

# The Shaman

Homebrew Content by Collin Krueger for 5<sup>th</sup> edition Dungeons & Dragons. There is content in this from other sources of homebrew or material in the work-in-progress Alvanzian Campaign Guide. Some of this information can be found on [www.collinkrueger.com/spells](http://www.collinkrueger.com/spells)

## Harness of the Hidden World

Some people see the world through the lens that is presented to them. Some people live their entire lives unaware of the world that moves around them; unaware of the hidden world. A world, which is not seen, but known about. Shamans seek out a deeper understanding of this hidden world and try through study and spirituality, try to wrestle control of this metaphysical world.

Shamans do not necessarily seek high magic but seek a deeper understanding of the magic that encircles us all. Shamans can gain their magic from many different sources, taking knowledge from the arcane arts, the divine arts, and even more esoteric arts such as the psionic arts. Shamans are in tune with the world around them on a deeper level than most.

## Manifestation of the Metaphysical Self

Shamans seek to align their spiritual self and physical self together, living in a constant state of seeking enlightenment. Different shamans pursue enlightenment in different ways, manifesting their spiritual self through many forms. Some shamans represent this spirit through physical runes on the body or soul, etching glyphs and images to connect these aspects of mind and matter.

Some shamans seek enlightenment through altruism and the understanding of the condition of life, trying to understand the world by helping it thrive. Some shamans even allow their soul to manifest into the form of an animal of nature, both a guide to life and a recognition of one's natural self. Other shamans seek enlightenment more directly through understanding of higher concepts of the world and abstracting one's self and seek understanding by pulling the knowledge of those who oppose them through curses and woes, simply testing life itself.

Regardless of how their soul manifests, all shamans recognize that the soul, the spiritual self, is something that can be altered and shaped by the world around them, and through this divine journey, shamans hardly leave this world without having made their own soul prominent and connected.

## Creating a Shaman

When making a Shaman, consider why your character is so in touch with the world around them and its secrets. Perhaps your character lives in an area of great magical energy such as a planar rift, or perhaps your character was raised and mentored by another practitioner of the shamanistic arts. Maybe your character was either born special or was a precocious child who understood the world around them more deeply and pursued understanding. Perhaps your deep spiritual beliefs did not extend into the realm of a specific deity and you felt called to a generic sense of spirituality.

Have you always been an adventurer, or have circumstances led you to this new life? Perhaps the rituals you too oft perform are in pursuit of some greater spiritual goal towards enlightenment or maybe you aim to manipulate the world around you to hold dominion over all of man and nature.

## Quick Build

You can make a shaman quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by either Strength or Intelligence. Second, choose the Sage background

## The Shaman

Level	Proficiency Bonus	Features	Soul Marks	Cantrips Known	-Spell Slots Per Level-				
1 <sup>st</sup>	+2	Spellcasting, Soul Mark	2	2	2	-	-	-	-
2 <sup>nd</sup>	+2	Attuned Senses, Ritualist (1 <sup>st</sup> )	2	2	2	-	-	-	-
3 <sup>rd</sup>	+2	Spiritual Manifestation	3	2	3	-	-	-	-
4 <sup>th</sup>	+2	Ability Score Improvement	3	2	3	-	-	-	-
5 <sup>th</sup>	+3	Ritualist (2 <sup>nd</sup> )	3	2	4	2			
6 <sup>th</sup>	+3	Prepared Rites (1), Spiritual Manifestation Feature	3	2	4	2			
7 <sup>th</sup>	+3	Attuned Senses Improvement	4	2	4	3			
8 <sup>th</sup>	+3	Ability Score Improvement, Ritualist (3 <sup>rd</sup> )	4	2	4	3			
9 <sup>th</sup>	+4	-	4	2	4	3	2		
10 <sup>th</sup>	+4	Prepared Rites (2), Spiritual Manifestation Feature	4	3	4	3	2		
11 <sup>th</sup>	+4	Ritualist (4 <sup>th</sup> )	5	3	4	3	3		
12 <sup>th</sup>	+4	Ability Score Improvement	5	3	4	3	3		
13 <sup>th</sup>	+5	-	5	3	4	3	3	1	
14 <sup>th</sup>	+5	Ritualist (5 <sup>th</sup> ), Spiritual Manifestation Feature	5	4	4	3	3	1	
15 <sup>th</sup>	+5	Attuned Senses Improvement	6	4	4	3	3	2	
16 <sup>th</sup>	+5	Ability Score Improvement	6	4	4	3	3	2	
17 <sup>th</sup>	+6	Ritualist (6 <sup>th</sup> ), Spiritual Manifestation Feature	6	4	4	3	3	3	1
18 <sup>th</sup>	+6	Prepared Rites (3)	7	4	4	3	3	3	1
19 <sup>th</sup>	+6	Ability Score Improvement	7	4	4	3	3	3	2
20 <sup>th</sup>	+6	Ritualist (7 <sup>th</sup> ), Spiritual Manifestation Feature	7	4	4	3	3	3	2

## Class Features

As a shaman, you gain the following class features.

### Hit Points

**Hit Dice:** 1d8 per shaman level

**Hit Points at 1<sup>st</sup> Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per shaman level after 1<sup>st</sup>

### Proficiencies

**Armor:** Light Armor, Medium Armor, Shields

**Weapons:** simple weapons, blowgun, longbow, net, flail, whip

**Saving Throws:** Intelligence, Wisdom

**Skills:** Choose two of the following skills: Athletics, Stealth, Arcana, Nature, Religion, Animal Handling, Perception, or Survival.

### Equipment

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

- (a) a wooden shield or (b) any simple weapon
- (a) a flail, (b) a whip, or (c) any simple weapon
- (a) a longbow with 20 arrows or (b) a blowgun with 50 blowgun needles
- (a) leather armor or (b) scale mail
- A dagger, an Explorer's Pack, and a spellcasting focus.

### Spellcasting

As a manifestation of the planar power, you can cast Shaman spells. See Spells Rules for the general rules of spell casting.

### Cantrips

At 1<sup>st</sup> level, you know two cantrips of your choice from the shaman spell list. You learn additional shaman cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Shaman table.

### Preparing and Casting Spells

The Shaman table shows how many spell slots you have to cast spells of 1<sup>st</sup> level or higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of Shaman spells that are available for you to cast, choosing from the Shaman spell list. When you do so, choose a number of spells equal to your Wisdom modifier + your Shaman level (minimum 1 spell). These must be of a level for which you have spell slots. You may change your list of prepared spells whenever you finish a long rest; doing so requires 1 minute of meditation per spell level for each spell on your list.

### Spellcasting Ability

Wisdom is your spellcasting ability for shaman spells. The power comes from your weaving of spiritual chaos without being bound by divinity. You use your Wisdom whenever a shaman spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you can cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Spell attack modifier** = your proficiency bonus + your Wisdom modifier

### Ritual Casting

You can cast a shaman spell as a ritual if that spell has the ritual tag and you have the spell prepared.

### Spellcasting Focus

You can use a druidic focus, spiritual totem, or the fur of your spirit animal (if applicable) as a spellcasting focus for your shaman spells. In order to make it your focus, you must complete a ritual which takes 8 hours to complete and 10gp worth of incense.

### Soul Mark

At 1<sup>st</sup> level, your soul becomes imprinted with a unique trace detailing the journey that you are on and granting you powers specific to your journey. As you grow in strength and progress along your path, you gain more marks etched into your soul. Some shamans use totems as a physical manifestation of this trace. Others feel more comfortable leaving their trace unrepresented. However, as your soul grows in prominence, others may find it easier to find your soul.

Each mark has a *Prominence Score*. Whenever you are subjected to a saving throw against a spell from the Divination school of magic, you must subtract your Prominence score from the number rolled. A list of soul marks can be found at the end of the class description.

