



# DRAGON'S HOARD 4

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A BIG HOMEBREW COMPILATION

# PLAYER OPTIONS

# SUBCLASSES

## MONK: WAY OF POWER

*A corpse was found, the body of a powerful corrupted warrior of old. Upon studying it, a treacherous power was found. Where most choose to bury this knowledge, Monks of the way of power embraced it, founding new monasteries, teaching their pupils a new way to improve their body, a way to make them unbreakable.*

### POWER WITHIN

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You can use the power within in a different way, a more violent way. Upon reaching 3rd level in this class you can exchange your Dexterity and Strength score. Now anytime a monk ability requires you to use Dexterity you can choose to use Strength instead.

In addition your body is sturdier than it ever was, power courses through you. Your hit point maximum increases by 3, and you gain 1 additional hit point each time you gain a level in this class.

### CORRUPTED KI

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Your ki is changed by your power. Also at 3rd level, when you damage a creature with an unarmed attack, you can expend 1 ki point to attempt to terrorize them. They must succeed a Wisdom saving throw against your ki save DC or become frightened of you for 1 minute. A creature frightened in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success.

### WALKING DISASTER

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Power courses through you, and your presence is terrifying to those who face you. At 6th level, you gain proficiency in the Intimidation skill and can add your Strength modifier to any Intimidation check you make.

In addition when a creature that is frightened of you deals damage to you, you can, as a reaction, expend 1 ki point, to feed on their fear and augment your power, halving the damage you take.

### UNBREAKABLE BODY

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You are made of power, the weapons of mere mortals isn't enough to break you. At 11th level you gain resistance to slashing, piercing and bludgeoning damage from non-magical weapons.

### CORRUPTED PUNCH

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You focus all your energy in a single punch. At 17th level, as an action expend 4 ki points, you make an unarmed attack, on a hit the target takes 6d10 bludgeoning damage and 6d10 necrotic damage and is knocked back back 30 feet. If the target is frightened of you, you have advantage on this attack roll.

Once you use this ability you can't use it again until you take a short or long rest.

## PALADIN:

### OATH OF THE BLACKGUARD

They want power and will stop at nothing to get it.

#### TENETS OF THE OATH

A paladin who embraces the Oath of the Blackguard owes allegiance to no one. There are no tenets of this oath, for it lacks any substance. Those who are unfortunate enough to have close contact with blackguards have observed that a blackguard's overwhelming concern is burning power, especially if it can be obtained at the expense of others.

#### OATH SPELLS

You gain oath spells at the paladin levels listed.

#### BLACKGUARD SPELL LIST

Paladin level	Spells
3	<i>hellish rebuke, bane</i>
5	<i>flame blade, ray of enfeeblement</i>
9	<i>fireball, bestow curse</i>
13	<i>fire shield, blight</i>
17	<i>flame strike, raise dead</i>

#### CHANNEL DIVINITY:

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

**Smite good:** As part of making an attack, you can decide to smite good, if the creature's alignment is other than Evil, you gain a bonus to the attack roll and damage roll equal to your charisma modifier and can add an additional number of necrotic damage equal to your paladin level. You can use this ability after seeing the attack roll but before knowing whether it hits or not.

**Command fiend and undead:** As an action, you target one fiend or undead creature you can see within 30 feet of you. The target must make a Wisdom saving throw. On a failed save, the target must obey your commands for the next hour, or until the you use this channel divinity option again. An undead whose challenge rating is equal to or greater than your paladin level is immune to this effect. You need to concentrate on this effect as if you were concentrating on a spell.

#### UNHOLY SMITE

At 3rd level, the damage dealt by your holy smite feature becomes necrotic damage. The 1d8 extra damage applies to celestial and fey targets instead of fiends and undead.

#### AURA OF DESPAIR:

Starting at level 7, you start emitting a weakening aura to crush your foes. All enemy creatures within 10 feet of you suffer a -2 penalty to their saving throws.

