

Nova stranica

Barbarian - Path of the Djinnbound

Bard - College of Scent

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Subclass Options

Cleric - Chaos Domain

Druid - Circle of the Eternal Sky

(The Shaman)

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Subclass Options

Fighter - The Masked Warrior

(The Cuman)

While the moon shines bright in the night, from the very edge of the world a piercing whistle emanates.

Within seconds, a rain of arrows darkens the unveiled moon - and following those silvered arrows, the the horsemen of apocalypse, galloping toward their victims.

With a dreadful mask and deadly talent, the cavalry of the steppes come charging out of a cloud of dust.

Their enemies seldom have the time to feel terror, though they should. These warriors cover their faces with steel masks, bearing rictus grins, leering smirks,

and hysterical smiles—they are not allowed to take them off until their blades rest, bloody.

May the horselords be pierced by arrows, cut to shreds by blades or bewitched by sorcery, their enemies will see only the same terrifying visage: the Mask of the Cuman grins still.

Level 3: The Centaur: Starting at 3rd level, your mastery with a mount has reached such a point that the tales and whispers of your descendancy from the mythic centaurs start to sound true, even to you.

You can mount and dismount from your mount with 5 ft. of your movement speed, and you have advantage on saving throws against effects that would force you to fall from your horse.

You can give yourself advantage until the end of your next turn while you are mounted. You can activate this ability a number of times equal to your proficiency modifier. Your expended uses are refreshed when you finish a long rest. You also gain the Animal Handling skill if you don't already have it. Additionally, you have advantage on Animal Handling checks when dealing with horses.

Level 3: The Mask of Terror: By the time you are 3rd level, your training enables you to craft and wield a special mask. While wearing it, you have the following benefits:

D You can spend a hit die as an action and heal yourself an amount equal to 1d10 + your Constitution modifier. You can't spend more than 2 hit dice this way, and the uses refresh after a long rest.

D When you hit a creature with a weapon attack, you can force the creature to make a Wisdom saving throw (DC = 8 + proficiency bonus + your Charisma modifier). On a failed save, the

creature is frightened of you until the end of your next turn. You can use this feature a number of times equal to your proficiency bonus. You gain expended uses when you finish a long rest.

D You can deal extra damage equal to your Charisma modifier when you hit a creature with a weapon attack. You can use this feature a number of times equal to your proficiency bonus. You gain expended uses when you finish a long rest.

If your mask is destroyed, you can spend 1 hour to repair it or craft a new one.

Level 7: The Mask of the Steppes: Starting at 7th level, you can add additional features to your mask, carving runes and symbols from myths and legends. Choose one of the following benefits:

Mask of the Eagle: You gain proficiency in Charisma saving throws.

Additionally, you can mark your enemies with the Mark of the Eagle. When you hit a creature with a weapon attack, that creature is marked by you and your allies. Until the end of your next turn, the target takes extra 20

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psychic damage equal to your Charisma modifier the next time it takes damage. You can use this feature a number of times equal to your proficiency bonus. You gain expended uses when you finish a long rest.

Mask of the Wolf: You gain proficiency in Wisdom saving throws.

Additionally, you fight in harmony with your allies like a wolf in a pack. If an ally is within 5 ft. of the target of your next attack, you can give yourself advantage on the attack roll. You can use this feature a number of times equal to your proficiency bonus. You regain uses when you finish a long rest..

Mask of the Dragon: You gain the Intimidation skill or double your proficiency bonus when using that skill if you already have it.

Additionally, your fear effects improve greatly. You activate your mask for 1 minute. When a creature wants to attack you, it must make a Wisdom saving throw (DC = 8 + your Proficiency bonus + your Charisma modifier). On a failed save, it makes the attack with disadvantage and can't change the target, or it will lose the attack. This ability can't be used again until the next dawn.