You gain two soul marks at 1<sup>st</sup> level, gaining an additional one at 3<sup>rd</sup>, 7<sup>th</sup>, 11<sup>th</sup>, 15<sup>th</sup>, and 18<sup>th</sup> level. This number is listed on the Shaman chart under Soul Marks.

### Attuned Senses

At 2<sup>nd</sup> level, you tap into the energy that comprises the world you inhabit. You gain an additional sense of your choice from the list below. You gain an additional sense at 7<sup>th</sup> and 15<sup>th</sup> level.

### Ritualist

Starting at 2<sup>nd</sup> level, your mastery of ritual spells is unparalleled, so much so that you may craft rituals for spells that normally are not rituals. Choose a 1<sup>st</sup> level spell that is not a ritual spell from the shaman spell list. You may now use that spell as a ritual spell, spending an additional hour (instead of 10 minutes) casting.

If the spell has a costed material component, you must provide twice the required amount when casting this spell as a ritual.

Additionally, this spell no longer requires preparation to be cast ritually.

At 5<sup>th</sup> level, you gain an additional spell able to be cast in this way and you may pick a spell of 2<sup>nd</sup> level or lower.

At levels 8<sup>th</sup>, 11<sup>th</sup>, 14<sup>th</sup>, 17<sup>th</sup>, and 20<sup>th</sup>, you gain an additional spell to add, being able to pick a spell one level higher for each time you get the ability. The highest-level spell able to be cast with that particular obtaining of the ability is listed in the Shaman class chart.

### Spiritual Manifestation

Your spirituality through meditation and growth begins to manifest in a unique way given your path. When you reach 3<sup>rd</sup> level, you may pick the means by which your spirit manifests. You may choose between the Runecarver, the Totem Walker, Voodoo Doctor, or the Hex Weaver.

At 6<sup>th</sup>, 10<sup>th</sup>, 14<sup>th</sup>, 17<sup>th</sup>, and 20<sup>th</sup>, you gain a feature tied to your specific manifestation found at the end of this guide.

### Ability Score Improvement

When you reach 4<sup>th</sup> level, and again at 8<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup>, and 19<sup>th</sup> level, you can increase one ability score of your choice by 2, or you can increase three ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

### Prepared Rites

Starting at 6<sup>th</sup> level, your proficiency with ritual spellcasting becomes unparalleled, allowing you to gain the power of the spell in exchange for performing the ritual either beforehand or later. You may make the casting time of any ritual spell 1 action.

Once you have used this ability, you must complete a long rest. If you had not completed the ritual beforehand, you must complete the ritual in its full duration before you begin your long rest. If you try to rest without completing the ritual, nightmares will haunt your visions or dreams, and preventing the completion of a long rest, and granting a level of exhaustion.

At 10<sup>th</sup> level, you gain two uses of this feature between long rests, and at 18<sup>th</sup> level, you gain three uses between long rests.

## Spiritual Manifestations

### Rune Carver

A rune carver is a creature who has dedicated their life to the art of carving runes of power and using gems to infuse those runes with power. Traditionally, these forms were placed on the land to protect it from the wilds, but over time, this was adapted to be placed on creatures. As a rune carver, your runes can take many forms, whether that be symbols which bury themselves into the body, to scarring marks to tattoos.

### Rune Carving Basics

Starting at 3<sup>rd</sup> level, you may now imbue other creatures with soul marks that take the form of runes. You may learn a number of runes equal to your Wisdom modifier + your Shaman levels. Therefore upon leveling up, you gain a rune known. These need not be the soul marks that you have taken as part of the Soul Mark feature. The soul marks can be found in the Appendix of this document.

You also gain proficiency with either Calligrapher's Supplies, Painter's Supplies, Soldering Tools, or Tattoo Equipment as part of your rune carving.

#### *Learning Additional Runes*

Throughout your travels you may come upon other Rune Carvers and learn from them or see their work. Spending 8 hours studying, you may learn a new rune that another creature has carved if the rune is of a tier which you can perform.

#### *Using Runes*

As an action, you may imbue another creature that you can touch and see with a rune whose level you can learn. This rune lasts for 10 minutes and is tied to the creature. A creature may only have a single active rune at a time. You have an amount of Rune Uses equal to your Wisdom modifier + your proficiency bonus. You regain all uses on the completion of a long rest and all temporary runes fade. Once you have applied a rune to a creature, you cannot apply the same rune to another creature until the rune has faded from the original. However, as an action, you can spend a Rune Use to revitalize the rune of a creature you can touch and see, making it active again for 10 minutes.

#### *Permanent Runes*

You also have the ability to make a rune permanent on a creature. Making a rune permanent takes 8 hours of time and has a cost associated with it. Each rune will have a listed cost alongside it. Some may require special materials.

A creature that has had a rune made permanent may receive a temporary rune as well, as long as it is not the same rune. Making a rune permanent on another creature does not give that creature a prominence score.

A creature receiving a rune must be of the required level as well as the caster, to receive the rune.

A creature can only receive one rune, generally, but a creature that is 7<sup>th</sup> level or higher may receive an additional permanent rune, and a creature that is 15<sup>th</sup> level or higher can receive one more permanent rune beyond that.

#### *Traditional Carving*

Learning from your ancestors, the way of rune was originally inscribed on the land, and so you now can protect land as well. Starting at 6<sup>th</sup> level, you learn the spell Glyph of Warding. This does not count against spells known. You may cast this spell as an action without requiring material components by using two of your *Rune Uses*.

#### *Advanced Rune Carving*

Starting at 10<sup>th</sup> level, you gain access to advanced runes. A creature may now have up to two runes, with at least one being a rune whose level requirement is no higher than 3<sup>rd</sup> level. Granting a second rune to a creature uses two *Rune Uses*.

#### *Energy Conversion*

Starting at 10<sup>th</sup> level, you may expend a spell slot of 2<sup>nd</sup> Level or higher as a bonus action to regain one *Rune Use*. Using a 4<sup>th</sup> level slot as a bonus action yields 2 *Rune Uses*.

### Symbology Expertise

Starting at 14<sup>th</sup> level, you have mastered your training of the old way. You learn the spell Symbol. This does not count against spells known. You may cast this spell without requiring material components at the cost of five of your *Rune Uses*.

### Expert Rune Carving

Starting at 17<sup>th</sup> level, you gain the ability to administer three runes on a single creature. A creature may now have up to three runes, one rune of 3<sup>rd</sup> level or lower, one rune of 11<sup>th</sup> level or lower, and one rune of any level. Applying a third rune to a single creature consumes three *Rune Uses*.

### Auto-masterpiece

At 20<sup>th</sup> level, your body has become its ideal form and utilizing all your self-experimentation, you connect the traces of energy into power for yourself. You gain two permanent runes on yourself without needing material components.

### Voodoo Doctor

#### Healing Surge

Starting at 3<sup>rd</sup> level, you gain the ability to channel stray energy into a healing spell. When you cast a shaman spell you can cast using a spell slot which heals at least one creature, double the amount healed. Once you have used this feature, you must complete a short rest before performing this again.

Starting at 17<sup>th</sup> level, you can use this feature twice between short rests.

You also gain proficiency with an Herbalist's Kit if you were not already proficient.

#### Preventative Healing

Starting at 6<sup>th</sup> level, when you heal a creature for more than their max hit points would allow, they may use the remainder as temporary hit points. These temporary hit points last for 1 hour and are resistant to poison damage.

#### Purity of Body

At 10<sup>th</sup> level, your mastery over the weave makes you immune to disease and poison.

#### Separation of Body and Soul

At 10<sup>th</sup> level, you learn the spell Reincarnate. This does not count against your spells known and is considered a ritual spell for you.

#### Halting the Knock at Death's Door

Starting at 14<sup>th</sup> level, when you heal a creature with a healing spell of first level or higher, until the start of your next turn, all creatures healed by the spell gain a brief protection from death. The first time the target would drop to 0 Hit Points as a result of taking damage, the target instead drops to 1 hit point and the effect ends.