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



#### DRAINING SMITE

At level 15, when you use your smite good ability, you can drain the essence of your foes. After dealing damage with smite good, you heal an amount of hit points equal to half of the total damage dealt by the hit.

#### EMBODIMENT OF DEATH

Beginning at level 20. As a bonus action, for one minute you can unleash the full might and power of the blackguard's oath. Your aura of despair ability now reduces the saving throws and armor class of enemies by 4. In addition the aura reduces any bright light in a 30-foot radius around you to dim light. Enemies that start their turn in your aura must succeed a wisdom saving throw or be frightened of you for 1 minute. While active, you have advantage on attack rolls against creatures that are frightened of you.

## RANGER:

### SINGULARITY CONCLAVE

Rangers of the singularity conclave have spent much of their formative years close to gravity wells and other space altering events, studying them to gain a deep understanding of their magic. Zipping around the battlefield, these rangers are hard to pin down, and will lock their foes in place before finishing them off, guarding the world from foes unheard of.

### SINGULARITY MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Singularity Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

#### SINGULARITY SPELLS TABLE

Ranger Level	Spell
3	feather fall, hunter's mark
5	hold person
9	fly
13	dimension door
17	hold monster

### ANCHOR

*3rd level Singularity Conclave feature*

As a reaction to a creature, marked by your Hunter's Mark spell, within 60 feet of you moving or teleporting, you can attempt to lock them in place. The creature must succeed a Strength saving throw against your Spell save DC or have the teleport fail, and their speed reduced to 0 until the start of your next turn.

You can use this ability once per casting of the hunter's mark spell, or until you expend a spell slot of 1st level or higher to use it again.

### GRAVITATIONAL WEAPONRY

*3rd level Singularity Conclave feature*

When you attack with a weapon you can use your control over gravity to help you wield it with accuracy and power. You can use your Wisdom modifier instead of Strength or Dexterity modifier, for the attack and damage rolls you make with weapons.

### EXTRA ATTACK

*5th level Singularity Conclave feature*

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### TUGGING SINGULARITY

*7th level Singularity Conclave feature*

You can maneuver around the battlefield at break neck speeds. You can, as a bonus action, create a gravitational singularity at a point within 30 feet of you that you can see. You are instantly pulled in its space in a straight line, this doesn't count against your movement. If you are grappled or restrained, this effect fails.

You can use this ability a number of times equal to your Wisdom modifier before needing to take a short or long rest.

### RAMMING IMPACT

*11th level Singularity Conclave feature*

Your blows alter the gravitational fabric around your targets. Once per turn, when you deal damage to a creature, you can create a temporary disruption of gravity, inflicting an additional 1d8 magical bludgeoning damage, and you can then choose to push the creature 10 feet in a straight line in a direction of your choice.

### CRUSHING PRESENCE

*15th level Singularity Conclave feature*

You can unleash a terrifying wave of crushing gravity. As an action, all creatures of your choice within 30 feet of you must succeed a Strength saving throw against your spell save DC or be incapacitated, knocked prone and have their speed reduced to 0 until the end of your next turn, as the gravity crushes them to the ground.

You can use this ability once per long rest.

# SWORDMAGE CONCLAVE

Swordmages are powerful spellcasters who blended martial combat with magic. These rangers trained alongside wizards to develop their skills. Wielding swords enchanted with spells, swordmages were powerful foes to cross, hardened through years of training in the melding of spell and blade.

## BLADE AND MAGIC

At 3rd level, You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level. In addition when your Spellcasting feature lets you learn a ranger spell of 1st level or higher, you can choose the new spell from evocation or abjuration school from the wizard spell list or from the whole ranger spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a ranger spell for you. The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

## AEGIS

You learn the *hunter's mark* spell, it doesn't count against the maximum number of ranger spells you can learn. When you cast the spell, the target doesn't need to fall to 0 hit points for you to change target. Whilst under the effect of your hunter's mark a creature suffers a -2 penalty to all its attack rolls against creatures other than you.

