency and Charisma modifier), reach 10ft, one target. Hit:1d8 + (Channeler’s Charisma modifier) bludgeoning damage |

**Blood Curse (Lv 1)**

At first level, your Phantasm manifests differently from those of your peers due to its artificial nature; Your Phantasm is visible to non-Channelers and can interact with objects without needing manifestations to do so. Your Phantasm also has a mind of it’s own and a personality determined by the DM which may prove to be a nuisance in roleplay encounters, but during combat your phantasm always obeys your commands unless it is charmed or otherwise unable to. In the event that your Phantasm is beyond your control, it can force you to move and make actions if you fail a contested charisma check, though you in turn can use your action to make a saving throw for your Phantasm, ending whatever effect it is under on a success.

When your Phantasm is targeted by a spell that affects it’s mind, it makes a saving throw using it’s scores, however, it is bound to your body and is considered part of you for the purposes of resolving spells that require strength, constitution, or dexterity saving throws (you only make 1 throw, the result of which counts for both of you). It is important to note that since your Phantasm is considered part of you and shares your health pool, you do not take double damage if you are both caught in the effect of a spell such as *Fireball*.

If you are incapacitated by an effect such as a *Hold Person* spell but your Phantasm is not, it will do it’s best to protect you since if you die, it dies too, and it doesn’t want that. However, if you are rendered unconscious or die, your Phantasm melts into a pool of inert blood until you are resuscitated.

As part of keeping you safe, your Phantasm instinctually hardens your blood in order to protect you from damage. As a reaction, you can harden your blood and become resistant to non-magical bludgeoning, piercing, and slashing damage until the end of your next turn. If you take radiant damage, your control over your blood is temporarily negated and you cannot use this reaction until the beginning of your next turn. You can use this ability a number of times equal to your constitution modifier each long rest.

When a Cursed Blood ability calls for a Channeler DC it is calculated as 8+Proficiency+Constitution instead of the regular DC.

**Core Manifestation (Lv 2)**

You gain your core manifestation and have access to core manifestation that are specific to the Black Blood Aspect.

**Blood Needle (Lv 3)**

At third level, your control over your own blood allows you to manipulate it even once it has left your body. Whenever you take bludgeoning, piercing, or slashing damage, you spill a little blood in the space which you are standing which is marked on the map. As a bonus action on your turn, you may choose a blood splatter that you can see within 30 feet of you and cause your spilt blood to harden into deadly needles. When you do, choose a number of creatures equal to ½ your constitution modifier (rounded down) who occupy the space of the blood or the spaces adjacent to it, each of them must make a dexterity saving throw versus your channeler DC, being speared by a number of needles on a failure, but avoiding them on a success; A creature standing on the splatter has disadvantage on this save. Every creature that fails the save is speared by 1d4 needles which deal 1d6 piercing damage each, you may add soul dice to the damage dealt by these needles if you so choose. If you take radiant damage, your are unable to use blood needles until the end of your next turn.

At level 9, creatures that succeed on the save take half damage from the needles.

At level 15, the amount of needles per creature becomes 2d4 and the damage die becomes 1d8.

**Multiattack (Lv 5)**

At fifth level, you may make 2 attacks when you take the attack action on your turn.

**Cursed Strikes (Lv 6)**

At sixth level, the magic that animates your blood renders all of the attacks you make with your cursed blood abilities magical for the purpose of overcoming resistance.

You gain this ability in place of the Phantasmic recall ability from the base class since it would be useless for you.

**Tortured Scream (Lv 9)**

At ninth level, you’ve learned to embrace the ever present pain caused by the presence of your Phantasm. As an action, you can unleash a blood curdling scream; Every creature that can hear in a 30 ft sphere centered on yourself must make a wisdom saving throw versus your channeler DC, taking 2d6 psychic damage on a failure or half as much on a success. Regardless of the result of their save, a creature within area of effect has disadvantage on Constitution saving throws made to maintain concentration on spells, and intelligence or wisdom saving throws made to resist the effects of fear or madness.

You can concentrate on maintaining the scream as if you were concentrating on a spell for up to 30 seconds, during which time you cannot speak, cast magic that requires verbal components, or hold your breath. You also have disadvantage on Constitution saving throws to resist inhaled toxins such as a *Cloudkill* spell while screaming. You may scream a number of times equal to ½ your constitution modifier (rounded down) per long rest.

**Vital Recall (Lv 11)**

At 11th level, you’ve gained the ability to reabsorb your spilt blood to heal yourself. When you occupy a space that contains one of your blood splatters from the Blood Needle feature, you may use your bonus action to draw the blood back into your body, regaining 2d6+Con health points, you may also add up to ¼ of your channeler level (rounded down) worth of soul dice to this healing. If you take radiant damage, you cannot heal in this fashion until the end of your next turn. Additionally, once you’ve used a blood splatter in this manner it cannot be used for either Blood Needle or Vital Recall.

**My Blood is Black (Lv 13)**

At thirteenth level, your bond with the cursed blood has become so strong that it can protect you from even more damage. When you use your reaction to harden your blood, it now renders you immune to mundane damage and resistant to magical bludgeoning, piercing, and slashing damage. Additionally, as part of your reaction, you may make a single melee attack against a creature that attempted to harm you that is in a space adjacent to you. If this attack hits, you add your Constitution modifier to the damage dealt and if the attacker had struck you with a non-magical weapon, roll and additional d20, on a roll of 20, you destroy the weapon.

**Do You Know Where Hell Is? (Lv 17)**

At seventeenth level you’ve become fully aware of where hell is, because it’s in your head. That's ok though because you embrace it, the suffering, the madness, they make you stronger. You become immune to psychic damage damage and the effects of fear and madness, but you must roll on the indefinite madness table in the DMG, inheriting the appropriate flaw. Alternatively, you may workshop a custom flaw with the DM that you feel is more appropriate. You may attempt to suppress the effects of your flaw by making a charisma saving throw versus your own channeler DC at the beginning of each day or you can embrace the madness. If you choose to embrace the madness and lean into your flaw, some creatures will begin to find your demeanor off putting; If you embrace the flaw for more than 3 consecutive days, beasts and humanoids with a wisdom score of 13 or lower will automatically become frightened of you after witnessing you in a round of combat and outside of combat you gain advantage on all intimidation checks.

**Sanguine Juggernaut (Lv 20)**

At twentieth level, the line between you and your phantasm has disappeared; You are the cursed blood, the cursed blood is you. You become passively immune to mundane damage and gain the ability to assume the form of the sanguine juggernaut. As an action, you fully give yourself over to the cursed blood and assume a new form which possesses the following traits:

* Your size increases by 1 category (Ex. small>medium>large, etc.) and your reach increases to 15 ft
* Your armour class increases by 2
* Your unarmed strike damage die becomes a d10 and you add your Constitution modifier you your damage as well as your Charisma modifier
* You can use Blood Needle on yourself, affecting all creatures in spaces adjacent to you
* You can can move through a space as narrow as 1 inch wide without squeezing.
* You gain temporary hit points equal to your Constitution modifier x5
* You gain the effects of a *Spider Climb* spell
* Your creature type becomes aberration

You remain in this form for 1 minute, until you fall unconscious, die, or revert as a bonus action. If you take more than 30 radiant damage from an attack while in this form, you must make a Constitution saving throw as if you were concentrating on a spell, reverting on a failure. You may assume the Sanguine Juggernaut form once per long rest.

