Mirage Seeker

Among the sandstorms of endless dunes, the heat breaks even the sturdiest of creatures, and the sun in the vast sky has never been known to show mercy. Surviving hell is easier than some parts of the desert, and only the most experienced beings can traverse its pathless wastes without significant risk. The deserts hold one of the most dangerous hazards of all: the mirage. The illusions of the desert can deceive the most desperate minds and can trick them at the cost of their lives. In the deserts of Persia and Western Turkestan, some guides, travelers, nomads and warriors have excelled in the art of surviving and are expert in the manipulation of these mirages.

Level 3: The Mirage Adept: Starting at 3rd level, you learn the minor illusion cantrip and have the following spells when you reach the ranger levels shown in the table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Level Spells

3rd bane, bless

5th suggestion, zone of truth

9th bestow curse, remove curse

13th blight, death ward

17th dispel evil and good, reincarnate

Level 3 Channel Divinity Options: You gain two Channel Divinity options:

Vital Equality: You present your holy symbol as a bonus action; choose two creatures that you can see within 60 ft. of you (you can choose yourself) and use your Channel Divinity. If both creatures are willing, their hit points are combined and distributed equally among the creatures (rounded down). For example, if you have 30 hit points, and another creature has 3, your and the creature’s current hit point becomes 16. The chosen creatures gain temporary hit points equal to your paladin level.

Mirroring Force: When a creature within 60 ft. of you applies a condition to a creature other than you, you can use your reaction to expend a use of your Channel Divinity. The creature is forced to make a Constitution saving throw. On a failed save, it is applied with the same condition. The conditions can be: Poisoned, blinded, deafened, stunned, or paralyzed. It also can be disease rather than a condition.

For example, if one of your allies is paralyzed with an enemy within 60 ft. of you, you can force that enemy to make the saving throw. On a failed save, it will be paralyzed too. The duration and the rules for the condition is the same with the original one.

Level 7: Aura of Balance: Starting from 7th level, you have an aura of 10 ft that protects the balance

Subclass Options

3rd level silent image

5th level phantasmal force

9th level major image

13th level greater invisibility

17th level seeming

Additionally, when you use your Primeval Awareness

ability, you gain an aura of 30 ft. This aura allows you to detect illusion spells within 30 ft. of you for the next 10 minutes. You can choose a number of creatures up to your Wisdom modifier; you and these creatures each have advantage on your next Wisdom saving throws against spells in the next 10 minutes while in your aura.

You also detect natural phenomenons within your Primeval Awareness' range, such as an oasis in the desert. Your power also shows natural water resources.

Level 3: The Mirage Power: You are especially deft at using the power of mirage through your weapon attacks. When you hit a creature with a weapon, you can deal an extra 1d4 psychic damage to the target, which can take this extra damage only once per turn. The extra damage increases to 1d6 when you reach 11th level in this class.

For the Historica Arcanum universe, when you cast a spell from the illusion school, your first spell of that day doesn't count against the Spell Rebound Table.

Level 7: Touching the Fabric of Reality: Starting at 7th level, when an evocation or conjuration spell is cast within 30 ft. of you to create fire, acid, cold, lightning or thunder, you can use your reaction to make them illusions, therefore harmless. You must succeed on a spellcasting ability check equal to 10 + spell's level.

In addition, when you use your illusion spells to create water, you can expend one of your spell slots to make the water real. It can't be used for damaging purposes, but it can be consumed as drinking water. It vanishes after 10 minutes.

Level 11: Dispel the Illusion: Starting at 11th level you have mastered the ability to deal with illusions

and deceptive enchantments. When you sense an illusion with your aura, you can dispel the illusion, which also ends your aura. You can’t do so again until you finish a short or long rest.

In addition, when you cast an illusion spell of 3rd level or higher, you gain one expended spell slot that is 2nd level or lower. You can use this ability a number of times equal to your Wisdom modifier.

Level 15: Master of Illusions: Starting at 15th level, you have mastered the ways of illusion. You choose 2 illusion spells of your choice that you know that are 2nd level or lower, and can cast them without expending spell slots. You can do so equal a number of times to your Wisdom modifier (minimum of 1).

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