In addition you can cast the hunter's mark spell at it's lowest level without expending a spell slot once per long rest. If you do so, damage can't break your concentration on this spell. You must have a free hand to use an aegis.

Pick one of the following aegis, you cannot change it later.

- **Aegis of Assault:** If the marked target is within 30 feet of you and deals damage to a creature other than you, you can use your reaction to teleport to an unoccupied space adjacent to it and make one melee weapon attack against it. If there are no unoccupied space available this fails.
- **Aegis of Ensnarement:** If the marked target is within 30 feet of you and deals damage to a creature other than you, you can use your reaction to teleport the marked target to a solid surface in an unoccupied space adjacent to yours, and you have advantage on your next attack roll against it. If there are solid surfaces nor unoccupied space available this fails.
- **Aegis of Shielding:** If the marked target is within 30 feet of you and deals damage to a creature other than you, you can use your reaction to diminish that damage by an amount equal to your ranger level + Your Wisdom modifier.

*Rangers who chose this conclave usually have a more scholarly approach to magic. If your player wishes to, you can choose to make Intelligence their spellcasting ability instead of Wisdom, and replace the subclass abilities requiring their Wisdom modifier to require their Intelligence modifier instead.*



## TELEPORTING ENFORCER

Starting from level 7, you can, as a bonus action, teleport a number of feet equal to 10 x your Wisdom modifier. You can use this ability only if you haven't moved during a turn, and after using it, your speed is 0 until the end of your current turn. Beginning at 15th level, you can ignore that restriction.

## MAGI-BREAKER

You are the bane of magic users. At 11th level your body is attuned to magic, empowering you. When you cast an abjuration spell that requires you to make an ability check as a part of casting that spell (as in *counterspell* and *dispel magic*), you add a bonus equal to your Constitution modifier (minimum of +1) to that check.

## RELENTLESS AEGIS

At 15th level, every time an enemy under the effect of your *hunter's mark* spell deals damage to a creature other than you, it takes force damage equal to your Wisdom modifier, if you are not incapacitated.

# RACE

## OOZEBORN

*Victims of terrible experiments, these once elves have had their essence corrupted, and their precious connection to the world removed from them. Slime was injected in their veins to replace their blood, different slimes yielded different results, most of them died. The few that survived however are profoundly changed, although elf-like in appearance, they are not alike. Still a fertile race Oozeborns can reproduce, and although the experiments are long since over, the species remains.*

### OOZEBORN TRAITS

Your Oozeborn character has the following traits.

**Age.** Oozeborn reach adulthood in their late teens and live to about 300 years.

**Alignment.** Oozebloods do not tend toward a particular alignment. The best and worst are found among them. Although resentment is common among them.

**Size.** Oozeborn vary widely in height and build, from barely 5 feet to well over 7 feet tall. Regardless of your position in that range, your size is Medium.

**Appearance.** Oozeborn at a glance look exactly like elves, a prolonged look will reveal that their skin seems squishier and often has an odd tint for an elf. Often while experiencing severe emotions, Oozeborns reveal their true nature, the slime in them becoming apparent.

**Ooze walk.** Your base walking speed is 25 feet.

**Malleable body.** Your body can become amorphous at will (no action required), you can move through a space as narrow as 1 inch wide without squeezing.

**Caustic self.** Your ooze heritage has altered you, you gain the following benefits:

- You have resistance to acid damage.
- You don't need to eat, drink, or breathe.
- You have advantage on saving throws against being charmed and against diseases.

**Languages.** You can speak, read, and write Common and one extra language of your choice. Oozeborn typically learn the languages of the people they stay around.

**Ability score increase.** Your Constitution increases by 2 and your Strength score increases by 1.

**Subrace.** Elves that become Oozeborn were experimented on with a wide variety of slime species. The survivors inherited these traits, according to what slime your ancestor received, you can choose between 4 subraces: Ochre Jelly, Black Pudding, Gelatinous Cube and Gray Ooze.