**Core Manifestations**

**A Cruel Angel’s Thesis**

When you choose this manifestation, your body begins to generate a type of force field that defends you from harm; Your AC is considered to be 2 points higher for determining whether or not a ranged attack hits you, and no creature with a Charisma score lower than your own can move into the spaces adjacent to you unless they A) Succeed a Charisma check versus your Channeler save DC or B) You permit them to enter the space. A creature that is within the field can be forced out into an adjacent space as a bonus action if they fail a Charisma saving throw versus your Channeler DC and a creature must repeat the check to pass into the field each time they attempt to re enter it. Undead and Constructs with a Charisma score lower than your own make the check to enter and remain in the field with disadvantage.

At level seven, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

At level seventeen, no creature with a Charisma score lower than yours can even attempt to enter the field unless you allow it and non magical projectiles bounce harmlessly off.

**Black Blade** (Cursed Blood Exclusive)

When you take this manifestation, you may choose to summon your Phantasm in the form of a longsword composed of your own blood. You are considered proficient with this sword and use your Charisma modifier for attack and damage rolls made with it, you also cannot be disarmed of this blade.

Additionally, when you succeed in an attack roll, you may spend a soul dice and have the target make a constitution save. On a failure, some of the blood in your sword pours into the creature, giving them disadvantage on attack rolls until the effect ends. At the end of that creatures turn, it can make a constitution saving throw. Upon a success, the blood is expelled from their body and they lose their disadvantage. Otherwise, the blood remains in their body until they succeed on their saving throw, or have *Remove Curse* or a similar effect cast upon them.

At level five, when you use your Tortured Scream ability while wielding the Black Blade, the blade harmonizes with the destructive sound of the scream and begins to vibrate in such a way that is ignores resistance to slashing damage and treats immunity to slashing damage as resistance, this effect lasts for as long as you concentrate on the scream.

**Crazy Diamond**

Your phantasm has developed the ability to repair both people and objects. However, you cannot use any of Crazy Diamond’s abilities to heal your own character. As an action, your phantasm touches a creature. Roll any number of soul dice and add your charisma modifier to that number. The creature you’re touching regains that many hit points. Additionally, you learn the *Mending* and *Spare the Dying* cantrips.

At level five you can spend a soul dice to repair any object regardless of its size or properties. Additionally, as an action, your manifestation can make an attack with an improvised weapon. If the attack hits, the object used to make the attack breaks into small pieces in a ten foot radius around the creature. Your phantasm also holds a small piece of the broken object in its hand. As an additional action, your phantasm can repair the held object, causing shards of the broken objects to cut through your enemies. This action can only be taken if your phantasm is within 40ft of the broken object. Any creatures in a ten foot wide line between your phantasm and the object take 2d8 piercing damage.

At level nine, you can spend two soul dice to cast *Greater Restoration* on a creature your phantasm is touching.

At level eleven, you can spend four soul dice to cast *Mass Cure Wounds*.

**Don't Fear the Reaper**

Upon taking this manifestation, you learn the *Spare the Dying* cantrip. When making an attack action, you may choose to instead expend a soul dice and have your phantasm attack you. On a success, you take half that attack’s damage and on a failure the attack misses. If the attack hits, choose a point within thirty feet of you. All creatures within ten feet of that location must make a Constitution saving throw. On a failure, each creature takes force damage equal to the damage of the attack made against yourself and half that on a success.

At level eight, if you are reduced to 0 hit points, you may instead choose to expend two soul dice and be reduced to 1 hit point instead. Additionally, you gain advantage on death saving throws.

At level thirteen, the area affected when using this ability becomes fifteen feet instead of ten.

**Digital Bitch**

When you take this manifestation, you are always aware of the presence of any non-magical machinery in your line of sight, including traps and secret doors that are operated through mechanical means; When you discover a trap or secret door in this manner, you may make a wisdom check (including your proficiency bonus) to attempt to disable or open it using your Phantasm.

At level five, your perception is opened to the presence of magical machinery, and you become capable of detecting it through up to 1 foot of stone, 1 inch of Common metal, or up to 3 feet of wood or dirt. Thicker substances block your vision, as does a thin sheet of lead

At level seven, you become capable of focusing your power to stun creatures of the construct type; When you hit a construct with an attack on your turn, you can spend a soul dice to force it to make a Constitution saving throw versus your channeler DC, on a failure, it becomes stunned until the end of your next turn. Additionally, you may exert your influence over non-sentient mechanical devices that you have touched, granting you limited mental control over them at the DM’s discretion. (Ex. Make an infernal war machine drive itself or cause an ancient foundry to temporarily automate.)

At level eleven, when you spend a soul dice to attempt to stun a construct, it makes its Constitution saving throw with disadvantage; If it fails the saving throw by 5 or more, it shuts down permanently until it is manually reactiviated. When a construct is shut down in this manner, you may use your action to reactivate it, bringing it under your control as if you were it’s creator. The construct stays under your control until it dies or until you dominate another construct (at which point the first construct deactivates) and you have total mental control over it as long as you are on the same plane of existence, if you are on another plane than your construct, it continues to follow the last orders it was given; While you are in control of a construct, you may use your action to perceive through its senses and control it directly, leaving your body in a coma-like state. When you take a long rest, your construct heals a number of hit points equal to your intelligence score + proficiency bonus.

At level fifteen, you have total control over all non-sentient machinery within one mile of yourself as long as you are aware of its presence (once again, at the DM’s discretion). Additionally, you have advantage on all checks relating to technology, including checks made to influence or analyze artificial intelligences.

At level twenty, you may have a number of constructs under your control equal to ½ your intelligence modifier (rounded down).

**Dragonforce**

When you land a successful melee or ranged attack (spell or physical) on an opponent, you may expend a soul dice to force them to make a strength saving throw versus your Channeler save DC. On a failed save, roll the soul dice, the opponent takes that much force damage and is forced to drop one object they are carrying (of the channeler’s choice) as their fingers are broken by some unseen force. A creature proficient in the use of guitars, lutes, or similar stringed instruments has advantage on this saving throw. This feature doesn’t affect spells that require a saving throw such as *Hold Person* or *Fireball.*

At level five, the Dragonforce becomes more versatile, allowing it to crush the vocal cords of foes; When you would otherwise utilise the power of the Dragonforce to break the fingers of an opponent, you can instead choose to force them to make a Constitution saving throw. On a failure, their voice becomes incredibly strained like they had just sung power metal for several consecutive hours, they take half damage from the expent soul dice (rounded down) and their speech and verbal spellcasting are heavily affected; Until the start of your next turn, the victim of Dragonforce finds it difficult to speak more than a few words at a time and may only cast 1 spell each turn (Action, Bonus Action, or Reaction) as long as the spells require a verbal component. A spellcaster who doesn’t need to speak to cast is unaffected, as are creatures that speak through magical means, such as a magic casting skeleton. A creature proficient in singing, such as a siren or bard has advantage on this saving throw.