#### Beyond Ailment

Starting at 17<sup>th</sup> level, when you heal a creature with a healing spell of first level or higher, you may choose to cure them of one of the following conditions: blinded, charmed, deafened, frightened, paralyzed, poisoned.

### Avatar of Life

Starting at 20<sup>th</sup> level, all your healing is doubled. When used in conjunction with your Healing surge, your healing is quadrupled.

### Hex Weaver

#### Empowered Casting

Starting at 3<sup>rd</sup> level, your spells become more empowered. When you cast a spell using a spell slot, the spell is cast as if you had used a spell slot one level higher. Additionally, when using a spell slot, any spell with a range of 30 feet or greater gains an additional 30 feet added to their range.

You gain proficiency with Enchanter's Tools if you were not already proficient.

#### Evolved Hex

Starting at 3<sup>rd</sup> level, you always have the spell Hex prepared and does not count against your total number of prepared spells. When you cast the spell Hex, you may designate one friendly creature per level of spell slot used that you can see. That creature also gains the extra damage against the target.

#### Tools of Punishment

Starting at 3<sup>rd</sup> level, you gain an ability to aid the potency of your Hex. You may add one of the following cantrips to your spell list. This cantrip does not count against your cantrips known and is always prepared.

You may choose either Eldritch Blast, Air Slice\*\*, or Fury Swipes\*\*. You may pick a second option at 14<sup>th</sup> level.

*\*\*Note, these spells can be found in the Alvanzia Campaign Guide, on [collinkrueger.com/spells](http://collinkrueger.com/spells) or in Appendix C*

#### Focused Mind

Starting at 6<sup>th</sup> level, you cannot lose concentration on the spell Hex from taking damage.

#### Hidden Wisdom

Starting at 10<sup>th</sup> level, choose one spell of 4<sup>th</sup> level and one spell of 5<sup>th</sup> level to learn from the Shaman spell list. These spells are always prepared and do not count against your spells known. You may cast each one of these spells once without expending a spell slot. You must gain the benefits of a long rest to regain the uses of this feature.

Starting at 14<sup>th</sup> level, choose one spell of 6<sup>th</sup> and 7<sup>th</sup> level with the same requirements.

Starting at 17<sup>th</sup> level, choose one spell of 8<sup>th</sup> and 9<sup>th</sup> level with the same requirements.

#### Heightened Strikes

Starting at 10<sup>th</sup> level, the damage from your Hex deals 1d8 extra damage instead of 1d6.

At 17<sup>th</sup> level, this damage increases to 1d10 damage.

#### Debilitating Hex

At 20<sup>th</sup> level, the target affected by your Hex has disadvantage on all attack rolls, saving throws, and ability checks.



Additionally, if you cast a spell against the hexed target, using a spell slot to do so, and they succeed on their Saving Throw, you may end the spell immediately as a reaction to regain the spell slot, forgoing any damage on a successful saving throw.

### Totem Walker

The Totem Walker is a spiritual journey where the shaman accepts a spirit animal as a guide, protector, and inspiration. In battle, your totem spirit fills you with supernatural might, giving you the will to fight head on. You share similarities with barbarians who go on this journey, but you have a single spirit animal.

### Might Seeker

Yours is a path that seeks might through your attunement to the natural world. When you pick up this subclass, you gain proficiency with martial weapons.

### Unarmored Defense

While you are not wearing any armor, your Armor Class equal 10 + your Dexterity modifier + your Wisdom Modifier. You can use a shield and still gain this benefit.

### Totem Summons

At 3<sup>rd</sup> level, when you adopt this subclass, you choose a totem spirit and can summon it to fight alongside you for 1 minute as a bonus action. You must make or acquire a physical totem object which connects your spirit to the essence of this creature. You also may gain minor physical attributes reminiscent of your totem spirit. For example, if you have a bear totem spirit, you might be unusually hairy and thick-skinned, or if your totem is the eagle, your eyes turn bright yellow.

This translucent creature has an amount of hit points equal to 1 + your Wisdom modifier for each level in Shaman you have and is immune to poison damage. Spells which have a range of self may instead target your summoned creature. Finally, you may replace your summoned creature's 'to hit' modifier and damage modifier with your spell attack bonus and your Wisdom modifier, respectively.

**Bear.** You summon a Brown Bear to fight alongside you.

**Eagle.** You summon a Giant Eagle to fight alongside you.

**Elk.** You summon an Elk to fight alongside you. Its AC becomes 13.

**Tiger.** You summon a Tiger to fight alongside you.

**Wolf.** You summon a Dire Wolf to fight alongside you.

**Duck.** You summon a Giant Duck to fight alongside you (you can either have your DM make a CR 1 stat block for this or use the stats of the Giant Toad).

You may summon your spirit animal to fight with you two times before you must complete a long rest to regain this feature. If your totem is reduced to 0 hit points in a battle, you must spend 1 minute performing a ritual to restore their health.

You also gain proficiency with either Glassblower's Tools, Mason's Tools, Potter's Tools, or Woodcarver's Tools to create your representation of your totems.

## Totem Spirit

Starting at 6<sup>th</sup> level, you gain an aspect of your spirit animal when they are summoned.

**Bear.** You are resistant to all damage except psychic.

**Eagle.** While you aren't wearing heavy armor, opportunity attacks against you have disadvantage and you may use the dash action as a bonus action on your turn.

**Elk.** While you aren't wearing heavy armor, your walking speed increases by 15 feet.

**Tiger.** Your jump distance is doubled. You also may pounce as part of the attack action, knocking a target prone on a failed Strength Saving Throw against 8 + your proficiency bonus + your Strength modifier.

**Wolf.** While you or your wolf are engaged with an enemy, your allies gain advantage on melee attacks against the enemy.

**Duck.** When you are targeted with an attack, you can use your reaction to impose disadvantage on the attack roll, helping you shrug off the blow, like water off a duck's back.

Additionally, regardless of which spirit animal you have, their AC increases by 2.

## Latent Spirit

Starting at 10<sup>th</sup> level, you gain a magical benefit based on your totem animal, even while they are not summoned.

**Bear.** Your carrying capacity (including maximum load and lift) is doubled, and your melee strikes gain the siege property (double damage against structures).

**Eagle.** You gain the eyesight of an eagle, able to see 1 mile away with no difficulty, being able to discern details as if 100 feet away. Additionally, dim light does not impose disadvantage on perception checks.

**Elk.** Whether mounted or on foot, your travel pace is doubled, as is the travel pace of up to ten companions while they're within 60 feet of you and you're not incapacitated.

**Tiger.** You gain proficiency in two of the following skills: Athletics, Acrobatics\*\*\*\*, Stealth, Survival, or Pry\*\*\*.

**Wolf.** You gain the hunting sensibilities of a wolf. You can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace.

**Duck.** You gain resistance to acid damage, as the liquid mostly slides off your strangely waxy exterior. In addition, you gain a swim speed equal to your walking speed.

## Fighting Style

At 10<sup>th</sup> Level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

**Archery.** You gain a +2 bonus to Attack rolls you make with Ranged Weapons

**Dueling.** When you are wielding a melee weapon in one hand and no other Weapons, you gain a +2 bonus to Damage Rolls with that weapon.

**Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second Attack.

**Great Weapon Fighting.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon you are wielding with two hands, you can re-roll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

**Spirit Fighting.** Your animal companion has advantage on their attack rolls while you are within 30 feet.

#### Battle Magic

Starting at 14<sup>th</sup> level, when you use your action to cast a shaman spell, you may use your bonus action to make a single weapon attack.

#### Totemic Presence

At 17<sup>th</sup> level, you always have your spirit animal beside you. When they are reduced to 0 hit points, they can be brought back with a ritual that takes 1 minute to perform.

#### Avatar of the Spirit

At 20<sup>th</sup> level, you gain an ability that represents your full connection to that animal.