### OCHRE JELLY

Ochre jelly are some of the weakest slime forms, yet oozeborns who share their traits are surprisingly mobile. Your character skin has a yellow tint and you gain the following traits:

**Spider climb.** You can adhere to all surfaces, and can walk along them as per the effects of the *spider climb* spell.

**Improved walk.** Your base walking speed is 35 feet.

### BLACK PUDDING

Infused with blood of black puddings, a splitting and dangerous slime species, your character has darker skin and gains the following traits:

**Insulated body.** Whenever you take lightning damage you can reduce the damage by 2.

**Splitting:** When subjected to slashing or lightning damage, as a reaction, you can split your body in 2. Your other body remains within 5 feet of you and occupies your space, and it is impossible to tell which body is the real one. Each time a creature Targets you with an Attack during the spell's Duration, roll a d20, on a 11 or higher it targets the duplicate instead of you. Your duplicate shares your AC, If an Attack hits your duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an Attack that hits it. It ignores all other damage and Effects.

You can use this ability once per long rest.

### GELATINOUS CUBE

The most predatory of all slimes, oozeborns who share traits with gelatinous cube are sticky ambushers. Your character's skin has a green hue and gains the following traits:

**Partial transparency:** as an action you can render your body transparent for 10 minutes, a creature must succeed a Wisdom (Perception) check against a DC equal to 8 + your proficiency bonus + your Constitution modifier to see you if you haven't moved or attacked since becoming transparent. You can use this ability once per short or long rest.

**Sticky body:** You have advantage on athletics checks made to grapple creatures.

### GRAY OOZE

Stealthy and corrosive is what defines gray oozes. Your Oozeborn character's skin has a gray, ash-like tint and gains the following traits:

**False appearance:** As an action, you can become indistinguishable from a wet rock, while you remain immobile in dim light or darkness.

**Pseudopod:** Your unarmed strikes are made with pseudopod that deal 1d4 bludgeoning damage plus 1d4 acid damage and use your Strength modifier. In addition once per short or long rest as part of this attack you can coat the target with acid, diminishing their AC by 1d4 until the start of your next turn.

# ITEM

## GOBLET OF SOULS

*Wondrous Item, very rare (requires attunement by a creature with the Pact magic or Spellcasting ability.)*

While attuned to this goblet, you can as an action, when within 5 feet of a humanoid that died less than 1 minute ago, harvest their soul. It transforms into a light green liquid that bubbles inside the goblet, and remains magically in place. The goblet can hold up to 5 souls.

As an action you can expend a number of souls to cast the following spells (using your spell save DC):

- 1 soul: You can expend the soul to cast *speak with Dead* or *detect thoughts*
- 2 soul: You can expend the souls to cast *animate dead*
- 3 souls: You can as an action expend the souls and cast *dominate person* or *raise dead*

You can also as an action, drink from the goblet. You drink the whole content of it, gaining an amount of temporary hit points equal to 2d8 per soul, and the souls are expended.

Alternatively, if the goblet is full, you can as an action, cause the liquid to coalesce into a single soul coin. You can take 10 minutes to put a soul coin inside the goblet, and let it dissolve back into 5 souls.



*Soul coins are a very precious currency, particularly appreciated by devils and other soul devouring beings.*

**ELDER CLERIC YUKNALIS**



# SPELLS

## NON - GRAVITY SPELLS

### WINGS OF SALVATION

*3rd level conjuration*  
(Bard, Cleric, Paladin)

**Casting Time:** 1 reaction (that you take when an ally is targeted by an attack roll or forced to make a saving throw)

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

When a willing ally that you can see within range is in danger, you can give them wings to fly out of danger. As a reaction, a pair of angelic wings sprout on their back, which pulls them in a straight line to you, where they land in an unoccupied space next to you. This can potentially cause the harmful effect to miss if the creature leaves the range, the wings then vanish. This effect doesn't trigger attacks of opportunity.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the range of the spell increases by 15 feet for each slot level above 3rd.