At level nine, when you would otherwise use one of Dragonforce’s other abilities, you can instead expend three soul dice and force the target to make a wisdom saving throw. On a failure, the target immediately gains one level of exhaustion and suffers the effects of such. A creature proficient in the use of guitars, lutes, or similar stringed instruments has advantage on this saving throw.

At level seventeen, when you would otherwise use one of Dragonforce’s other abilities, you can instead expend five soul dice to set the target on fire. The flames appear prismatic in nature and are magical. The target takes an additional 3d10 fire damage. If the target is immune to fire damage, they take damage as though they were resistant, and if they are resistant to fire damage, they take damage as though they had no such resistance. At the beginning of the target’s turn, it can make a Constitution saving throw. If it succeeds, the flames dissipate. On a failure, they take an additional 3d10 fire damage and remain engulfed in flame. A creature proficient in the use of guitars, lutes, or similar stringed instruments has advantage on this saving throw.

**Fortunate Son** (Requiem Exclusive)

Your phantasm becomes imbued with the raw power of the fire plane. Your character becomes resistant to fire damage and gains the *Fire Bolt* cantrip. Additionally, once per turn you can expend one soul dice to cast *Burning Hands* from your phantasm. You may spend additional soul dice to increase the power of burning hands. For each additional soul dice spent, the damage increases by 1d6.

Starting at level five, you can spend three soul dice to cast *Fireball* originating from your phantasm.

Starting at level nine, you gain a flying speed equal to your walking speed. Flying for your manifestation is incredibly loud and is audible from up to 300ft away.

Staring at level seventeen, you can spend ten Soul dice to cast *Meteor Swarm*.

**Harvest** (Remote Exclusive)

Upon choosing this manifestation, your phantasm becomes a swarm of smaller phantasms. They act cohesively as one unit, crowding an enemy and hitting them simultaneously. Your phantasm now takes up a ten foot by ten foot cube when summoned and can occupy another creature’s space. Your phantasm can move through any space large enough for a tiny creature and you may reshape the space your phantasm occupies to your will, as long as that space can contain all 1000 cubic feet.

When summoning your phantasm, you may choose to either summon the full swarm or up to four individual swarm members. If using the individual option, your phantasm loses the ability to take an attack action.

Each individual swarm member has 1 HP and can carry up to five pounds. You may issue individual commands to each swarm member at the same time, having them perform complex tasks independently of one another. When using your phantasm’s senses, you can perceive through all individual swarm members simultaneously.

When making an attack action, you may have your phantasm attack any creature occupying its space. Additionally, whenever your phantasm enters the same space as another creature, you may have that creature make a strength save against your Channeler DC. Upon a failure, that creature counts as grappled. At the end of that creature’s turns, it can make a strength save again. Successfully doing so frees it from the grapple effect.

At level five, you gain the Harvest ability. As an action, you can expend a soul dice and make a perception check. You then command your phantasm to locate up to 100 copies of an object. Your phantasm will then spend the next hour searching within your manifestation range for that object or objects. The DM determines how successful your search attempt is, depending on both the outcome of your perception check and a variety of other factors. For example, if you were in the middle of a forest and instructed Harvest to locate gold coins, it would probably be a lot less successful than if you used this command in a large city. If your phantasm cannot find the object, it will telepathically communicate this to you. Additionally, if it locates the object but either cannot move it or is somehow barred from transporting it, you will also receive a telepathic message. If this occurs, you can provide new instructions for your phantasm or recall it to your person. Your phantasm can collectively only carry objects whose weight is equal to or less than double your carry weight.

At level eight, your phantasm gains the ability to cast *Knock* at will.

At level twelve, you may expend a soul dice to have your phantasm cast *Dimension Door* as an action.

**Holy Diver**

When you take this manifestation, you Phantasm’s reach is significantly increased by a set of chains that it wields. The reach of your Phantasm’s melee attacks is increased to 15 feet and when it lands an attack with one of these chains, you may spend a soul dice to force the target to make a strength saving throw versus your channeler DC, becoming grappled on a failure. As part of the grapple, you can also choose to pull the target towards your Phantasm.

At level seven, when a creature is grappled by Holy Diver, you may use your action to restrain the creature. While the creature is restrained, you must use your action on each of your turns to maintain the restraint, which causes escape attempts to be made with disadvantage. Additionally, the restrained creature takes 2d10 force damage at the top of each of your turns as magical water fills its mouth and begins to drown it, this water prevents creatures that need to breath from speaking or casting spells that require verbal components. If you manage to keep a creature restrained for long enough that it would drown, the creature drops to 0 HP and is rendered unconscious.

At level eleven, the length of your Phantasm’s chains is increased to 30 feet, but when you grapple a target, you may only pull the creature up to 15 feet per turn.

At level seventeen, your Phantasm’s chain length doubles once again to 60 feet and the distance you can pull a grappled creature per turn increases to 30 feet.

At level 20, your Phantasm’s chain strikes are enough to begin drowning a target even if they are not restrained by you; When you strike a target with a chain attack, you can force it to make a Constitution saving throw against your Channeler DC, on a failure it begins to suffer the effects of being restrained by Holy Diver. To maintain this effect you are considered to be concentrating on a spell and the target may make a Constitution saving throw at the end of each of its turns, ending the effect on a success. You may only have this effect active on one creature at a time.

**Killer Queen**

As an action you may imbue an object that you touch with a number of soul dice equal to up to ½ your level (rounded down, minimum 1), you may choose to throw this item as part of the action of imparting the soul dice. As a bonus action, you may detonate the item, releasing the stored soul energy in the form of a 10 ft sphere; Any creatures within the sphere must make a dexterity saving throw against your channeler DC, suffering force damage equal to the soul dice + your charisma modifier on a failed save, or half as much on a success. A creature holding or touching the item has disadvantage on the saving throw. The item that contained the soul dice is unaffected by the explosion, as is all inorganic material in the area of effect. A creature reduced to 0 HP by Killer Queen’s explosion is turned to dust along with all of its non-magical equipment.

Starting at level 10, you may imbue an object with as many soul dice as you wish.

You may leave an item charged with soul dice indefinitely, but you will not regain the spent soul dice until you detonate the item or dispel the effect as a bonus action.