**Bear.** When you hit a creature with a melee attack against a creature, they become frightened of you.

**Eagle.** You gain a fly speed equal to your walking speed.

**Elk.** When you move through the space of a creature that is Large or smaller, they are knocked prone and take 1d12 + your Strength modifier bludgeoning damage.

**Tiger.** You may make an additional attack as a bonus action.

**Wolf.** You convert hits to critical hits on creatures which are prone.

**Duck.** You gain a swim speed equal to double your walking speed. While in water, you automatically succeed on Dexterity Saving Throws. While in water, 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.

## Appendix A

### Senses

#### Enhanced Darkvision

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

#### Blindsense

**Prerequisite:** 7<sup>th</sup> level

You can perceive your surroundings without relying on sight within a radius of 10 feet.

#### Sense Spirits

You gain the ability to sense the presence of undead within 60 feet of you. You learn the vague direction of the spirit, but not its exact location.

#### Death Sense

You gain the ability to determine the exact time of death of a corpse that has died within the last 24 hours, the exact hour of death of a corpse that had died within the last 7 days, the exact day of death of a corpse that has died within the last month.

With older corpses, the sense is hazier, but still possible to trace to with some accuracy. The DM offers up a general time frame rounded to the most significant digit. For example, if a creature died 347 years ago, the DM would inform the player the body has been dead for over 300 years.

In addition, by this same time scale, you can spend a minute observing a living creature within 30 feet to determine when last they died. This spell also informs you if the creature is in a clone form.

#### Arcane Sense

You gain the ability to sense the presence of magic within 30 feet of you. You do not learn the location of the magic, but you are aware of the potency of the magic.

#### Projected Sense

**Prerequisite:** 7<sup>th</sup> level

As an action, you choose a creature you can see. If the creature is unwilling, they must make a Charisma saving throw against your spell save DC. For as long as you maintain concentration (as if you were concentrating on a spell), you can use your action to perceive through the beast's eyes and hear what it hears and continue to do so until you use your action to return to your normal senses. An unwilling creature may retry the saving throw once every minute.

#### Spectral Heartsight

You gain proficiency in Insight (Wisdom) ability checks. Additionally, any creature with a Charisma of 5 or higher gives off an aura of color around them representing an emotion of theirs. Each creature's emotional colors are different, however, but self-consistent.

For instance, Bill the Cleric may give off a red aura when they are happy, but a violet aura when they are upset, whereas Ted the Paladin may give off a red aura when they are being deceitful and violet when they are happy.

A creature whose Charisma score is higher than your Wisdom score emits colors that are too specific to read and are thus unreadable. Additionally, anyone under the effects of a spell such as nondetection or mind blank gives off no aura.

When you have not encountered an individual within 30 days, their emotional colors shift to be completely untraceable to themselves 30 days prior, and thus determining the emotional pairings must be redone.

### Enhanced Color Spectrum

**Prerequisite:** 15<sup>th</sup> level

You gain the ability to see colors beyond the scope of your natural form. You now see ultraviolet and infrared as part of your color spectrum, but only out to 30 feet. As a part of this, you ignore light and heavy obfuscation and you ignore non-magical darkness and dim light out to 30 feet.

### Witch Sight

**Prerequisite:** 15th level

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

### Keen Listener

**Prerequisite:** 7th level

You gain the ability to hear sounds that are not meant to be heard. You gain the ability to hear a sound as quiet as a whisper up to 90 feet away as if it were at regular speaking volume. Additionally you hear all sounds from 4 times as far away.

### Chemical Sense

**Prerequisite:** Contemporary Campaign Setting only.

You gain the ability to detect the main element of a substance based on its smell alone. You learn the element's atomic number, even if it has not been discovered yet.

### Ethereal Sight

**Prerequisite:** 15th level

You gain the ability you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane out to 60 feet. Ethereal creatures and objects appear ghostly and translucent.

### Salutary Sight

**Prerequisite:** 7<sup>th</sup> level

You gain the ability to sense many different factors of a creature's well-being by spending an action analyzing another friendly creature's interoception. You learn the creature's heart-rate, hunger levels, carbon dioxide levels, radiation levels, blood vessel clotting, acid levels, blood sugar and many other internal senses, and you can experience them as if they were your own.

In doing this, you also learn the creature's current hit points and about any diseases that are afflicting it and become more effective at healing them. When you heal another creature, you may spend an

additional amount of actions up to your Wisdom modifier (min 1) to add an additional healing die for each action.

### Regulated Chronoception

**Prerequisite:** 7<sup>th</sup> level

You gain the ability to proceed through time undisturbed by any magic. With this sense, you become immune to the Slow spell and any condition which would have an effect reducing your amount of actions on a turn, such as the Stone Golem's Slow effect. Additionally, you are immune to the effects of the Time Stop spell, alternating actions with the creature still moving through time. If you cannot see the creature casting the Time Stop spell, you are unable to move or cast spells during this time but are aware that time has been stopped somewhere on the plane. In addition, when you perform a ritual spell, reduce the casting time by 10 times. For example, a 10 minute ritual now only takes 1 minute, an hour long ritual takes 6 minutes.

### Soul Marks List

This is a list of soul marks that you can choose from. You may only choose a soul mark with a level requirement which is less than or equal to your level

#### *Note About the Rune Carver*

The soul marks here have a suggested cost for the subclass *The Rune Carver*. These costs are not a definitive guide and rather suggestions. The DM has ultimate say over the materials needed to gain the carving of one of these runes permanently. Some suggested guidelines are indicated in the chart below. Certain effects are of a lower or higher power level given their level requirement, and thus the cost recommendation may be adjusted accordingly. Additionally, you may forego the cost to instead dole the materials needed as the reward for a quest as the hide or treasure of an epic enemy encounter.

Level Requirement	Suggested Cost
1 <sup>st</sup>	1500gp
3 <sup>rd</sup>	3500gp
7 <sup>th</sup>	9000gp
11 <sup>th</sup>	13500gp
15 <sup>th</sup>	18500gp
18 <sup>th</sup>	30000gp

#### Level 1

##### *Mark of Alacrity*

**Prominence Score.** 1

**Level Requirement.** 1st

**Rune Carver Cost.** 2000gp worth of incense, licorice, and crystals.

You gain +10 to your base walking speed.

*Mark of Sure-Footedness*

**Prominence Score.** 0

**Level Requirement.** 1st

**Rune Carver Cost.** 1100gp worth of rare metals.

You become immune to the off-balance condition.

*Mark of Solar Adjustment*

**Prominence Score.** 0

**Level Requirement.** 1st

**Rune Carver Cost.** 1700gp worth of expensive holy oils.

You no longer have the Sunlight Sensitivity trait.

*Mark of False Life*

**Prominence Score.** 2

**Level Requirement.** 1st

**Rune Carver Cost.** 2300gp worth of top-shelf alcohol mixed with corundum dust.

At the end of a short rest, you gain 1d4+4 temporary hit points.

*Mark of the Closed Fist*

**Prominence Score.** 0

**Level Requirement.** 1st

**Rune Carver Cost.** 750gp worth of incense and absolute silence for the enchantment duration.

Your unarmed attacks now deal 1d4 bludgeoning damage

*Mark of Solar Infusion*

**Prominence Score.** 2

**Level Requirement.** 1st

**Rune Carver Cost.** 1900gp worth of expensive holy oils and celestial dust

When you are in direct sunlight, your radiant attacks are empowered. You deal an extra amount of damage equal to your spellcasting ability modifier when you deal damage with a spell that deals radiant damage.

*Mark of Facial Mutilation*

**Prominence Score.** 3

**Level Requirement.** 1st

**Rune Carver Cost.** The crushed bones of a creature of size Large or larger who has been slain within the last 24 hours and 100gp worth of molten gold.

This face tattoo gives you proficiency in Charisma (Intimidation) checks.