Mask of the Phoenix: You gain access to spells with the runes on your mask and cast them once a day without expending a spell slot: longstrider, Farabi's favor, compelled duel. Charisma is your spellcasting ability for it. You also learn the resistance cantrip.

Level 10: The Fearless Warrior: Starting at 10th level, while you wear your mask, you are immune to the frightened condition.

Additionally, when you hit a creature while it is frightened of you, you gain the ability to change your entire damage to be psychic against that creature.

Level 15: Fast and Precise: Starting at 15th level, when you use your Action Surge, you have advantage on the attack rolls you make with the Action Surge.

Level 18: The Scourge of God: Starting at 18th level, you get another mask option from the The Mask of the Steppes abilities.

Monk - Way of the Fire Sage

Smoke rising from the mountain signals almost infinite power lightly sleeping just below the surface of the world. Bystanders know that the smoke can never be extinguished, the flames in its foundations saw the emerging of the mountains, the first rain drops, and

the rise and fall of empires. The everlasting flame is protected by the monks of an ancient tradition, the fire sages. They believe that the first flame lives inside every soul, and humankind must continue to kindle the light.

Their devotion to fire and understanding of energy fuels them as they travel down their paths: either to light an everlasting flame in the souls of others or to harness the power of their own inner flame. With their power, they can rekindle lost hopes, bring back the ashes of laments, cauterize deep wounds in the flesh or soul, and guide others out of the darkness.

Level 3: Cleansing Fire: When you choose this way at 3rd level, you gain access to following abilities:

D By spending two Ki points, you can cast either of these spells: burning hands and flame blade.

D You learn the produce flame cantrip.

D You have the ability to sear wounds. By spending a Ki point and using your action, you can summon fire into your palm and touch an open wound, healing the creature equal to your martial arts die + Wisdom modifier.

D While you hit your opponents with your flurry of blows, you deal an extra 1d4 fire damage on each attack that is granted to you by the flurry of blows.

You use Wisdom as your spellcasting ability for any spell or cantrip that is mentioned here and below.

Level 6: Rekindle the Flame: When you reach 6th level you become able to see and understand the fire inside a body. Using that power, you are able to kindle a flame in somebody's heart that would have otherwise sputtered out.

You can spend 1 Ki point with your bonus action by

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touching a fallen creature that is rolling death saving throws or unconscious; it regains 1 hit point and can use its reaction to get up.

By spending 1 Ki point as an action, touching a dead creature that has been dead for no more than 1 minute restores it to life with 1 hit point. This works in the same way as a revivify spell. However, it isn't without a cost. When the creature is restored to life, you roll 1d4 and reduce it from your hit point maximum. This feature lets you share your inner flame with the extinguished ones.

In addition, you can sense Ki in other creatures, thus gaining advantage on Medicine checks, and you feel their medical conditions through their ki and inner flame.

Level 11: Catching Fire: By using your abilities to deal fire damage to your opponents, you can force them to make a Constitution saving throw against your Ki save DC. On a failed save, they catch fire and repeat the saving throw at the start of each of their turns. On a failed save, they take 2d6 fire damage that cannot be reduced in any way (except immunity). If they succeed on a saving throw, a minute passes or they or another creature uses an action to put the flames out, this effect ends.

You can affect a number of creatures equal to your proficiency bonus and regain expended uses after you finish a long rest. You can affect more than 1 creature at once if you have enough uses and use an appropriate way—for example, a burning hands spell.

Level 17: Burn Them All: By spending 3 ki points you can strike down a creature with your ultimate blaze.

On a hit with an unarmed strike, you can force them to make a Constitution saving throw against your Ki save DC. On a failed save, the creature's internal organs start to burn. Unless greater restoration or a more powerful spell is used, the target's hit point maximum is reduced by an amount equal to 2d6 + your Wisdom modifier each dawn. On a success, the target takes 12d8 fire damage.