Beginning at level 15, you may choose to have the explosion happen in a sphere of a size of your choosing up to 30 feet in diameter. Additionally, you may choose to exempt a number of creatures equal to your charisma modifier from the effects of the explosion.

At level 20, your expended soul dice are always considered to have rolled maximum damage for the explosion. Additionally, you may choose to add a triggering event to an item when you imbue it with soul dice (Ex. The explosion will trigger when a certain person touches the item), when you do so, you may leave the item lying in wait until the triggering event occurs, when the triggering event occurs, your Phantasm alerts you and also informs you of whether or not your target or targets were killed by the explosion.

**Scary Monsters**

As an action, you can expend soul dice to animate any non-magical object within thirty feet of you, changing it into a dinosaur. The number and type of dinosaurs those objects can become varies depending on the size of the object and your level:

* Level One: 1 Soul Dice- Turn up to two tiny or small objects into Velociraptors.
* Level Three: 1 Soul Dice- Turn one medium object into a Deinonychus
* Level Five: 2 Soul Dice- Turn one large object into an Allosaurus or a Quetzalcoatlus
* Level Nine: 3 Soul Dice- Turn one huge object into a Stegosaurus.
* Level Eleven: 5 Soul Dice- Turn one gargantuan object into a Brontosaurus
* Level Fifteen: 8 Soul Dice- Turn one huge or gargantuan object into a Tyrannosaurus Rex.

Creatures created with this ability retain some of the appearance of the object they transformed from. This does not affect how the creature functions or its abilities. The appearance of these creatures is decided by the DM depending on the object or objects that were transformed.

These objects remain creatures for any number of hours equal to your channeler level or until their hit points fall to zero. You may also choose to dispel this effect as a bonus action.

As a bonus action, you can mentally command any creature you made with this ability if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

You can only have up to ten soul dice’s worth of creatures active at a time. If you fall unconscious, die, or disappear from the plane you created those dinosaurs on, the objects revert back to their normal form.

You may also use Scary Monsters on yourself, though you may only use the Deinonychus transformation. It costs no soul dice to do so. When in Deinonychus form, you may still use your other channeler abilities. If these abilities require you to perform an action that a Deinonychus could not, you cannot use that ability. Your health, stats, and mental abilities remain the same.

Starting at level 15, you may choose to expend five soul dice and transform into a Tyrannosaurus Rex instead of a Deinonychus. This form retains all the same bonuses and abilities that the Deinonychus form has.

**Silver Chariot** (Requiem Exclusive)

Your phantasm gains the ability to wield weapons with deadly precision. Upon taking the Silver Chariot manifestation, you and your Phantasm gain +2 to your AC.

You select one non-magical melee weapon for your phantasm to use. After doing so, your phantasm gains that weapon and its abilities, replacing the damage dice of its slam attack with the damage dice of its new weapon. It becomes proficient in the use of that weapon and attacks made with it still deal force damage.

In addition, you may roll soul dice up to half your level rounded down as an action and break off part of your weapon, firing it at an enemy up to 50ft away. This attack ignores cover and you have advantage on the attack roll. If the attack hits, you deal damage equal to a normal slam attack with that weapon plus the total rolled amongst your soul dice. After taking this action, you cannot make any additional attack actions that turn. At the end of your turn, your weapon regenerates and replaces the part that broke off.

Beginning at level 10, your Phantasm gains the ability to use magical weapons. When it assimilates a magical weapon, it counts as if you were attuned to the weapon if it requires attunement; Your Phantasm may ignore the attunement restrictions of certain weapons at the discretion of the DM. Bludgeoning, piercing, and slashing damage dealt by the weapon become force damage, but any other types of damage dealt by the weapon (such as fire damage from a flametongue sword) remain the same. Your Phantasm may also use any additional abilities granted by a magic weapon, such as the ability to cast spells, in your stead; If the spell would be something that only affects the wielder, it affects both you and your Phantasm. When your Phantasm unattunes to a magic weapon, it appears an unoccupied space within 5 feet of you.

Starting at level 15, your Phantasm can also attune to magic armour, but you gain no benefit from the armour’s protection unless it’s bonuses would naturally raise your AC higher than your Phantasm’s AC. Your Phantasm does however benefit from any attributes that the armour would grant, such as resistance to a damage type or special abilities. Once again, these bonuses apply to both you and your Phantasm.

At level 20, your Phantasm gains an attunement slot of its own, meaning that you can effectively attune 4 magic items at the same time.

**Sheer Heart Attack** (Remote Exclusive)

Upon taking this manifestation, your phantasm loses its ability to use any other action besides the attack action. You can no longer give your phantasm an exact target. Instead you may give it a point from which to start its attack. Upon reaching that point, your phantasm will locate the greatest source of heat within 40ft and will attempt to attack it. The DM will determine what is generating the highest temperatures in this area and should include factors such as fire, a creature’s body mass, how physically active a creature currently is, etc. All attacks made by your phantasm now deal 2d10 + your wisdom modifier + your Channeler level force damage in an area of five feet. This damage increases to 3d10 when you reach fifth level, 4d12 at eleventh level, and 5d12 at seventeenth level. Upon completing an attack action, it will again sweep a 40ft area around it. If there is an object or creature hotter than its current target, it will move to attack that target instead. If its current target is still the hottest object in that area, it will continue to attack that target until a hotter object is located or until its target is destroyed. When a creature or object falls below 0 HP as a result of an attack by Sheer Heart Attack, that target disintegrates into a fine dust.

When within your Appearance Range, your phantasm will not obey direct attack actions and will only attack the greatest source of heat within thirty feet, though you can move it about freely without assigning a target area.

At level six, whenever your phantasm succeeds on an attack roll, you may spend two soul dice and add 5ft to its area of effect. You may do this as many times as you wish per attack.

At level twenty, your phantasm no longer is heat seeking and will attack whatever object you directly assign it to.

**Swan Lake** (Cursed Blood Exclusive)

Upon taking swan lake, you gain proficiency in acrobatics and dexterity saving throws.

Whenever you succeed on an attack roll on another creature using your unarmed strike, you may roll a soul dice. You deal magical slashing damage equal to that roll + your constitution modifier. The wound you create sprays blood, and you may choose to either have the spray go right or left of the target in a straight ten foot line. Any other creature caught in that line makes a dexterity saving throw. On a failure, those creatures take damage equal to the soul dice roll + your constitution modifier. On a success, the creature takes half that damage.

At level three, upon creating a blood spray, you may instead have that blood spray in an arc high into the air and land in a puddle anywhere within fifteen feet of the target you hit. You can use this blood to activate your Blood Needles ability.

At level six, instead of rolling just one soul dice when using Swan Lake’s ability, you may roll soul dice up to half your channeler’s level rounded down.

At level nine, when you kill a creature on your turn, you gain an additional attack action. This ability can be chained indefinitely.