### PROPELLING EXPLOSION

*3rd level evocation*  
(Bard, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** 20 feet cone

**Components:** V, S, M (a bit of gunpowder)

**Duration:** Instantaneous

You release a powerful uncontrolled arcane explosion. All creatures in a 20 feet cone in front of you must succeed a Dexterity saving throw or take 3d12 force damage, or half as much on a success. The power of the deflagration knocks you back 20 feet in a straight line.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the damage of the spell increases by 1d12 force damage for each slot level above 3rd.

### GLORIA

*3rd level evocation*  
(Bard, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

**Duration:** 1 round

You imbue a creature with glorious might. Until the start of your next turn whenever the target deals damage to a creature with weapon attacks, it gains an amount of temporary hit points equal to the damage dealt. The temporary hit points gained from this spell stack.



## CORRODE

3rd level transmutation

(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You target a non-magical object in range. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a Dexterity saving throw to avoid the spell. On a fail, if the object targeted is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -2 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. A weapon takes a permanent and cumulative -2 penalty to damage rolls. If its penalty drops to -4, the weapon is destroyed.

## MELT

6th level evocation

(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

Choose a creature within 60 feet of you. It must succeed a Dexterity saving throw or be corroded by acid coming out of you. If so it takes 6d8+30 acid damage and its skin melts horribly deforming it.

A creature affected by this spell has disadvantage on exhaustion saves caused by heat or cold. In addition it has disadvantage on all charisma (persuasion) checks, as people find such a deformed look untrustworthy and repulsive. Only a *regenerate* or *wish* spell can remove the caustic burns caused.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d8 for each slot level above 6th.

## SLIME BODY:

2nd level transmutation

(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

Your body becomes amorphous, you keep your appearance but you can move through a space as narrow as 1 inch wide without squeezing.

## ACID SWALLOW

7th level evocation

(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a small vial of acid)

**Duration:** Concentration, up to 1 minute

You force a target to ingest acid. It must succeed a Constitution saving throw. On a failure it takes 6d10 acid damage at the start of each of its turns, and has disadvantage on all its attack rolls and saving throws for 1 minute, as the acid melts its body. A creature can repeat the save at the end of each of its turns, ending the effect on a success. On a successful save the creature takes 6d10 acid damage and suffers no additional effect as the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 8th level or higher, the acid damage increases by 1d10 for each slot level above 7th.

## SERAPHINE'S CORRUPTED RIVER

4th level evocation

(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You create a tidal wave of acid that corrodes everything in its path. In a 60 feet long 10 feet wide line, all creatures must succeed a Dexterity saving throw or be hit by the wave, take 3d6 acid damage and 3d10 bludgeoning damage on a failure, or half as much on a success. In addition all plant life touched by the spells instantly melts, and the earth becomes charred, and cannot grow plants for 1d4 months after using this spell.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the acid damage increases by 2d6 for each slot level above 4th.

### ACID RAIN

*5th level conjuration*

*(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

An acid cloud appears in the shape of a cylinder that is 10 feet tall with a 30-foot radius, centered on a point you can see 100 feet directly above you. All the area under the cloud becomes glistening with acid. All creatures of your choice under the cloud take 4d4 acid damage at the start of their turn. In addition as a bonus action on each of your turn, you can amplify the acid against one creature, that creature must subtract 1d6 to its AC until the start of your next turn, as the acid weakens its protection. As a bonus action on subsequent turns you can move the cloud 20 feet in any direction.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the acid damage increases by 2d4 for each slot level above 5th.