Paladin - Oath of Karma

"And here they say that a person consists of desires, and as is his desire, so is his will; and as is his will, so is his deed; and whatever deed he does, that he will reap."

-Brihadaranyaka Upanishad, 7th century BCE

Consequences are inevitable, either for a good deed or an evil act. Without regard for the intent, all good deeds must come with a reward, and evil acts must be followed by a proper punishment. All must take the responsibility for the action they have taken, be it a sin or an act of virtue. Followers of Karma believe that they must step in where the laws and customs of men failed. They take the responsibility where others do not dare. Whether it is fair or ugly, truth must not be denied, and consequences must not be avoided.

Tenets of Karma

Reason: Never rush into mindless actions or emotions.

Check your inner self, conscience and experiences to weigh an act before deciding a fate. Use your reason.

Responsibility: All acts have consequences; so do yours. Do not run from them, whether fair or foul.

You are the architect of your own actions; you are responsible for whatever you have done.

Consequence: All must meet a fate for the deeds they do. All consequences are met, whether by the authorities or society, by the strength of your

hands, or by the keenness of your blade. Bring the consequences to the world.

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Duty: You must keep your word. Face what you have promised. Giving a word is also a deed that must be faced.

Optional Feature: Bad Karma

As an optional rule, when a paladin fails to follow the tenets of the oath they swore, instead of becoming an Oathbreaker Paladin, the aspects of chaos such as powerful djinni, offsprings of leviathan, or great beings from chaotic otherworlds reach out to the paladin and attempt to convert them to their chaotic ways. With this method, the paladin becomes a Chaos Domain cleric at the same level. The ability scores will not change, but everything related to class abilities transforms; for instance, the ability to use divine smite will not work.

Oath of Karma Spells

of a fight. Whenever you or an ally within your aura drops below half of its hit point maximum, you can use your reaction to give them temporary hit points equal to 1d4 + your paladin level. Additionally, if they take damage from a creature within 60 ft. of you, you can force the creature to make a Wisdom saving throw against your spell save DC or be compelled to fight you for 1 minute and take damage equal to half your paladin level (minimum 1) while in your aura when they start their turn in it. They repeat the saving throw at the end of each of their turns. If they do not choose to attack you, they have disadvantage on the attack roll. This aura increases to 30 ft. at 18th level.

Level 15: Divine Karma: When you heal an ally, you can take the amount as necrotic damage to yourself

(can't be reduced by any means) and gain an extra healing option. You can heal the same creature or another creature within 30 ft. of you an amount equal to the damage you took.

This feature works with healing spells or features that target one creature.

Level 20: Avatar of Karma: You can use your bonus action to become the Avatar of Karma and gain the following benefits for the next minute.

D Within your Aura of Protection, when an ally takes damage, you can expend a spell slot as a reaction to make the damage bounce back to the attacker.

The attacker takes half the damage it dealt. Also, if you expend a spell slot higher than 1, every spell level increases this damage by 1d8 radiant.

D You are immune to the prone condition.

D You have magic resistance.

You can't enter this state again until you finish a long rest.

Ranger - 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

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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 phenomena 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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Rogue - Hashashin

The act of killing may have been invented by Cain in the genesis, but it was transformed into an art and instrument of terror in the later centuries. Using the blade and killing a person was never personal for the professionals, as it was a method to decide the fates and lives of a society. It was their business, and they performed it like a musical. Their mystic and arcane abilities are not known widely, but their names are

mentioned as an equal of horror and terror. Armies were useless against them, massacre of towns and cities were a waste in the eyes of the Hashashin.

Level 3: Esoteric : Starting at the 3rd level, as a trained and excelled warrior of a hashashin group, you gain proficiency with Religion and can read, speak, and write one language that your GM deems appropriate.

For the Historica Arcanum universe: while rolling a skill check about Ibrahamic lore, you double your proficiency bonus on the check (if you don't already double it from another source e.g. the Expertise).