At level fifteen, upon killing a creature, you gain an additional ten feet of movement that lasts until the end of your turn.

At level eighteen, upon killing a creature, you gain two additional attack actions instead of one.

**Tiny Dancer** (Remote Exclusive)

Your phantasm takes the form of a foot tall ballerina. As an action, you may force a creature to make a Constitution saving throw. On a failure, your phantasm jumps into their body. Upon entering a body, that creature immediately becomes aware of your phantasm and knows its general size, shape, and where it is in their body. At the beginning of that creature’s turn, it can make a Constitution saving throw. On a success, your phantasm is promptly ejected from the creature’s body and is flung 1d20 feet away from the front of the creature. While inside the creature, attacks against them automatically succeed and the creature has disadvantage on all saving throws made against your phantasm besides ones made to expel it.

When giving your phantasm an attack order when it is outside of your Appearance Range, it will attempt to enter the creature’s body at least twice unless you specify a different number of attempts. If it fails both of these attempts, it will make its attacks normally instead.

If the target or any other creature succeeds in attacking your phantasm, the host takes damage equal to the damage of that spell or attack, even if the attack does not damage your phantasm.

At level five, your phantasm gains the ability to enter its target’s mind. As an action, you may have a creature make a wisdom saving throw. On a failure, they take psychic damage equal to your Channler level plus your wisdom modifier. All attacks made against a creature while inside their mind deal psychic damage instead of force damage. The saving throw made to expel your phantasm from a body remains a Constitution saving throw. Once inside their mind, you may force that creature to make a subsequent wisdom saving throw with disadvantage. On a failure, that creature becomes paralyzed until the start of your next turn. All

At level twelve, if your phantasm has entered a creatures mind, you may expend three soul dice to have it cast *Dominate Person* on that creature. If the spell succeeds, your phantasm loses its ability to attack or use manifestation abilities as it becomes solely focused on controlling that creature. When cast using this ability, *Dominate Person* requires no additional concentration and has an indefinite duration. The target makes a wisdom saving throw once every 12 hours. On a success, your phantasm is expelled from its body and is flung 1d20 feet away from the front of the creature. The creature then becomes immune to any features or abilities of Tiny Dancer for 24 hours. The creature makes saving throws against your phantasm as normal if it suffers any kind of damage during the duration of the *Dominate Person* effect.

**Minor Manifestations**

**AC/DC**

Prerequisite: Level 5, Cursed Blood Archetype.

When you take this manifestation, your blood begins to boil. The first time that a creature deals damage to you with a melee weapon that deals bludgeoning, piercing, or slashing damage on it’s turn, it takes fire damage equal to your level. All melee attacks made with your Phantasm also deal an additional 1d4 fire damage.

Additionally, you gain the ability to cast the spell Burning Hands once per long rest by forcibly ejecting a quantity of your blood onto your enemies. When you do so, every tile in the area of effect is considered a blood splatter that you may use for your Blood Needle and Vital Recall abilities. You use your Cursed Blood DC as the DC for the spell.

**Backstreet’s Back**

Prerequisite: Level 5, two manifestations.

As an action on your turn, you temporarily disappear from the material plane and journey to a transitive plane where you trade bodies with an alternate version of yourself. At the beginning of your next turn, you reappear in the space that you previously occupied, if someone or something else is occupying the same space, you instead take 10 force damage and are flung into a space adjacent to where you had been.

When you reappear, you regain ½ of all of your expended resources (rounded down; Soul Dice, Golden Ratio charges, Spells Slots, etc) and you may roll a number of hit dice equal to 1/2 your level (rounded down) to add to your remaining health. Racial abilities and other once a day effects are not recharged by Backstreet’s Back. If you are suffering from any diseases or magical effects when you use Backstreet’s Back, you may also immediately make saving throws against each effect upon reappearing, no action required.

Upon reaching level 11, you may use Backstreet’s Back as a reaction to being reduced to 0 HP assuming you do not die outright and your body is not destroyed by the damage. When used in this manner, your unconscious body is teleported to an alternate reality and may live or die while your fresh body reappears in the material plane with the normal benefits of Backstreet’s Back.

Once you use Backstreet’s Back, you must take a long rest before you may use it again.

**Blank Space**

Prerequisite: level 7, two manifestations.

As an action, target a creature that you can see and force it to make a wisdom saving throw versus you channeler DC; On a failure, your phantasm records the name of the creature in a book and the creature loses the ability to perceive you completely. While the target’s name is in the Blank Space book, they are unable to detect your presence in any form and they forget that you exist, going so far as to question the sanity of others who speak about you and form new memories about events they witnessed that involved you. If you damage the target of blank space or force them to make a saving throw against a spell or spell-like ability or you perform an action that they can not possibly ignore or rationalize, they can make an intelligence saving throw versus you channeler DC, ending the effect on a success; On a failure, the target’s brain rationalizes a reason for the phenomenon to have occurred.

You may have a number of names in the Blank Space book equivalent to 1+your charisma modifier, if you add another name to the book while it is full, the first person on the list is freed from the effect of Blank Space and the missing parts of their memory are filled in to include you, they are then permanently immune to the effect of Blank Space.

Once a target has successfully saved against the effects of Blank Space, they are permanently immune to its effects. Creatures that are resistant to charms have advantage on the initial save and every save afterwards, creatures immune to charms are unaffected by Blank Space. You may voluntarily release a creature from the effects of Blank Space using a bonus action, if they are freed from Blank Space in this manner, they are still susceptible to its effects and will perceive the next time they see you as your first meeting.

**Cars**

Prerequisite: Level 5, Spin Master Archetype

When you take this manifestation, your Nail Cutter attack is replaced with a more powerful melee attack; When you make a Nail Cutter attack, spinning blades of bone protrude from your forearms and carve into the target, dealing 1d10+Con slashing damage. These blades ignore resistance to slashing damage and treat immunity to slashing damage as resistance.

**Drops of Jupiter**

Prerequisite: Level 14

When you hit a creature with an attack, you can use this feature to instantly transport the target into the far realm. The creature disappears and hurtles through the maddening void.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not an aberration, it takes 10d10 psychic damage as it reels from its horrific experience.

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

**Everywhere**

You may have your phantasm touch the back of a willing creature for an hour. During this time neither you nor the creature can move or perform any other action. Doing so causes the ability to fail. At the end of the hour, a circle of runes appear on that creature’s back. These runes remain fixed on that creature for a number of days equal to half your channeler level rounded down.

At any time you may spend a minute attuning to the state of that creature. If you take any damage during this time, this ability fails. Upon doing so, you become aware of their location, and can spend an action to be immediately teleported to a spot within five feet of that creature as long as you are both on the same plane.

**Fallen Angel**

Prerequisite: Level 7, two manifestations, Cursed Blood Archetype.

