

# Meister 2.91 Review copy

A human walks into the village, clearly she is a wanderer dressed in dark thick clothes clasp around her skin. As the wanderer continues through the village strange winds are accompanying her, and in the square she points at the chieftain screaming out a call for vengeance. A wave of thunder crashing at the chief as a blade of light forms in her hand, soon whirling at him.

The dragonborn kneels at the corpse, a fiery axe of black shine flickers out of existence and he stretches out a hand towards his minotaur victim. Focusing in and ritually chanting, the dragonborn drains power from the recently deceased. A slow lingering wave washes across the dragonborn scales, visibly restoring their vitality. After a short while the Dragonborn rises, and readies himself to locate another great opponent.

An elven sage studies in the library, as the candlelight starts to dim he hopes to finally find the answer as to why he always wins at dice and magic comes to him so readily without any foci around. As he twirls an icicle between his fingers a crackle of lightning emerges, the light shows off robed people surrounding him silently and he realizes what is about to happen. Quick as he can, he throws the icicle at one of them and then becomes a kind of see-through. As the elf sinks through the marble floor, incantations fill the room above, but he has escaped again.

All these heroes are meisters, the midway mix between martial prowess and magical superiority.

Ingrained with the weave they can reach a tiny piece of raw magic, and are capable of manifesting that into a weapon made from pure magical power. Swinging a sword of magical fire and light, with outstanding luck and gut-feelings, they often rise as mercenaries or assassins and warriors. A powerful bash and agile armor paired with magic prove a fearsome foe, but the spells can be unrecognizable from the meister as their spells are in rare ways able to hide their magic from others.

## Strikers of blade, luck, and magic

The weave of magic surrounds every piece of matter and energy, it is the flow of time and a record of all that has been or ever will be. The weave of magic is fate, luck, time and connects raw magic to the world in the safest way possible. Raw magic has destroyed many worlds, but in others the gods managed to intervene by establishing the weave. Mages wield the strings of the weave to manipulate raw magic into action, like anyone wields a fork to manipulate food into their mouth. But you are different, you are connected to the weave more closely, with more than one string. A part of the raw magic now lives inside you and the weave itself listens to you in ways other mages only hope to achieve.

## Seekers of lore and mastery

The meister is made when the weave connects a string to them, a string that should not attach to this creature. That string could come from any creature, as strong as a dying god or as weak as a lowly azer, but the stronger strings have a more

likelihood of having an impact and needing a new attachment. At the edges of locations known as dead magic zones, the strings are suddenly cut, needing organization and could clasp onto anyone but likely to grasp a creature that has no strings attached since they are born inside such a zone. Another way could be an elevated being, one of immense power, splitting off a part of themselves to award as a gift. But such a being must be able to directly influence the weave. Another way that is more unique to the meister's origin is a greater being dying and the weave shakes, tying the string of the dying onto a now meister. And of course if the weave is influenced greatly, such as by a 9th level spell or higher, the strings may reattach and sometimes they might shift onto someone new, prepared or not.

## **Creating a Meister**

As a Meister you are touched by the weave in a very close way, the first thing you need to answer is how. This is the origin for all your powers, spells and features. Most abilities a meister has and will come to have, are tied to this in one way or another. You can be as open or specific as you want about this, but you should answer two things.

- Whose connection have you taken on: a mighty monster, a god-like entity, or a multitude of previously cut connections?
- And what sort of event was it: a friendly gifting, a hostile aftermath of battle, or accidentally by a magical rite gone wrong, or even the weave unexpectedly patching a hole?

What lingering effects does this have on you, mentally, beyond the class features? It is worth sparing some thoughts on how this affects a person and how they will react to the future interactions they have with the weave, fear, euphoria, and indifference, each is usual. How will you act out the fact that your character is constantly taking a chance on gut-feelings, makes a huge difference to a character. Your body serves as the altar for all your powers and gifts from the weave, when it is damaged or broken how will that affect your gifts. And how will the meister take the best care of that body, as a temple of peace or as an instrument that can be trained, honed, and pushed to the brink?

The next question is did the combat experience and other skills come to you during the same event as you became touched by the weave? Did you train those skills before becoming weave-touched perhaps, an ordinary soldier who suddenly has the best intuition in the city and spells coming out of nowhere. A scholar by trade who finally gained the ascension you have trained for and prepared for years in a secret society of meisters maybe. An expert who joined a group of adventurers as a guide to the lair of a mighty dragon but by accident took on the dragon's connection when it was slew is conceivable. Perchance a thief in the night but accidentally the Magic Jar broke as you were leaving the burgled house, and the soul inside latched onto you empowering you with sudden magical experience. Possibly a young adolescent apprentice in the local village but one day as they leave home for hunting they go farther than before and the weave suddenly stretches onto the youngling outside the zone of dead magic.