*Mark of Nondetection*

**Prominence Score.** -5

**Level Requirement.** 1st

**Rune Carver Cost.** 1500gp worth of crushed pearl dust and sand from a beach untouched in 200 or more years.

You decrease your prominence score by 5 For non-shaman creatures, this means that you can add a +5 to Saving Throws against spells in the school of Divination targeted against you.

#### *Mark of Disguise*

**Prominence Score.** 2

**Level Requirement.** 1st

**Rune Carver Cost.** 1900gp worth of rare crystals and glass.

You can cast the spell Disguise Self once per day without using a spell slot. Once you have used this feature, you must wait until your next short rest to regain this feature.

#### *Mark of Pyrotechnics*

**Prominence Score.** 1

**Level Requirement.** 1st

**Rune Carver Cost.** 2500gp worth of sulfur, black powder, and alchemist's fire.

You can cast the spell Pyrotechnics once per day without using a spell slot. Once you have used this feature, you must wait until your next long rest to regain this feature.

#### *Mark of Broad Shouldered*

**Prominence Score.** 1

**Level Requirement.** 1st

**Rune Carver Cost.** 2900gp worth of high-quality steel.

You gain proficiency with heavy armor.

Level 3

#### *Mark of Simple Implements*

**Prominence Score.** 0

**Level Requirement.** 3rd

**Rune Carver Cost.** 2800gp worth of crystals, licorice, quicksilver, and arcane dust.

When using a simple weapon, its damage die becomes 1d8.

#### *Mark of Recovery*

**Prominence Score.** 2

**Level Requirement.** 3rd

**Rune Carver Cost.** 3400gp worth of enchanted water from a magical hot spring and a rock from the apex of a mountain.

When you finish a long rest, you may reduce your exhaustion by two levels instead of one.

#### *Mark of The Bulwark*

**Prominence Score.** 1

**Level Requirement.** 3rd

**Rune Carver Cost.** 3000gp worth of arcane dust and titanium

You gain advantage on attacks of opportunity.



*Mark of Ability Boosting*

**Prominence Score. 1**

**Level Requirement. 3rd**

**Rune Carver Cost.** A single gem worth at least 2200gp.

Choose an ability score and increase it by 1 to a maximum of 20.

*Mark of The Undying*

**Prominence Score. 1**

**Level Requirement. 3rd**

**Rune Carver Cost.** 1800gp worth of rare feathers and diamond dust.

You have advantage on death saving throws.

*Mark of Leaping*

**Prominence Score. 1**

**Level Requirement. 3rd**

**Rune Carver Cost.** A pristine dire tiger's pelt worth at least 500gp plus 1000gp worth of tiger's eye.

You gain a +10 feet to your jump distance and +3 feet to your jump height.

*Mark of Ill Fate*

**Prominence Score. 1**

**Level Requirement. 3rd**

**Rune Carver Cost.** 2500gp worth of gem-infused blood.

You can cast the spell Bane without using a spell slot. Once you have used this feature a number of times equal to your Wisdom modifier, you must wait until your next long rest to regain this feature.

*Mark of Drowsiness*

**Prominence Score. 1**

**Level Requirement. 3rd**

**Rune Carver Cost.** 2500gp worth of sleeping pills sprinkled into molten lava.

You can cast the spell Sleep once per day at 2<sup>nd</sup> level without using a spell slot. Once you have used this feature, you must wait until your next short rest to regain this feature.

*Mark of Darkness*

**Prominence Score. 1**

**Level Requirement. 3rd**

**Rune Carver Cost.** 2500gp worth of expensive black paint and ink

You can cast the spell Darkness without using a spell slot and add Darkness to your spell list. This spell lacks the Concentration property when cast using this mark but retains concentration when using a spell slot to cast. Once you have used this feature, you must wait until your next long rest to regain this feature.

*Mark of Eldritch Protection*

**Prominence Score. 1**

**Level Requirement. 3rd**

**Rune Carver Cost.** 2500gp worth of ice wraith essence and liquid nitrogen

You can add the spell *Armor of Agathys* to your spell list and cast it at 2<sup>nd</sup> level without using a spell slot. Once you have used this feature, you must wait until your next long rest to regain this feature.

*Mark of Enhancement*

**Prominence Score.** 1

**Level Requirement.** 3rd

**Rune Carver Cost.** 2100gp worth of behir teeth

You can cast the spell *Enhance Ability* without using a spell slot. Once you have used this feature, you must wait until your next long rest to regain this feature.

*Mark of Convalescence*

**Prominence Score.** 1

**Level Requirement.** 3rd

**Rune Carver Cost.** 2300gp worth of red amanita mushrooms and healing reagents.

When you finish a long rest, you regain additional hit dice equal to your proficiency bonus.

*Mark of Death Defiance*

**Prominence Score.** 2

**Level Requirement.** 3rd

**Rune Carver Cost.** A barb of a feather of the raven queen worth at least 2100gp.

For the purposes of resurrection, you count as having two fewer deaths.

Level 7

*Mark of Wildshaping*

**Prominence Score.** 2

**Level Requirement.** 7th

**Rune Carver Cost.** 13000gp collection of furs of various beasts and crushed archpixie wings.

You gain the ability to cast the *polymorph* spell on yourself and become a beast that has a CR no greater than  $\frac{1}{4}$  that lacks a flying and swimming speed. If you are of 8<sup>th</sup> level or higher, you may choose creatures with a swim speed, if you are 12<sup>th</sup> level or higher, you may choose creatures with a fly speed. While in this form, you maintain your Intelligence, Wisdom, and Charisma scores.

*Mark of the Mariner*

**Prominence Score.** 1

**Level Requirement.** 7th

**Rune Carver Cost.** 3500gp worth of rare seashells and coral or buried treasure buried more than a century ago.

You gain the ability to breathe underwater and have a swim speed equal to your walking speed.

*Mark of Violent Strikes*

**Prominence Score.** 4

**Level Requirement.** 7th

**Rune Carver Cost.** 11500gp worth of red dragon scale dust, arcane dust, chimera blood, and a ruby.

When you roll a natural 20, all damage dice explode on their max number rolled.

*Mark of Fatal Perseverance*

**Prominence Score.** 5

**Level Requirement.** 7th

**Rune Carver Cost.** 13200gp worth of holy relics of Gru'umsh (or an equivalent God of the orcs)

The first time you would drop to 0 Hit Points as a result of taking damage, you are instead reduced to 1 hit point. Once you have used this feature, you must complete a long rest before using it again.

*Mark of Lunar Guidance*

**Prominence Score.** 2

**Level Requirement.** 7th

**Rune Carver Cost.** 9500gp worth of moon dust, lunar salves and oils, and a chunk of a meteorite.

You gain advantage on Charisma and Wisdom Saving Throws when in direct moonlight.

*Mark of Frigidity*

**Prominence Score.** 1

**Level Requirement.** 7th

**Rune Carver Cost.** 12500gp worth of ice wraith essence, mithril, and frost salamander skin.

You gain resistance to cold damage.

*Mark of the Inferno*

**Prominence Score.** 1

**Level Requirement.** 7th

**Rune Carver Cost.** 11500gp worth of fiend blood, fire elemental essence, and fire giant hide.

You gain resistance to fire damage.

*Mark of Toxicity*

**Prominence Score.** 1

**Level Requirement.** 7th

**Rune Carver Cost.** 13000gp worth of wyvern poison, rare herbs, and basilisk excretion.

You gain immunity to poison damage and the poisoned condition.

*Mark of Ballistics*

**Prominence Score.** 1

**Level Requirement.** 7th

**Rune Carver Cost.** 5300gp worth of Kevlar melted in a forge and an application chassis worth 500gp made out of platinum.

You gain resistance to ballistics damage.