When you take this manifestation, your Phantasm grants you the ability to sprout wings of blood. As a bonus action, you sprout wings of blood from your back which grant you a flying speed of 30 feet, you may keep these wings active for as long as you like, dismissing them as a bonus action. If you take radiant damage while Fallen Angel is active, you must make a Constitution saving throw as if you were concentrating on a spell, on a failure, the wings disappear and you begin to fall if you were in the air when you took the damage, when this happens, you may not use Fallen Angel again until the end of your next turn.

**Fat**

While your phantasm is active, your movement speed is reduced by 10 feet and you have disadvantage on dexterity saving throws, but you have advantage on Constitution saving throws and cannot be moved against your will.

**Formation**

Prerequisite: Level 6

Whenever you or a friendly creature within 10 feet of your phantasm must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

**Freewill**

Prerequisite: level 5

As a reaction, you can expend a soul dice and add it to your save against a charm effect. Additionally, you may spend your action on your turn to make a save *for* an ally who is charmed and within 30 feet of you, expending a soul dice and adding it to the roll, ending the charm on them on a success. You may use this ability before or after the DM tells you whether you pass or fail the save.

**Friendly Faith Plate**

As long as you are conscious, you never take fall damage and always land on your feet. Additionally, you are considered to always be under the effects of a *Jump* spell, and your jump distance is determined by your wisdom score instead of your strength score. If another channeler or creature that can see phantasms witnesses you use this manifestation, they see you temporarily manifest a set of alien looking boots that absorb the impact from falling and allow you to spring long distances.

**Hard Sunshine**

Prerequisite: level 5

As an action, you may create a pathway of solid light between two points that is 5 feet wide and up to your wisdom score x proficiency bonus feet long, the points you chose must not have any solid barrier between them, if a creature is in the way of a path when it is conjured, it must make a dexterity saving throw against your channeler DC, on a failure, you choose which side of the barrier it ends up on, on a success, it chooses. The path you create lasts for an hour, or until you dismiss it with a bonus action; You may have an unlimited amount of paths active at once as long as their combined length is less than or equal to the maximum length for a path.

The paths give off dim sunlight in a 5 foot radius. The paths cannot be destroyed by conventional means, but can be dispelled as if they were a 2nd level spell. Any creature that attempts to force its way through a path feels an uncomfortable warmth for as long as they are in direct contact with the path, prolonged physical contact with the path may cause flammable substances such as hair, linen, and dry grass to ignite.

**Harvester of Eyes**

Prerequisite: Level 10

As a ritual over the course of 1 minute, you may command your phantasm to remove the eyes of a creature that has been slain within the last 10 minutes and replace your eyes with the creature’s. Your phantasm removes the eyes and resizes them to fit into your head, then it carefully removes your original eyes, dealing 2d10 psychic damage to you that cannot be reduced or negated by any means.

Once a new pair of eyes has been placed in your head, you can choose to have your phantasm store your old eyes in an extra dimensional space to be replaced later, your phantasm can store up to two pairs of eyes in this manner

Your new eyes grant you any abilities that they may have granted to their original owner, such as darkvision, a basilisk’s Petrifying Gaze, or any of the eye abilities possessed by a beholder, though they may have to be altered to be used by a player. Certain eyes may also have drawbacks (as determined by the DM), such as causing hallucinations in a channeler who took the eyes of someone who suffered from chronic hallucinations.

**Hells Bells**

You can cast *Toll the Dead* as an action without somatic components.

**Help**

Prerequisite: level 9

As an action, you conjure an ally appropriate to the situation that you find yourself in. The DM determines the form that the ally takes, but it always possesses the following traits:

* The maximum CR for the ally must be less than or equal to 1/4th of your channeler level (rounded down)
* The ally is always friendly to you and your allies
* The ally’s creature type is construct and it loses any resistances that it’s base form may have, but it gains resistance to bludgeoning, piercing, and slashing damage from non-magical weapons as well as immunity to psychic and poison damage. Additionally, the ally is immune to the charmed, frightened, poisoned, petrified, and exhausted conditions
* The ally follows your verbal commands. If it is not issued a command, it will follow the directive that you gave it when summoned until it is dismissed

You must concentrate on keeping your ally grounded and functional as if you were concentrating on a spell, the ally remains for up to 10 minutes of concentration, until it dies, or you dismiss it as a bonus action.

You may use this manifestation once per long rest.

**Hot N Cold**

Prerequisite: Level 8

Twice per long rest you may cast the spell *Fire Shield* without material components.

**Hot Stuff**

As a bonus action, you may activate your phantasm’s ability to read the heat signatures of the world; You gain heat vision out to 60 feet, with the world beyond looking like inky blackness. While using Hot Stuff, you can see invisible creatures as long as they are a different temperature than the ambient air, and you may be able to do other things such as detect hidden passages due to heat differences or follow fresh trails invisible to the naked eye.

You may switch back to your normal vision as a bonus action.

At 6th level, you may choose to overlay your heat vision with your regular vision when you activate Hot Stuff.

**Hungry Like the Wolf**

Prerequisite: Cursed Blood Archetype

As a bonus action

**Lips in the Hills**

Prerequisite: Level 9, Cursed Blood Archetype

When you choose this manifestation, you gain the ability to manifest your inner torment through your spilt blood. When you use your action to use your Tortured Scream ability, you may choose a blood splatter that you can see within 30 feet to be the origin point of the scream. The blood splatter then produces a mouth and begins to scream, continuing to do so until you lose concentration or the splatter is destroyed.

**London Bridge**

Once per short rest you may cast the spell *Earth Tremor*. When you cast this spell, you may add soul dice to the damage that it deals.

**Lone Digger**

You gain a burrow speed equal to your base walking speed.

**Love Bites**

Prerequisite: level 11

If your phantasm lands 3 consecutive hits on a humanoid target, it must make a charisma save against your Channeler DC, on a fail, it is charmed by you as per a philter of love.

**Madness to The Method**

Prerequisite: level 15

As an action, you gain immunity to psychic damage and automatically pass intelligence, wisdom, and charisma saving throws for 5 minutes, but suffer a random form of long term madness as detailed in the DMG.

**Never Surrender**

Prerequisite: level 11

When reduced to 0 HP, you may use your reaction to regain soul dice (expended) + channeler level HP. For each use after the first, you must make a DC 10+ damage taken constitution saving throw or be knocked unconscious; If you are knocked unconscious after using this feature 3 or more times in the same combat, you are instead outright killed by the strain on your body.

**No Scrubs**

You gain resistance to charms. If you are already resistant to charms, you instead become immune to them.

At level 6, you gain immunity to charms if No Scrubs has already made you resistant to them. If No Scrubs instead rendered you immune to charms, you may attempt to turn a charm cast on you back on it’s caster as a reaction, forcing them to make a saving throw of the appropriate type versus your channeler DC or be charmed by you as if you had cast the spell.