When you form your Weavefire-Boon, what will it look like? Is it non-descript light burning with blue fire, or can details be distinguished that speaks the tale of your life in images? Your light armor might be made of expensive hardened leather upon leather, or it is a more common colored gambeson.

## **QUICK BUILD**

You can make a meister quickly by following these suggestions. First, make Wisdom your highest ability score, followed by Dexterity. Your third-highest score should be Constitution. Choose the Soldier background. Add the following equipment: an explorer's pack, a Leather light armor and a pouch containing 20 gp. Choose the Giant Bound subclass and the Weavefire-Boon Hammer.

# Meister Table

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots					Weave Sanctions
					1st	2nd	3rd	4th	5th	
1	+2	Weavefire-Boon, Weavebond	-	-	-	-	-	-	-	-
2	+2	Being the Focus, Spellcasting, Weave Sanctions	2	3	2	-	-	-	-	1
3	+2	Pregenerator, String Absorption	2	3	3	-	-	-	-	1
4	+2	Ability Score Improvement	2	4	3	-	-	-	-	1
5	+3	Extra Attack	2	4	4	2	-	-	-	1
6	+3	Spellsense	2	4	4	2	-	-	-	1
7	+3	Weavebond	2	5	4	3	-	-	-	2
8	+3	Ability Score Improvement	2	6	4	3	-	-	-	2
9	+4	—	2	6	4	3	2	-	-	2
10	+4	Weavewalk	3	7	4	3	2	-	-	2
11	+4	Expanded Weavefire-Boon	3	8	4	3	3	-	-	2
12	+4	Ability Score Improvement	3	8	4	3	3	-	-	3
13	+5	—	3	9	4	3	3	1	-	3
14	+5	Weavebond	4	10	4	3	3	1	-	3
15	+5	Fused to the Weave	4	10	4	3	3	2	-	3
16	+5	Ability Score Improvement	4	11	4	3	3	2	-	3
17	+6	—	4	11	4	3	3	3	1	4
18	+6	Weavebond	4	11	4	3	3	3	1	4
19	+6	Ability Score Improvement	4	12	4	3	3	3	2	4
20	+6	Weave Avatar	4	13	4	3	3	3	2	4

## Multiclassing

To qualify for multiclassing into, or out of, the meister class you must meet these prerequisite Ability Score minimums:

- Strength 13 or Dexterity 13,
- and Wisdom 13.

For the purpose of determining spell slots when multiclassing, the meister is a half-caster (Artificer based). When you multiclass into the meister class, you gain no proficiencies.

## Class Features

As a Meister, you gain the following class features.

### Hit Points

Hit Dice: 1d8 per Meister level

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

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Meister level after 1st

### Proficiencies

Armor: Light

Weapons: None

Tools: None

Saving Throws: Charisma, Wisdom

Skills: Choose two from Acrobatics, Athletics, Arcana, History, Insight, Nature, Perception, Survival.

### Equipment

- One of the following packs: Explorer, Dungeoneer, or Scholar.
- Leather light armor or Padded light armor.
- Pouch containing 20 gp.

## Weavefire-Boon

The weave is the barrier between raw magic and the world, but a slice of raw magic has attached itself to you, through your bond, and allows you extraordinary power.

This power can be manifested by you into an object of physical magic, most as weapons, each Boon's appearance is described individually. When you gain this feature at 1st level, choose one of the following Boon types:

- Axe
- Hammer
- Spike
- Sword
- Trident
- Whip

All Weavefire-Boon types share these five properties:

Intuitive Attacking. When making an attack with a weapon type of Weavefire-Boon,

you use your choice of your Strength, or Dexterity, or Wisdom modifier for the attack and damage rolls. You must use the same modifier for both rolls.

**Magic Calls Magic.** Attacks with a Weavefire-Boon have advantage when making an attack against a target with an active spell effect.

**Manifestation.** You can use a bonus action to manifest the Boon, lasting until you dissolve it with a bonus action or it remains outside your touch range for a minute.

**Proficiency.** You have proficiency with a Weavefire-Boon you manifest.

**Weapon Damage.** If a feature or item other than from the meister class, increases your weapon damage while using a Weavefire-Boon, the damage type becomes force.

Each individual Weavefire-Boon type has its own statistics while manifested as described below:

### Axe

**Appearance.** A brilliant white axe, burning with pale blue flames, forms in your hands.

**Properties.** Heavy, Two-Handed.

**Attack.** When an attack hits it deals: 1d8 fire damage and 1d4 + your ability modifier force damage. At 11th level, the damage increases to 1d12 fire damage, and 1d10 + your ability modifier force damage.