*Mark of Fast Feet*

**Prominence Score.** 1

**Level Requirement.** 7th

**Rune Carver Cost.** 4500gp worth of master-crafted drugs and 3000gp worth of gold dust

You become proficient in initiative checks.

### *Mark of Penetrating Strikes*

**Prominence Score.** 3

**Level Requirement.** 7th

**Rune Carver Cost.** 8 giant owl feathers in pristine condition, each worth at least 1200gp

While using a weapon which deals piercing damage, you may use your bonus action to take the *Aim* action, giving yourself advantage on the first attack.

### *Mark of Magical Manipulation*

**Prominence Score.** 4

**Level Requirement.** 7th

**Rune Carver Cost.** 13000gp worth of green dragon scales and arcane dust.

Choose one metamagic option outlined in the sorcerer class. You gain 2 sorcery points which replenish at the end of a long rest. If you already have at least 1 sorcery point, you do not gain an additional metamagic option, but do gain the extra 2 points.

### *Mark of Adaptive Casting*

**Prominence Score.** 4

**Level Requirement.** 7th

**Rune Carver Cost.** A rakshasa's hide and 2000gp worth of doppelganger or changeling blood.

As an action, you can choose a spell on your class's spell list which you have not prepared or learned. You may replace one of your prepared/learned spells of that level with this spell and retain this spell's knowledge until you complete a long rest.

### *Mark of Swift Striking*

**Prominence Score.** 3

**Level Requirement.** 7th

**Rune Carver Cost.** A very rare weapon worth at least 10000gp melted down in a forge.

When you take the attack action, you may make two weapon attacks instead of one.

### *Mark of Viciousness*

**Prominence Score.** 2

**Level Requirement.** 7th

**Rune Carver Cost.** 8900gp worth of gaudy jewelry and the tears of an infant.

Whenever you roll a critical hit, add 7 damage to the total damage.

### *Mark of the Steed*

**Prominence Score.** 1

**Level Requirement.** 7th

**Rune Carver Cost.** The soul of a horse trapped inside a gem which is worth at least 7500gp

You add the spells Phantom Steed and Find Steed to the shaman spell list and can cast one of these spells without using a spell slot. Once you have used this feature, you must wait until your next short rest to regain this feature.

*Mark of the Babbling Tongues*

**Prominence Score.** 2

**Level Requirement.** 7th

**Rune Carver Cost.** The tongue of a gibbering moulder and 6200gp worth of illium.

**Prerequisite:** Must speak at least 2 languages.

When you speak, all creatures understand you in their native tongue. Likewise, when creatures speak to you, you understand them in your native tongue. This tattoo is performed on the inside of your lip and the inside of your ear canal.

Level 11

*Mark of the Greater Steed*

**Prominence Score.** 2

**Level Requirement.** 11th

**Rune Carver Cost.** The hearts of three of the following creatures: a griffon, a pegasus, a peryton, a dire wolf, a rhinoceros, or a saber-toothed tiger

**Prerequisite:** Mark of the Steed or access to the Find Steed spell.

You gain access to the spell Find Greater Steed and can cast the spell as a ritual.

*Mark of Twilight Eyes*

**Prominence Score.** 4

**Level Requirement.** 11th

**Rune Carver Cost.** 14,100gp worth of captured shadow condensed into dust.

You have darkvision with no maximum range in both magical and nonmagical darkness; you can see in dim light as if it were bright light and in darkness as if it were dim light.

*Mark of War Veteran*

**Prominence Score.** 3

**Level Requirement.** 11th

**Rune Carver Cost.** 14500gp worth of molten platinum and arcane dust.

You become resistant to non-magical bludgeoning, slashing, and piercing damage.

*Mark of Terrifying Strikes*

**Prominence Score.** 3

**Level Requirement.** 11th

**Rune Carver Cost.** 11500gp worth of black dragon scale dust, arcane dust, roc feathers, and a sapphire.

When you roll a natural 20 with a melee attack, the creature becomes frightened of you until the start of your next turn.

*Mark of the Assassin's Blade*

**Prominence Score.** 1

**Level Requirement.** 11th

**Rune Carver Cost.** 14000gp worth of gold dust, purple worm poison, and blood of a recently killed humanoid.

You have a +2 bonus to hit with daggers.

### *Mark of the Sixth Sense*

**Prominence Score.** 2

**Level Requirement.** 11th

**Rune Carver Cost.** A balm made of the sensory organs of the appropriate type from 3 different creature types, worth at least 13,800gp.

You gain a sense from the Attuned Sense list. If you are using this as a part of the Rune Carver subclass, you can only give senses to others which you have.

### *Mark of Rending Strikes*

**Prominence Score.** 3

**Level Requirement.** 11th

**Rune Carver Cost.** 11500gp worth of gold and diamond dust, and an emerald.

When you are using a martial weapon, you can roll with disadvantage to ignore resistances.

### *Mark of Two-Handedness*

**Prominence Score.** 5

**Level Requirement.** 11th

**Rune Carver Cost.** 15500gp worth of living wood, platinum, and rare elven metals.

While wielding a melee weapon which has the two-handed or versatile property, when you use the weapon with both hands, you may add your proficiency bonus to the damage.

### *Mark of Crushing Strikes*

**Prominence Score.** 3

**Level Requirement.** 11th

**Rune Carver Cost.** 10500gp of

While using a weapon which deals bludgeoning damage, you may ignore the AC bonus of an enemy's shield. You may also spend an attack to destroy the enemy's shield if it is non-magical instead of dealing damage.

### *Mark of Lacerating Strikes*

**Prominence Score.** 3

**Level Requirement.** 11th

**Rune Carver Cost.** 11500gp of cobra and viper skins, arcane dust, and teeth of monstrous creatures.

When using a weapon which inflicts slashing damage, when you roll a critical hit against a creature, they must succeed on a Constitution Saving Throw against 8 + your proficiency bonus + your Dexterity or Strength modifier. On a failure, the creature takes half the damage taken at the start of their next turn.

### *Mark of Annihilation*

**Prominence Score.** 6

**Level Requirement.** 11th

**Rune Carver Cost.** The ground up skull of a monarch and 5000gp worth of gold dust.

You can cast Disintegration without using a spell slot. Once this ability has been used, you must complete a long rest before using this ability again.

*Mark of Meditation*

**Prominence Score.** 2

**Level Requirement.** 11th

**Rune Carver Cost.** 12700gp worth of fine incense.

You learn to sleep meditatively and regain the same amount of energy as a complete rest. You complete a long rest in 4 hours and a short rest in 20 minutes.

*Mark of the Dancing Monkey*

**Prominence Score.** 6

**Level Requirement.** 11th

**Rune Carver Cost.** 12700gp worth of fine incense.

You can cast Otto's Irresistible Dance without using a spell slot. Once this ability has been used, you must complete a long rest before using this ability again.

*Mark of the Dream Eater*

**Prominence Score.** 6

**Level Requirement.** 11th

**Rune Carver Cost.** 11500gp worth of lotus eaters and the heart of an oni.

You can cast the spell Dream an amount of times equal to your Wisdom modifier. If a creature succeeds on their saving throw, they are immune to this mark for 24 hours. You regain uses at the end of a long rest.

*Mark of Undeath*

**Prominence Score.** 7

**Level Requirement.** 11th

**Rune Carver Cost.** 2500gp worth of formaldehyde and copper with an implement made out of dragon glass worth at least 11000gp

You gain resistance to necrotic damage.

*Mark of Angelic Blood*

**Prominence Score.** 6

**Level Requirement.** 11th

**Rune Carver Cost.** 12000gp worth of celestial blood, dragon scales, and sapphires

You gain resistance to radiant damage.

*Mark of the Weathered Solider*

**Prominence Score.** 3

**Level Requirement.** 11th

**Rune Carver Cost.** 13600gp worth of rare oils, unguents, and diamond dust.

You do not suffer the penalties from minor injuries and do not suffer exhaustion from Adventurer's Fatigue.