**Over the Rainbow**

Prerequisite: level 15, three manifestations

As an action, you may cast the spell *Plane Shift* without material components (Though you must strike a pose and shout the name of the attack as a substitute for verbal and somatic components), you do not need to touch the other willing creatures to affect them with this spell, but they must be within a 40 foot radius of you, and you have no limit on the number of individuals you can bring with you. If using this spell to banish a creature, you must make a melee phantasm attack against it, forcing it to make a charisma saving throw against your channeler DC; On a fail, the creature is banished to the plane that you specify, or a random one if you do not specify a destination. Additionally, you may select up to 2 other creatures within 10 feet of the initial target of the spell to also be affected, forcing them to make charisma saving throws as well or be banished.

Once you use this manifestation, you may not use it again for a week, or until a fey creature of CR 5 or higher willingly embraces you.

**Paparazzi**

Prerequisite: Level 5

You may cast the spell *Blindness/Deafness* at will, but only using the blindness option.

**Pennies From Heaven**

Choose a number of targets within 60 feet less than or equal to your charisma modifier. Each target must make a dexterity saving throw, taking 2d8 bludgeoning damage on a failed save, or half as much on a success.

A number of copper pieces equal to the damage dealt spawns to pelt your enemies, remaining on the ground to be picked up and spent later. The damage dealt by this attack is considered magical for the purposes of overcoming resistance.

You may use this manifestation 3 times every long rest.

**Poker Face**

You have advantage on all checks made to deceive another person.

At level ten, you can not be forced to tell the truth through any means and magic used to determine the truth of your statements gives inconclusive results.

At level twelve, while your phantasm is active, your mind cannot be read unless you allow it.

**Say My Name**

Prerequisite: level 15, Blank Space, three manifestations.

The names recorded in your Blank Space book become the true names of creatures under the effect of Blank Space, granting a channeler in possession of the name total control over the creature. While a creature’s name is in your Blank Space book, you may take the book from your Phantasm and read aloud the name of one creature on the list; Doing so is is incredibly taxing to the mind of mortals, and you immediately suffer the effects of a randomly determined form of short term, long term, and indefinite madness as detailed in the DMG. After you speak the name aloud, the creature whose name you spoke is charmed by you as if under the effects of a dominate monster spell, though they do not get to save against the effect after taking damage and the effect lasts until you use your bonus action to release them from your control or until they are given a clearly suicidal order, whereupon they may make a DC 30 Charisma saving throw, freeing themselves from both the effects of Say My Name and Blank Space simultaneously.

While a creature is charmed by you in this manner, they must obey every order given to them by you and they are able to perceive you as though unaffected by Blank Space; Though they view you with extreme disdain due to being enslaved, they will do everything in their power to keep you safe unless ordered otherwise. If you voluntarily release a creature from your control using your bonus action, the effects of Blank Space resume and the target’s memory scrubs any mention of you. If a target breaks free of your control through extreme willpower, it becomes permanently immune to the effects of Blank Space and Say My Name and becomes hostile, immediately targeting you with the intent to kill. Your phantasm mentally alerts you when a dominated creature breaks free of your control.

You may only have one creature dominated by Say My Name at a time and you must completely recover from the short and long term madness caused by looking upon a creature’s true name before you may attempt to dominate a creature with a different name.

**Sole Survivor**

Prerequisite: Level 9, two manifestations.

You gain the Lucky feat if you don’t have it already. As an action, you can expend two soul dice to gain a luck point.

Additionally, you become immune to cataclysmic events. This ability is largely determined by the DM’s definition of a cataclysmic event, but generally this includes natural disasters, magical events of great scale, immediate party wipes, attacks from gods, etc. Your character will miraculously survive all of these events and gain temporary immunity to help them survive. For example, if you were standing near a volcano as it erupted, you would become immune to fire damage and would be thrown thousands of feet only to land on kindly wizard’s flying carpet. Generally, the methods of survival are equal in improbability to the survival of the event.

**Starstruck**

Your phantasm’s attacks gain the reach property.

**Strip Polka**

When you score a critical hit on an armoured opponent, you can choose to forgo the double damage, instead doing normal damage and forcing them to make a strength saving throw against your channeler DC; On a failure, the target’s AC is reduced by 1d4, on a success, nothing happens. The minimum AC a target can be reduced to equals 10+their DEX modifier.

**Turret Wife Serenade**

Prerequisite: level 5

When you take this manifestation, your phantasm gains the ability to fire projectiles from itself at a range of 60/120, with each projectile dealing (1d6x1d4)+Charisma modifier force damage on a hit.

Also while you have this manifestation, you may choose to project a laser beam from your phantasm as an action, this laser lasts until the beginning of your next turn, and while it is active you may make a single ranged attack against any hostile creature that moves within your phantasm’s line of sight without expending your reaction. The attack rolls you make have disadvantage if the target can see phantasms, as the laser is visible to them and the time it takes to lock on to them gives them ample time to dodge.

**Twilight Zone**

Prerequisite: level 15

As an action, you create a sphere of altered reality centered on yourself with a radius of 15-45 feet, this sphere is stationary. Everything within the sphere except for creatures and worn or carried equipment stays exactly as it was when the effect was created, meaning that traps cannot be triggered and terrain cannot be damaged, though objects such as doors and levers can be interacted with as per usual, though they may not work as intended.

Effects created outside of the sphere cannot pass through it, though those contained within when the sphere is conjured last their normal duration; Inversely, effects created within the sphere, such as a cloudkill spell are unable to leave the sphere.

The sphere lasts for 1 hour, until it is dispelled with a bonus action, or until you are rendered unconscious. After this ability is used, you must take a long rest before it can be used again.

**Unknown Tongue**

Prerequisite: Level 10, two manifestations

When you take this manifestation, you are always considered to be under the effects of a Tongues spell.

**Walk Like an Egyptian**

Prerequisite: Level 7, two manifestations

As an action, you can turn yourself into a two dimensional painting proportional to your size on a surface within 5 feet of you. While in this form, you can move across any non-liquidus surface as though you are part of the surface. You can bypass any non-magically sealed doors as though they were not there. You make practically no noise when moving, producing only the faint sound of a paintbrush on canvas. As a result, you have advantage on all stealth checks made in this form. Additionally, your body can contort into shapes it normally would not be able to, making dodging attacks significantly easier for you. While in this form you gain advantage on all dexterity saving throws and all attacks rolls directed at you are made with disadvantage.

You can exit this form as a bonus action, reverting to your normal physical form within five feet of your location. There must be adequate space to fit your body when attempting to reform.

You may also make an attack action from this form. Upon doing so, any extremities or equipment needed to make that attack reform from your location and are used for the attack. Immediately after this attack is made, you reform in the nearest unoccupied space within five feet of the target of your attack. If no such space exists, you take 4d10 force damage and are flung into the nearest open space near your location.