In addition, whenever you finish a long rest, you can choose one cantrip and one 1st level spell from the cleric's spell list. You can cast the cantrip at will but at the cost of 1 psychic damage, and the 1st-level spell without expending a spell slot but at the cost of 1d4 psychic damage. You can't cast the 1st-level spell again until you finish a long rest. This damage can't be prevented in any way. Charisma is your spellcasting ability for the spells you learn. You can use a holy symbol or a "blessed blade" as a spellcasting focus. The blessed blade must be a melee weapon made of metal of some sort, must have holy carvings on it according to your beliefs, and must cost at least 25 gp.

Level 3: Dreadful Arts: By the 3rd level, you have discovered and embraced Alamut's spells and mystic power and learned to control it. Whenever a creature that can see you within 60 ft. of you targets you or an ally within 10 ft. of you with a spell, as a reaction you can force the creature to make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failed save, the creature must choose a new target or

lose the spell and is frightened of you until the end of your next turn. You can use this ability a number of times equal to your proficiency bonus. You regain expended uses after you finish a long rest.

Alternatively, if the spell has an area of effect rather than targeting a creature, as a reaction you can give yourself, or a creature within 10 ft. of you, advantage on the saving throw. You can't do so again until you finish a long rest.

Level 9: Name of Terror: Starting from the 9th level, you can remind people of their own mortality at a psychic level. When you are hidden from a creature that you can see within 30 ft. of you, you can use your bonus action on that creature to force it to make a Wisdom saving throw. On a failed save, it is frightened of you for 1 minute. It can repeat the saving throw at the end of its turns to end the effect. While it is frightened of you, each of your hits against the creature will give disadvantage on the saving throw to end the effect.

In addition to your Esoteric's spell feature, whenever you finish a long rest, you can choose one 2nd-level spell from the cleric spell list and apply the same rules above, at the cost of 2d4 psychic damage to cast them.

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Level 13: Spell Mirror: Starting from the 13th level, you gain the upper hand on the mystic arts of spellcasting. Whenever you see a creature casting a spell within 60 ft. of you, you can use your reaction to make a spellcasting ability check (DC = 10 + spell's level), on a success you can mirror the spell if it is not an area of effect spell, such as fireball, silence

or hallucinatory terrain spells. Also, the spell can't be higher than 5th level. When you mirror it, you can choose another target or targets for the spell by applying your spellcasting modifiers and rolling new attack rolls and saving throws if needed. If there are multiple targets, you can choose multiple targets. You can't use this ability again until you finish a long rest. In addition to your Esoteric's spell feature, whenever you finish a long rest, you can choose one 3rd-level spell from the cleric spell list and apply the same rules above.

Level 17: Name of Death: Starting from 17th level, the fear of death you invoke is so potent that it has begun to have tangible effects on people. When a creature fails its saving throw against your Name of Terror ability, you can force the creature to make another saving throw. If it fails the saving throw, it will automatically fail any death saving throws and drop dead after 3 rounds, if no help is received such as spare the dying, healing word or stronger healing magic or feature. You can't do so again until you finish a long rest.

d4 Features of Your

Ancestor The Feature You Inherited

1

A mighty warrior once battled against a goliath, with a magnificent shiny spear.

Your weapons or materials to cast spells shine faintly under the moonlight, if you wish so.

2

An eagle-eyed archer once shot a tyrant king from a hill and saved the country from his iron fist.

Whenever you cast a spell, you can levitate 5 ft off the

ground until the end of your next turn.

3

A powerful seer once foresaw the day of doom with an upcoming invasion from a terrible army and saved the people.

Your pupils resemble clouds when you wish them to do so.

4

A trickster that tricked a terrible giant to attack his brethren and saved the village from a disaster.

You can alter the color of your eyes once a day.