**Conditional Ignition.** While attacking with the Weavefire-Boon Axe, you can focus the fire to ignite and consume your target as part of an attack that hits, forcing the target to succeed at a Constitution saving throw against your spell save DC or take one additional roll of fire damage dice at the start of their next turn. You can use this feature an amount of times equal to your proficiency bonus, and must finish a long rest to regain any expended uses.

### Hammer

**Appearance.** A large hammer of pale shifting brilliance, vibrating with power.

**Properties.** Reach, Two-Handed.

**Attack.** When an attack hits it deals: 1d6 thunder damage and 1d6 + your ability modifier force damage.

At 11th level, the damage increases to 1d12 thunder damage, and 1d10 + your ability modifier force damage.

**Conditional Crush.** While attacking with the Weavefire-Boon Hammer, you can focus the forceful thunder to shock your target on impact as part of an attack that hits, forcing the target to succeed at a Constitution saving throw against your spell save DC or become Stunned until the start of your next turn. You can use this feature an amount of times equal to your proficiency bonus, and must finish a long rest to regain any expended uses.

### Spike

**Appearance.** An icicle of solid brilliance, crackling with blue electrical bolts.

**Properties.** Light, Thrown 20

**Attack.** When an attack hits it deals: 1d6 lightning damage and your ability modifier as force damage.

At 11th level, the damage increases to 1d10 lightning damage, and 1d6 + your ability modifier as force damage.

**Conditional Shocked.** While attacking with the Weavefire-Boon Spike, you can focus the electrical bolts to shock your target on impact as part of an attack that hits, forcing the target to succeed at a Constitution saving throw against your spell save DC or take an additional roll of lightning damage dice at the start of their next turn. You can use this feature an amount of times equal to your proficiency bonus, and must finish a long rest to regain any expended uses.

### Sword

**Appearance.** A longsword made from brilliant silver, shimmering a freezing grey.

**Properties.** Special(when wielding the sword with two hands instead of one, gain +1 bonus to AC)

**Attack.** When an attack hits it deals: 1d8 cold damage and your ability modifier as force damage.

At 11th level, the damage increases to 1d10 cold damage, and 1d6 + your ability modifier as force damage.

**Conditional Grapple.** While attacking with the Weavefire-Boon Sword, you can focus the chilling magic to encase your target on impact as part of an attack that hits, forcing the target to succeed at a Constitution saving throw against your spell save DC or become Grappled by the weave until the start of your next turn. You can use this feature an amount of times equal to your proficiency bonus, and must finish a long rest to regain any expended uses.

### Trident

**Appearance.** A deep violet staff splits into a three headed prong on one end, pulsing with a chilling white heartbeat.

**Properties.** Finesse, Versatile(when wielding the trident with two hands instead of one, it gains the Reach property).

**Attack.** When an attack hits it deals: 1d6 cold damage and your ability modifier force damage.

At 11th level, the damage increases to 1d12 cold damage, and 1d4 + your ability modifier force damage.

**Conditional Horrify.** While attacking with the Weavefire-Boon Trident, you can pierce a vital area leaving some iridescent magic in the wound as part of an attack that hits, forcing the target to succeed at a Constitution saving throw against your spell save DC or become Frightened of you until the end of their next turn. You can use this feature an amount of times equal to your proficiency bonus, and must finish a long rest to regain any expended uses.

### Whip

**Appearance.** A long thin whip, made of pure brilliant light exuding dark green acidic steam.

Properties. Reach

Attack. When an attack hits it deals: 1d6 acid damage and your ability modifier force damage.

At 11th level, the damage increases to 1d10 acid damage, and 1d6 + your ability modifier force damage.

Conditional Restrain. While attacking with the Weavefire-Boon Whip, you can focus the magic to capture your target as part of an attack that hits, forcing the target to succeed at a Constitution saving throw against your spell save DC or become Restrained by the weave until the start of your next turn. You can use this feature an amount of times equal to your proficiency bonus, and must finish a long rest to regain any expended uses.

## **Weavebond**

At 1st level, you choose one weave-touching event as your creating incident and source of your features and prowess. This is the origin for your coming powers but could be strengthened by events during a campaign, at the discretion of your DM. Choose Fated bond, Giant bound, Overcompensated bond, or Primeval bond, all detailed at the end of the class description. The bond you choose grants you features at 1st level and again at 7th, 14th, and 18th level.