Level 15

*Mark of Versatile Casting*

**Prominence Score.** 1

**Level Requirement.** 15th

**Rune Carver Cost.** An unblemished rakshasa's hide alongside a talisman or spellbook of a caster with 18 or more levels in a casting class.

As an action, you can choose a spell on any class's spell list which you do not have learned or prepared of 5<sup>th</sup> level or lower. You may replace one of your prepared/learned spells of that level with this spell and retain this spell's knowledge until you complete a long rest.

*Mark of Infernal Caller*

**Prominence Score.** 3

**Level Requirement.** 15th

**Rune Carver Cost.** 20000gp to make as an offering to a devil of your choice (half as much if the devil owes you a debt)

You make a temporary pact with a devil to come to your aid when you require it. You may cast the spell Infernal Calling at 7<sup>th</sup> level once per long rest. However, when you lose concentration on this spell, the devil instantly disappears instead of remaining around.

*Mark of Consistency*

**Prominence Score.** 1

**Level Requirement.** 15th

**Rune Carver Cost.** 18900gp worth of refined Klaprys dust

When you miss with an attack, you may choose to hit instead. Once you have used this feature, you must complete a short rest to regain the use of it.

*Mark of Clear Thoughts*

**Prominence Score.** 0

**Level Requirement.** 15th

**Rune Carver Cost.** 21200gp worth of purple gem dust

You gain immunity to psychic damage and the charmed condition.

*Mark of Illusions*

**Prominence Score.** 2

**Level Requirement.** 15th

**Rune Carver Cost.** 22300gp worth of jade and anestatum dust.

You gain the ability to cast the spell Programmed Illusion at will. You may only have 16 active illusions in the world at a time. You may end any of your illusions anywhere in the world as an action. *(Note: If you gain this feature as a temporary rune from the Rune Carver sub-class, the illusions disappear as soon as you lose this mark).*

*Mark of the Godslayer*

**Prominence Score.** 2

**Level Requirement.** 15th



**Rune Carver Cost.** Two very rare vestiges or artifacts from diametrically opposed gods worth at least 10000gp each.

You gain the ability to cast the spell Feeblemind. Once you have used this feature, you must complete a long rest to regain the use of it.

*Mark of the Enlightened Self*

**Prominence Score.** 3

**Level Requirement.** 15th

**Rune Carver Cost.** 20000gp worth of rare, original philosophical or religious works ground into a fine powder while being recited during application.

You gain proficiency in Intelligence and Constitution Saving Throws.

*Mark of Expanded Possibility*

**Prominence Score.** 3

**Level Requirement.** 15th

**Rune Carver Cost.** A manual of gainful exercise, quickness of action, or bodily health, or a tome of clear thought, understanding, leadership and influence, or grace and nobility.

Your ability scores are now capped to 30.

*Mark of Expertise*

**Prominence Score.** 8

**Level Requirement.** 15th

**Rune Carver Cost.** A gallon of an elder brain's cerebral fluid worth at least 18600gp

Choose two new Skill Specialties based in skills in which you are proficient. For you, when you roll a skill specialty, roll three dice, take the highest of the three dice.

Level 18

*Mark of the Unseen*

**Prominence Score.** 0

**Level Requirement.** 18th

**Rune Carver Cost.** 27600gp worth of black diamond dust sprinkled on the hide of a fiend of CR 15 or higher that was killed in its home plane of existence.

You can turn Invisible as an action. Anything you are wearing or carrying is Invisible with you. You remain Invisible until this rune fades or mark is removed, until you Attack or Cast a Spell, or until you use a Bonus Action to become visible again.

*Mark of the Twinned Mind*

**Prominence Score.** 6

**Level Requirement.** 18th

**Rune Carver Cost.** The imprisoned soul of a 19<sup>th</sup> or 20<sup>th</sup> level spellcaster inside a gem worth at least 20,000gp

You can maintain concentration on two spells simultaneously, choosing which one to roll concentration checks for.

### *Mark of the Indefatigable*

**Prominence Score.** 6

**Level Requirement.** 18th

**Rune Carver Cost.** 34100gp worth of celestial blood, dragon scales, and sapphires

**Prerequisites:** Mark of the Weathered Soldier

Whenever you would receive any injury, roll a d20. On a 6 or higher, you receive no injury instead.

### *Mark of Ultimate Desire*

**Prominence Score.** 10 (until used)

**Level Requirement.** 18th

**Rune Carver Cost.** N/A, cannot be used by the Rune Carver subclass.

When you take this mark, you gain the attention of an incredibly powerful ally who can fulfill your desires. You gain one wish which can be used in a similar way to the Wish spell. While holding this wish, your prominence score increases drastically, but becomes 0 after using the Wish. You cannot swap this marking after the Wish has been used by any means short of another Wish.

### *Mark of the Iron Clad*

**Prominence Score.** 4

**Level Requirement.** 18th

**Rune Carver Cost.** 31,850gp worth of meteoric platinum and deep abyssal eretum.

You halve your walking speed but increase your AC by 3.

### *Mark of Ice and Fire*

**Prominence Score.** 5

**Level Requirement.** 18th

**Rune Carver Cost.** 29,200gp worth of ice flex, aureus, ancient remorhaz hide, and viridium

You gain resistance to fire damage and cold damage. If you already have resistance to fire damage or cold damage, you gain immunity to that damage type instead.

### *Mark of Formless*

**Prominence Score.** 4

**Level Requirement.** 18th

**Rune Carver Cost.** 21000gp worth of molten jade, the eye of a kraken, and the blood of a demon lord, elder brain, ancient dragon, elder elemental, and an archangel.

You gain the ability to cast the spell Shapechange without expending a spell slot nor using material components. Once you have used this ability, you must wait until you have completed a long rest to regain this feature.

### *Mark of Untapped Energy*

**Prominence Score.** 5

**Level Requirement.** 18th

**Rune Carver Cost.** A spell scroll of a 9<sup>th</sup> level spell or higher, the spellbook of an archmage, and 10000gp worth of arcanuum.

You gain an additional spell slot of 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup> level.

*Mark of Untold Possibility*

**Prominence Score.** 4

**Level Requirement.** 18th

**Rune Carver Cost.** An artifact of divinity worth at least 30000gp melted in a volcano and collected into its volcanic ash.

You can use a reaction to gain a Fragment of Possibility until the start of your next turn. When a creature with a Fragment of Possibility makes an attack roll, an ability check, or a saving throw, it can expend its fragment to roll an additional d20 and choose which of the d20s to use. Alternatively, when an attack roll is made against the creature, it can expend its fragment to roll a d20 and choose which of the d20s to use, the one it rolled or the one the attacker rolled.

If the original d20 roll has advantage or disadvantage, the creature rolls its d20 after advantage or disadvantage has been applied to the original roll.

*Mark of Swifter Striking*

**Prominence Score.** 3

**Level Requirement.** 18th

**Rune Carver Cost.** A legendary weapon worth at least 23500gp melted down in a forge.

**Prerequisites:** Mark of Swift Striking or Multiattack

When you take the attack action, you may make three weapon attacks instead of two.