### WEAKENING CORRUPTION

*Evocation Cantrip*

*(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Target a creature within range. It must make a constitution saving throw or take 1d4 necrotic damage, and its AC is reduced by 1d4 against the next attack roll against it.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

### SLIME TENTACLE

*1st level transmutation*

*(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** 15 feet

**Components:** V, S, M (a bit of slime)

**Duration:** Instantaneous

You grow a slimy tentacle as an extension of your body. Make a melee spell attack roll against a creature within range. It takes 2d4 acid damage and it must make a dexterity saving throw and be restrained by the pseudopod until the start of your next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

## GRAVITY SPELLS

### GRAVITY WHIP

*Evocation Cantrip*  
(sorcerer, warlock, wizard)

**Casting Time:** 1 action  
**Range:** 10 feet  
**Components:** S  
**Duration:** Instantaneous

Make a melee spell attack against a creature within range, on a hit it takes 1d4 bludgeoning damage and is pushed 10 feet in a straight line in any direction of your choice. In addition its speed is reduced by 5 feet until the start of your next turn.

**At Higher Levels.** This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

### FALL

*1st level transmutation*  
(sorcerer, wizard)

**Casting Time:** 1 action  
**Range:** 10 feet  
**Components:** V, M (an elastic band)  
**Duration:** Instantaneous

As an action you can temporarily change which way is down for you, and immediately start falling in that direction until you hit a solid surface or have traveled 200 feet. You take fall damage as if normally falling upon hitting a solid surface

*Fall is often called an emergency panic button. The problem with this panic button, is that it's messy, hard to control, and leaves blood stains everywhere. I really don't understand why they still teach it at the academy.*

**DAMARI MOBRA**

### PRESSURE CAGE

*2nd level transmutation*  
(sorcerer, warlock, wizard)

**Casting Time:** 1 action  
**Range:** 60 feet (10 feet radius)  
**Components:** V, S, M (a shard of ball and chain)  
**Duration:** 1 hour

Select a point within range. In a 10 feet radius centered on that point the gravity increases, causing immense pressure to be applied to all within. When a creature enters the area for the first time on a turn or starts its turn there, it must succeed a Strength saving throw or have its speed reduced to 0. On a successful save the creature can move freely.

On subsequent turns as a bonus action, you can move the sphere up to 20 feet in any direction.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the radius increases by 5 feet for each slot level above 3rd.

### DAMPEN GRAVITY

*3rd level transmutation*  
(sorcerer, warlock, wizard)

**Casting Time:** 1 action  
**Range:** Self (30 feet radius)  
**Components:** V, S, M (a feather)  
**Duration:** 1 hour

You focus your powers to lessen the call of gravity in a 30 feet radius around you. For the duration, creatures of your choice in the radius have their jump distance doubled, their movement speed increases by 10 feet they have advantage on all acrobatics checks and they ignore fall damage if they end their fall in the radius.

### FLING

*4th level evocation*  
(sorcerer, warlock, wizard)

**Casting Time:** 1 action  
**Range:** 30 feet  
**Components:** V, S  
**Duration:** Instantaneous

Choose one creature within range, it is impacted by a devastating gravitational force and must make a Strength saving throw. On a failed save takes 6d10 bludgeoning damage and is knocked back 120 feet. The knock back stops early if the creature hits a solid surface or a creature of its size or larger. On a successful save a creature takes half as much damage and isn't knocked back.

If the target lands on another creature, that creature must make a Dexterity saving throw or take [7 x the size difference between the flung creature and the landing pad creature] bludgeoning damage, to a minimum of 7 damage, or half as much on a successful save.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the flung creature takes an additional 1d10 bludgeoning damage and travels 10 additional feet for each slot level above 4th.

**Example:** if the flung creature is Huge and the creature it lands on is Medium, there are 2 sizes of difference, so  $7 * 2 = 14$  bludgeoning damage, and the flung creature continues being knocked back. In contrast if the flung creature is medium, and lands on a Huge creature, the Huge creature only takes 7 bludgeoning damage and the medium creature stops moving.