Sorcerer - Blood of the Forebears

A woman with radiant beauty stands tall, a woman of strength and grace, her vibrant garments a reflection of her powerful spirit. With a fierce determination, she summons a blade of such ethereal beauty, it could rival the stars that adorn the heavens. Her blood sings with the echoes of her ancestors, lending her their strength and wisdom as she calls upon their ancient powers.

Whispers on the wind speak of legends from times long forgotten, of heroics and valor passed down through the generations. As she calls forth her might, darkness trembles at the sight of her, for she is a force to be reckoned with.

For her, power is not just a matter of brute force, but a legacy inherited from those who came before.

The blood of her ancestors runs through her veins, and with every breath she takes, she honors their memory. The tribes of the steppes believe that the spirits of their forebears guide and protect them, and for her, this is more than just a myth. It is a truth that is manifest in all she does.

Level 1: Power of the Forebears: You were born with the power that resides in your blood, and it has been invoked. Work with your GM to determine the properties of your ancestor. A number of times equal to your proficiency bonus, you can summon your inner power, and your ancestor speaks to you in your mind and aids you for 1 minute. During this process you have advantage on any checks or saving throws related to Strength and Constitution.

In addition, you learn an additional evocation cantrip from the sorcerer's spell list. It doesn't count against the cantrips you know.

Your Ancestor

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These options are also available for other sorcerous origins.

Metamagic Options

Memorized Spell

When you lose concentration on a sorcerer spell, you can use your reaction to spend 3 sorcery points to maintain your concentration.

Mythic Spell

When you cast a sorcerer spell, you can spend 3 sorcery points to make it a mythic spell. For the next 8 hours, you can cast that spell again once without expending a spell slot. The spell can't be higher than 5th level.

Level 6: Heroic Blood: By the 6th level, your heroic ancestors gained more power over the course of time and experience. You can spend 2 sorcery points as a bonus action to make a melee spell attack against a creature within 5 ft. of you. On a hit, you deal psychic damage equal to 2d8 + your Charisma modifier. Your ancestor's blade from the myths takes shape as a spectral blade and vanishes after your action.

The damage increases to 4d8 + your Charisma modifier at 11th level and 6d8 + your Charisma modifier at 16th level.

Level 14: Stories of the Past: In 14th level, you remember everything your ancestor remembers. If you invoke your Power of the Forebears or Heroic Blood feature, you can spend 1 sorcery point to treat any 9 or lower rolls on a d20 as a 10 for the next minute. You can't use this feature again until you finish a long rest.

Level 18: Legends Untold: At 18th level, you can allow your ancestor to take control over your body and your mind. It is hard to surrender fully at first, but once you are used to it, you begin to understand the power now at your disposal.

During that time you can strike three times as a melee spell attack on your turns. You deal 1d8 + your Charisma modifier in psychic damage with each attack. In addition, you add your Charisma modifier to your Armor Class. You can't use this feature again until you finish a long rest. This feature can be combined with Stories of the Past.

Warlock - The Underground

Patron (Erlík)

Deep beneath the ground, fire rules the heart of the earth and breathes life into everything. It is, thus, wise that ancient peoples worshiped fire in all its forms.

The creative fire nourishes creativity and passion in the hearts and souls of humanity. Civilizations were built and evolved around fire. Wise men looked at fire, kings used fire; some people danced around it and worshiped it; some understood its power and used it prudently.

A warrior, years ago, used a technique he learned from his master to strike with his sword in a state of fiery

anger, and magical sparks surrounded the sword, enhancing the power of fire with magic. The spirits
Heroic Spell

When you cast a sorcerer spell, you can spend 3 sorcery points to make the spells more powerful against neglecting effects. Counterspell or dispel magic's ability checks have disadvantage against this spell. If the spell is lower than 3rd level, its Difficulty becomes 14.

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Level 1: The Smith of Black Hells: You learn the heat metal spell. It doesn't count against the spells you know, and it is a warlock spell for you. You can cast it once without expending a spell slot but can't do so again until you finish a long rest.