## Appendix B

### Cantrips (0 Level)

Air Slice  
Control Flames  
Frostbite  
Guidance  
Gust  
Infestation  
Light  
Lightning Lure  
Mending  
Mind Sliver  
Mold Earth  
On/Off  
Poison Spray  
Primal Savagery  
Produce Flame  
Resistance  
Sapping String\*  
Send Private Key\*\*\*  
Shape Water  
Shillelagh  
Snapshot\*\*  
Spare the Dying  
Thaumaturgy  
Thorn Whip  
Toll the Dead  
True Strike\*\*\*\*

### 1<sup>st</sup> Level

Absorb Elements  
Acid Stream/Tasha's Caustic Brew  
Astringent Stride\*\*  
Bane  
Bless  
Burning Hands  
Cause Fear  
Comprehend Languages  
Contracept\*\*  
Create or Destroy Water  
Cure Wounds  
Déjà Vu\*\*  
Detect Evil and Good  
Detect Magic  
Detect Poison and Disease

Detect Radiation\*\*  
Drive Self\*\*  
Earth Tremor  
Entangle  
Faerie Fire  
Find Familiar  
Fog Cloud  
Frost Fingers  
Gift of Alacrity  
Healing Word  
Hex  
Holy Acid\*\*  
Identify  
Longstrider  
Jump  
Pulse Wave\*\*  
Ravenous Blast\*\*  
Ray of Sickness  
Skull of Judgement\*\*  
Sleep  
Speak with Animals  
TIMS Briefing\*\*

### 2<sup>nd</sup> Level

Acid Puddle\*\*  
Aid  
Alter Self  
Augury  
Ballistic Freeze\*\*  
Barkskin  
Blindness/Deafness  
Continual Flame  
Create Sensor\*\*  
Darkvision  
Dust Devil  
Earthbind  
Earthen Grasp  
Enhance Ability  
Enlarge/Reduce  
Ezora's Lazy Lava Geyser\*\*  
Flaming Sphere  
Fortune's Favor  
Gentle Repose  
Gust of Wind  
Invisibility  
Lesser Restoration

Locate Animals or Plants  
Locate Object  
Mana Flood\*\*\*  
Misty Step  
Nystul's Magic Aura  
Pass without Trace  
Protection from Poison  
Puppet\*\*  
Ray of Enfeeblement  
Record Scene\*\*  
Scorching Ray  
See Invisibility  
Skywrite  
Spider Climb  
Spike Growth  
Spirit Yank\*\*\*  
Summon Beast  
Tendelen's Expanded Mind\*\*  
Vile Retribution\*\*  
Web  
Zone of Truth

### 3<sup>rd</sup> Level

Abrasive Pulse\*\*  
ARCANET Query\*\*\*  
Arcane Audit\*\*  
Bestow Curse  
Call Lightning  
Catnap  
Clairvoyance  
Conjure Animals  
Counterspell  
Dispel Magic  
Elemental Weapon  
Enemies Abound  
Erupting Earth  
Fear  
Feign Death  
Gaseous Form  
Glyph of Warding  
Ice Storm  
Ivan's Alternate Reality\*\*  
Kesh's Sudden Necrosis\*\*  
Leomund's Tiny Hut  
Lesser Regeneration\*\*

Life Transference  
Magic Circle  
Mass Healing Word  
Mass Kneel\*\*  
Meld into Stone  
Overwhelming Thrum\*\*  
Protection from Energy  
Protection from Radiation\*\*  
Remove Curse  
Revivify  
Sleet Storm  
Slow  
Speak with Dead  
Speak with Plants  
Spirit Guardians  
Stinking Cloud  
Tidal Wave  
TIMS Line\*\*  
Tongues  
Wall of Water  
Water Breathing  
Water Walk  
Wind Wall  
4<sup>th</sup> Level  
Arcane Eye  
Banishment  
Blight  
Caustic Cloud\*\*  
Confusion  
Conjure Minor Elementals  
Conjure Woodland Beings  
Control Water  
Death Ward  
Dimension Door  
Divination  
Dominate Beast  
Elemental Bane  
Freedom of Movement  
Giant Insect  
Grasping Vine  
Greater Invisibility  
Hallucinatory Terrain  
Ivan's Alternate Reality\*\*  
Locate Creature  
Mind Wave\*\*  
Polymorph  
Sickening Radiance

Stone Shape  
Stoneskin  
Storm Sphere  
Tim Fishing\*\*\*  
Wall of Fire  
Watery Sphere  
Zeal\*\*  
5<sup>th</sup> Level  
30 Points of Damage\*\*  
Animate Objects  
Arcane Overload\*\*\*  
Bejilidj's Extra Appendage\*\*  
Cloudkill  
Cone of Cold  
Conjure Elemental  
Contact Other Plane  
Contagion  
Control Winds  
Dispel Evil and Good  
Dragonskin  
Dominate Person  
Dream  
Far Step  
Geas  
Greater Restoration  
Hallow  
Impote\*\*  
Insect Plague  
Legend Lore  
Maelstrom  
Mass Cure Wounds  
Mislead  
Modify Memory  
Reincarnate  
Sacrificial Ward\*\*  
Scrying  
Soul Wire\*\*  
Telekinesis  
Teleportation Circle  
Transmute Rock  
Tree Stride  
6<sup>th</sup> Level  
al-Bazar's Major Alteration\*\*  
Circle of Death  
Consign to Oblivion  
Eyebite  
Find the Path

Flesh to Stone  
Harm  
Heal  
Heroes' Feast  
Move Earth  
Pinpoint Soul\*\*\*  
Primordial Ward  
Rapid Oxidation\*\*  
Soul Cage  
Spell Chain\*\*  
TIMS Transportation\*\*\*  
True Seeing  
Wall of Ice  
Wind Walk  
7<sup>th</sup> Level  
Counterflect  
Dream of the Blue Veil  
Etherealness  
Expunge Curse  
Fire Storm  
Mirage Arcane  
Mordenkainen's Magnificent Mansion  
Plane Shift  
Project Image  
Regenerate  
Resurrection  
Rethread\*\*  
Sequester  
Sever Soul\*\*\*  
Simulacrum  
Symbol  
Transmogrify\*\*  
8<sup>th</sup> Level  
Abi-Dalzim's Horrid Wilting  
Animal Shapes  
Antimagic Field  
Antipathy/Sympathy  
Cloud Strike\*\*  
Control Weather  
Dark Star\*  
Demiplane  
Dominate Monster  
Earthquake  
Ezrin's Mutating Missiles  
Feeblemind  
Jet's Spirit Drain\*\*

Maze  
Mind Blank  
Skuld's Gentle Darkness  
Tsunami  
Tendelen's Melting Frost  
Ram\*\*  
Tim's Split Consciousness\*\*\*

Zealous Brigade  
9<sup>th</sup> Level  
Astral Projection  
Blessing of the Phoenix\*\*  
Foresight  
Kesh's Extropy\*\*

Kesh's Untapped Potential\*\*  
Relativity\*\*  
Shapechange  
Storm of Vengeance  
Time Stop  
True Polymorph

\*found in Explorer's Guide to Wildemount

\*\*found in the Alvanzia Campaign Guide or on [collinkrueger.com/spells](http://collinkrueger.com/spells)

\*\*\*found in the Alvanzia Campaign Guide or on [collinkrueger.com/spells](http://collinkrueger.com/spells) and are Weavebreaking spells  
only available in the Contemporary Campaign setting

\*\*\*\*modified spell from original available in Alvanzia Campaign Guide or on [collinkrueger.com/spells](http://collinkrueger.com/spells)

## Appendix C

### Ezora's Air Slice

Evocation cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a leaf)

Duration: Instantaneous

You slice through the air, creating a slash of energy at one target that you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 slashing damage and is knocked back 5 feet.

This spell creates more than one slice when you reach higher levels: two slices at 5<sup>th</sup> level, three slices at 11<sup>th</sup> level, and four slices at 17<sup>th</sup> level. You can direct the slices at the same target or at different targets. Make a separate attack roll for each slice.

### Fury Swipes

Illusion cantrip

Casting Time: 1 Action

Range: 5 feet

Components: V, S

Duration: Instantaneous

As part of the action used to cast this spell, you must make an unarmed melee attack against one creature within the spell's range, otherwise the spell fails. Your hands appear to become natural weapons and make the target believe it is being harmed. On a hit, the creature takes 1d10 psychic damage.

This spell swipes more than once when you reach higher levels: two swipes at 5<sup>th</sup> level, three swipes at 11<sup>th</sup> level, and four swipes at 17<sup>th</sup> level. Make a separate attack roll against the same target for each swipe.