## GRAVITY BARRIER

4th level evocation  
(Sorcerer, Wizard)

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S  
**Duration:** Concentration, up to 10 minute

You create a wall of increased gravity on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain.

Any ranged weapon attack that passes through the wall's space automatically fails, and other ranged attacks have disadvantage. Any creature that tries to pass through the wall's space must succeed a Strength saving throw or take 4d8 bludgeoning damage and be knocked prone.

## PULL OF SINGULARITY

5th level transmutation  
(Bard, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action  
**Range:** 120 feet  
**Components:** V, S, M (a small magnet)  
**Duration:** Instantaneous

You condense gravity to the point where it alters reality. Choose a point that you can see within range, a tiny node of singularity appears. Choose a creature that you can see within 120 feet of the node, gravity pulls it in a straight line to the space of the node, which then vanishes. The target has resistance to fall damage until the start of its next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature to be pulled by the same singularity for each slot level above 5th.

## ANTI-GRAVITY STEP

6th level transmutation  
(Bard, Sorcerer, Wizard)

**Casting Time:** 1 action  
**Range:** Touch  
**Components:** V, S  
**Duration:** 10 minutes

Touch a creature, it gets flying speed equal to its walking speed and can hover.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, you can target one additional creature for each slot level above 6th.

## CRUSH

7th level evocation  
(sorcerer, warlock, wizard)

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S, M (bone powder)  
**Duration:** Instantaneous

You target one creature within range. It must succeed a Strength Saving throw or be trapped in a field of gravity that compresses it and forces it to fold in on itself, taking 12d10 bludgeoning damage, falling prone and having its speed reduced to 0 until the start of your next turn as it reels from the pain.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, you can target one additional creature within range for each slot level above 7th.



## **BURY**

*8th level transmutation*  
(Bard, Sorcerer, Wizard)

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

You increase the pull of gravity in a 30-foot-radius and 300-foot-high cylinder centered on a point on the ground within range. Any creature in this area needs to expend 4 feet of movement to move 1 foot, if a creature is flying, it falls to the ground abruptly, taking fall damage.

All creatures on the ground that start their turn in that radius or enter it for the first time on a turn must succeed a Strength saving throw or be forced inside the ground, as the gravity pulls them in. They are restrained and incapacitated by the ground around them and the crushing pressure, but gain the benefits of 3/4 cover as only the upper part of their body is visible. A creature can repeat the saving throw at the end of each of its turn, freeing itself on a success.

## **OPPOSE**

*9th level transmutation*  
(Sorcerer, Wizard)

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You can emanate a gravity that pushes against everything. Creatures cannot closer than 20 feet from you as the gravity repels them, in addition all ranged attack rolls against you automatically fail, as the gravity deflects them.

# FEATS

## ANCHORED

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Your body is attuned to the gravitational field that surround all, and you're able to use that power to steady yourself, you gain the following benefits:

- Your Constitution, Charisma, Intelligence or Wisdom score increases by 1 to a maximum of 20.
- You Cannot fall prone or be moved against your will.
- In addition once per long rest, as a bonus action you can intensify the gravity around you, shattering the ground and transforming the area in a 10 feet radius around you into difficult terrain.

## FREE SOUL

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You have learned to partially detach your body from the pull of gravity, granting you the following benefits:

- Your speed increases by 10 feet.
- Your jump distance is doubled.
- You can dash as a bonus action. If you dash, you start hovering a few inches above the ground ignoring all difficult terrain until the end of your turn, if you fall 10 feet or more the hovering ends.

## GRAVITATIONAL REPULSOR

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You control the gravity around you, be it with your mind or body, giving you the following benefits:

- Your Constitution, Charisma, Intelligence or Wisdom score increases by 1 to a maximum of 20.
- As a bonus action you can push back 5 feet all Large or smaller creatures within 10 feet of you. You can use that ability a number of times equal to your proficiency bonus per long rest.