You can also cast heat metal as a ritual by changing how it works. During the process, you can work on up to 3 melee weapons of your choice and imbue them with magic. These weapons are counted as magical and deal 1 additional fire damage. This damage becomes 1d4 at 3rd level, 1d6 at 5th level, 1d8 at 11th level, and 1d10 at 16th level. If you imbue another weapon, one of the weapons of your choice that you imbued earlier loses its magical properties. Also, you can imbue up to 5 five pieces of ammunition with this ability, but the ammunitions lose their magical properties after being fired.

Alternatively, you can work on 2 sets of armor and imbue it with magic. When the wearer of the armor takes damage, the attacker takes the fire damage stated above if they are within 5 feet of the armor. This ability works only once per round for a singular piece of armor.

In addition, you gain proficiency in Smith's Tools and two martial melee weapons of your choice. You can

use the smith's tools or a melee weapon that is made of metal as a spellcasting focus for your warlock spells.

Level 1: Herald of Fire: Your fiery soul protects you from harm; while wearing no armor and holding no shields your AC is equal to 10 + your Dexterity modifier + your Charisma modifier.

You learn to control flames with your mind. You can ignite flammable objects within 5 ft. of you or extinguish them, for example torches and campfires.

You also gain the following benefits:

D You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.

D You cause simple shapes or images to appear within the flames and animate them as you like.

These shapes can be vague form of a creature, an object or a location. The shapes last for 1 hour.

Level 6: Astonishing Flames: Starting from 6th level, when you deal fire damage you ignore resistance.

In addition, when you hit a creature with fire damage, you also can put a curse on your targets that lasts for 1 minute. You can keep this curse on 1 target. This number increases to 2 at 10th level and 3 at 17th level.

You can use this curse a number of times equal to your Charisma modifier (minimum of 1). The creature must succeed on a Wisdom saving throw against your spell save DC at the end of its turns to end this effect.

You choose one of the following effects on the target:

D The creature has disadvantage on attack rolls.

D The creature takes fire damage equal to your

Spell

Level

1st Farabi's favor, hunter's mark

2nd flame blade, magic weapon

3rd bestow curse, fear

4th fabricate, fire shield

5th creation, raise dead

of his ancestors turned the hearts of the extinguished fire into a passionate breath with every strike.

Expanded Spell List

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Charisma modifier at the start of its turns. This damage can't be reduced by any means.

D You or your allies have advantage on the saving throws related to the spells that are cast by the creature.

D The creature can't regain hit points.

D If the creature is wearing metal armor or holding a metal weapon, it takes 3d6 fire damage.

Level 10: Blazing Blade: As a bonus action, you can create a spectral flame weapon that is within 5 ft. of you. It follows you and can't go further than 5 ft. from you. You can make this weapon strike your opponents as a melee spell attack by controlling it on your bonus actions. It stays for 1 minute and deals 2d6 fire damage. You can't summon this blade again until you finish a short or long rest.

Additionally, you can choose to deal fire damage with your melee weapons. When you do so with a bonus action, the blade sheds bright light in a 5 foot radius and dim light for an additional 5 feet and deals fire damage rather than its normal damage until the end of your next turn and resembles a blade in its incandescent form.

Level 14: Call of Fire: You learn conjure elemental spell (it doesn't count against the spells you know) and can cast it without expending a spell slot to conjure a fire elemental. When your concentration is broken, the elemental vanishes. You can't do so again until

you finish a long rest. You can use your spell slots to normally cast the spell.

Wizard - School of the Stone Scribe

In the heart of the steppes an ancient tradition still lives among some arcane practitioners. Those who know the language and secrets of nature inscribed them on the stone to let them never be forgotten. This archaic secret is entrusted to the next generations. By using the inscriptions of old they create a unique bond, a circle of wizards, thus sharing a tremendous power and precious knowledge. They learn their spells through inscriptions, borrow arcane energy from one another, and breathe as if they were one of the free spirits living under the eternal sky. They excel at rituals, magic circles, and sealing otherworldly beings away if they ever threaten the eudaimonia of the world.