**Wannabe**

As a bonus action at the end of your turn you begin doing a jerky dance and taunting all opponents in range. All hostile creatures that can hear or see you must make a charisma saving throw versus your channeler DC; On a failure, they must target a creature adjacent to you with an attack before they can target you with attacks on their turn. If an affected creature attempts to make a reaction attack against you, it instead must make the attack against a creature adjacent to you or the attack is wasted. Every affected creature can make a charisma saving throw to resist the effect at the end of its turn, becoming immune to the effect for 24 hours on a success. Your dance continues for a minute, until you drop to zero HP, or until you end the dance as a bonus action.

Creatures resistant to charms have advantage on the saving throw and creatures immune to charms are unaffected by Wannabe.

After you use Wannabe, you must take a short or long rest before using it again.

**Want You Gone**

Prerequisite: level 5, 2 manifestations

As an action or bonus action, you create a medium size portal on a reasonably flat surface you can see (within reason), you may have only 2 portals active at once, and when they are both active, they connect to one another; Each portal has an “up” and “down” determined by your position relative to the surface on which you place it, which affects the relative position of a creature or object that passes through the portal. You may dismiss one or both portals as a bonus action, and they last until you dismiss them, you fall unconscious or die, or you move to a different plane; If you place a third portal, the first portal you created disappears. A portal may be dispelled as if it were a 2nd level spell.

If a creature is in the space of a portal when it is created, it must make a dexterity saving throw versus your channeler DC, falling through the portal on a failure, or moving to an adjacent space of its choosing on a success. A creature that passes through a portal appears at the other portal, suffering any effects appropriate, such as falling prone. If a creature becomes stuck in an infinite loop, it may use its action on its turn to make an acrobatics check to free itself from the loop, on a success, it takes falling damage equal to the relative amount that it fell.

If a creature is partially through a portal when it closes, roll a d20, on a 20, it is beheaded or otherwise fatally dismembered; If it is too powerful to be instantly killed or is too large to fully fit through the portal, the DM may rule that the creature instead takes 6d8 force damage and is perhaps mutilated in some way, such as losing an arm.

At level 15, you can place a portal on any flat surface of appropriate size that you have direct line of sight to (including the moon).

**We Are Never Getting Back Together**

Prerequisite: Level 15, two manifestations

You may spend an hour performing a ritual to cast the spell *Antipathy (Sympathy)* with yourself as the subject, and only using the Antipathy option. Once you have used this manifestation, you must wait 10 days for the effects to wear off before you can cast the spell again.

**Wham!**

Prerequisite: Level 11, Spin Master Archetype.

When you take this manifestation, you have discovered how to spin the very air itself. You learn the Gust Cantrip, and the Gust of Wind and Investiture of Wind spells, which you may cast 3 times per long rest and once per long rest respectively. You use your Spin Master DC as the DC for the spells.

**Requiem Manifestations**

**Danger Zone**

As a bonus action, a thick layer of lava coats your phantasm for two turns. During these two turns, you gain immunity to fire damage. Whenever your phantasm makes a successful attack roll on a creature, that creature takes 4d10 additional fire damage.

At level fifteen, when activating Danger Zone, you may choose to use the Eruption feature instead. Upon activating eruption, lava covers the ground in a fifteen foot area around you. You are immune to fire damage and the effects of rough terrain for one minute after activating eruption. Any creature caught in the eruption takes 6d10 fire damage, and any creature that ends its turn in the lava takes 4d10 fire damage. The lava counts as rough terrain.

**Gold Experience**

Upon making a successful melee attack against a creature, you may choose to activate Gold Experience. You force the creature to make a wisdom saving throw with disadvantage. On a failure, they lose any immunity or resistance to psychic damage and are plunged into an illusion. They count as immobilized for the duration of Gold Expereince’s effect.

The creature believes that they are being murdered in some horrific way every few seconds before waking up in another illusion where they’re subsequently murdered again. At the beginning of the target’s turn, they take 4d8 psychic damage as the end of their life plays out before them. They then make a wisdom saving throw versus your channeler DC. On a success, the effect dissipates, otherwise they remain immobilized and affected.

Any time the affected creature is hit by an attack, they make a saving throw against your channeler DC to dispel the effect.

**Heaven’s Door**

You force a creature within five feet to make a wisdom saving throw. On a failure, that creature takes 3d12 psychic damage. On a success, their face peels open to reveal pages of a book and they become immobilized. If the creature does not have a face, the part of the creature closest to you peels open instead. You may then choose to perform one of the following actions:

* You pacify the creature, either selecting up to six other creatures it cannot attack or preventing it from attacking any creatures.
* You change the alignment of that creature.
* You alter the creature’s personality. This can range from making it extremely friendly to making it despite tomatoes, your imagination is the limit. However the change must be explainable in one to two sentences.
* You make the creature hostile to a creature, faction, race, or group of your choosing.
* You alter one memory of the creature. This can range from changing its name to making it believe that its father was abusive.
* You may learn up to five facts about the creature, including any knowledge that creature might have that you’re seeking.

Upon performing one of these actions, you close the creature’s face. The creature becomes remobilized and loses all memory of the last turn. After taking a Heaven’s Door action, opportunity attacks cannot be made against you until the end of your turn and you gain an additional ten feet of movement which also lasts until the end of your turn. The effects of Heaven’s Door on a creature only last up to 24 hours. You may undo the effects of Heaven’s Door as a bonus action.

At level fifteen, after taking a Heaven’s Door action, you may choose to have its effects be permanent. Upon choosing this option, that creature becomes immune to any other effects of Heaven’s Door besides the ones you’ve permanently assigned to it. Additionally, you may not use Heaven’s Door for ten days after making these changes permanent.

At level eighteen when using Heaven’s Door, you may select two actions from the Heaven’s Door action list to perform instead of one.

**Rock of Ages**

As an action, you create a 20 foot sphere of altered reality centered on yourself, everything within this sphere except for creatures and objects you designate succumbs to it’s effects. While within the sphere, everything affected by it must make a Constitution saving throw against your Channeler DC every round or have their age increased or reduced (your choice, though it must be the same for everything) by 10 years. Objects and constructs automatically fail this save.

The effects of the ageing/de-aging process are fickle and have a wide variety of contextual effects determined by the DM including, but not limited to:

* Death by old age
* De-ageng to the point of never having been born
* The complete destruction of objects less than 10 years old
* This also applies to extradimensional spaces, so using this manifestation inside a space created by Twilight Zone or a spell such as Mordenkainen’s Magnificent Mansion has the potential to create a black hole that functions similarly to a portal to the astral plane
* The reversal of dismemberment, death, and/or zombification (with possible side effects)
* The repair or destruction of structures and items

**The World**

As a bonus action or reaction, you may temporarily stop time for all creatures but yourself. Upon activation, you may move half your movement speed and take one action. During this time, no reactions can be made against you and you have advantage on all attack rolls.

At level twelve, you may take an action, a bonus action, and move half your movement speed.

At level sixteen, you may take one full turn as normal.