Level 2: Secrets of the Stone: Starting from 2nd level, your studies about the inscriptions of old have enabled you to use them to cast your spells as if they were a spellbook. There are many inscriptions around the world that contain spells on them, and only you and those belonging to your arcane tradition can read them. If you encounter such an inscription, you can use your action to touch the inscription and memorize the spell. You can memorize spells a number of times equal to your Intelligence modifier (you regain expended uses after you finish a long rest). You can cast these without expending a spell slot. When a spell is expended, it can't be cast this way again, but you can scribe the spell to your spellbook in half the given time and with half the required material. If it is a ritual spell, you can cast it as a ritual in half the given time; after that, the spell is expended.

Level 2: Shared Memory: Starting from 2nd level,

you can share spell slots with other spellcasters. As a bonus action, you can choose a bard, druid, cleric, sorcerer or another wizard within 20 ft. of you and

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Subclass Options

choose one of your spell slots. That spell slot is counted as expended for you, and the chosen target can use that spell slot to cast appropriate spells with it for the next 10 minutes. Roll a d10 when you share a slot; on a roll of 10, your slot stays as unexpended and your chosen ally can still gain the benefit from it. You can't use this feature for spell slots above 5th level.

You then gain your expended spell slot as normal, such as with arcane recovery or long rest.

In addition, you learn the comprehend languages spell and can cast it without expending a spell slot a number of times equal to your Intelligence modifier. If you have slots, you can cast it normally, and it doesn't count against your daily prepared spells.

Level 6: Ancient Circles of Sealing: By 6th level, you are aware of the dangers otherworldly creatures possess and inscriptions of old have methods to seal them away. You learn the detect evil and good and magic circle spells and can cast them once a day (each) without expending a spell slot. Also, you can cast detect evil and good as a ritual.

You can use your action to summon a sealing circle with 5 ft. radius on otherworldly creatures within 20 ft. of you. The creature must succeed on a Charisma saving throw. On a success it takes 2d6 psychic damage. On a failed save you choose one of the effects below:

D The creature's movement speed becomes 0 for 1 minute. It can repeat the saving throw at the end of each of its turns.

D If you are in a building of some sort, the creature

is bound to the building and can't leave unless it succeeds on a Charisma saving throw, or the building ceases to exist completely. It can repeat the saving throw once a month if it fails.

D If the creature is possessing a humanoid, it makes a Charisma saving throw again, and on a failed save, it is forced out of the body.

D It is blinded or deafened for 1 minute. It can repeat the saving throw at the end of each of its turns.

D It has vulnerability to a type of damage of your choice that is not its resistance or immunity for 1 minute. It can repeat the saving throw at the end of each of its turns.

Level 10: Perfect Memory: When you use Shared Memory, you can roll a d8 instead of d10. On a roll of 8, your spell slot remains unspent. You also can use your action and restore one of your spell slots that is not higher than 3rd level. You can't use this feature again until you finish a long rest.

In addition, you can cast magic circle as an action and extend its duration for another hour.

Level 14: Master Scribe: You are now a master of your arcane arts and can manipulate them in unique and original ways. You can use your action to activate your ancient knowledge and affect your next spell cast within next minute one of the following ways:

D A creature has disadvantage on the saving throw against the spell you cast or you have advantage on the attack roll if the spell includes a spell attack.

D You ignore resistance against one type of damage in your spell.

D If your spell includes an attack roll and hits a creature, you can force the creature to make a Charisma saving throw against your spell save

DC; on a failed save, it is banished for 10 minutes.

Revision #1

Created 30 October 2025 17:28:16 by Andrej

Updated 5 November 2025 04:57:40 by Andrej