## **Being the focus**

At 2nd level, you are the focus of your power and connection to the weave, therefore you do not require an external focus when casting a meister spell. You still use components as normal however if a material component is not consumed by the spell you do not require to have it on hand to cast a meister spell, as your connections to the weave can take the place of the component. If the material component is consumed and you are the material component you would irrevocably die.

This does also mean that in any sort of situation when your soul is outside your body, for example from Astral Projection, you are unable to access any of the spellcasting given by the meister class.

## **Spellcasting**

An event in your past left an incredible connection from the weave of fate and magic to you. Infusing your body with arcane surges and a gut feeling on things around you. This connection, being a knot of strings in the weave, fuels your spells.

### Cantrips (0-leveled spells)

At 2nd level, you know two cantrips of your choice from the meister spell list. You learn additional meister cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Meister table.

## Spell Slots

The Meister table shows how many spell slots you have to cast your meister spells of 1st level and higher. To cast one of these meister 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.

For example, if you know the 1st-level spell burning hands and have a 1st-level and a 2nd-level spell slot available, you can cast burning hands using either slot.

## Spells Known of 1st Level and Higher

You know three 1st-level spells of your choice from the meister spell list. The meister spell list can be found at the end of the class description, appendix 2. The Spells Known column of the Meister table shows when you learn more meister spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the meister spells you know and replace it with another spell from the meister spell list, which also must be of a level for which you have spell slots.

## Spellcasting Ability

Wisdom is your spellcasting ability for your meister spells, since the power of your magic relies on intuitively drawing upon your connection to the weave and acting out the will of fate. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a meister spell you 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

## Spellcasting Focus

You can use your own body as a spellcasting focus for your meister spells, as described by Being the Focus.

## **Weave Sanctions**

The strings of the weave are all connected to something specific, may it be a mental or physical trait, and you now take on the unusual strings, giving you different abilities and new options of interaction with the world. You are allowed many traits by the weave and the strings attaching you to it, the weave sanctions you to achieve powers few or even no others can. Each sanction is powerful but brings with it a specific change to your appearance, behavior or a straight negative drawback. At 2nd level, you gain one weave sanction of your choice. Your sanction options are detailed at the end of the class description, appendix 1. When you gain certain meister levels, you gain additional sanctions of your choice, as shown in the Weave Sanctions column of the Meister table.

Your connection to the weave allows you abilities unknown to others, intuitively you use these abilities and might be shocked by it the first time it activates. Whenever you can choose a new weave sanction it becomes permanently attached to you and cannot be replaced, and you should consider if it originated from something encountered in your adventuring.

If a weave sanction has prerequisites, you must meet them to learn it. You can learn the sanction at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

## **Pregenerator**

At 3rd level, thanks to your unique connection to the weave, you are able to now wield the strength your body would generate later. You can now expend Hit Dice in ways no others can, and will gain several options of how to do so as seen below and in your Weavebond. You immediately gain the following three options to spend available Hit Dice:

### Scalding Witchery

Drawing on your energy and consuming part of your stamina you can empower your spells, draining your body as the weave surges additional power through it. When you cast a meister spell of 1st or higher level, you can expend one Hit Dice as a part of the spell to cast it at one level higher than the spell slot expended.

At level 11 you can now expend up to two Hit Dice as a part of the same spell, empowering the spell to two levels higher than the spell slot used.

At level 18 you can now expend up to three Hit Dice as a part of the same spell, empowering the spell to three levels higher than the spell slot used.

For example if you cast the Inflict Wounds spell using a 2nd level spell slot, and expend two Hit Dice as well, the spell will cause 6d10 necrotic damage.

### Dispelling Attack

You can block a part of the magical influence from the weave as part of your forceful blows. When you make a melee weapon attack you can choose to expend one Hit Dice before rolling the attack, and if the attack hits you apply damage and other effects as normal. After resolving damage and any other effects of the attack, you treat the target as the target of a Dispel Magic spell cast at first level. However, instead of ending all spells affecting the target, this ability will only end one spell effect on the target(your choice which one if there are multiple effects active), even at later levels.

When you reach meister level 11, this feature counts the Dispel Magic as cast at level 2.

When you reach meister level 18, this feature counts the Dispel Magic as cast at level 3.

## Alacrity Spell

You can spend additional energy to hasten the process of casting a spell. By spending one Hit Dice, you can quicken a spell that normally takes one action to cast, to be cast as a bonus action this time instead. Spells cast this way must be cast at their lowest level using spell slots, and cannot benefit from Scalding Witchery.

For example casting Inflict Wounds as an Alacrity Spell, will expend one spell slot of 1st level as well as spend 1 Hit Dice and use your bonus action, to deal 3d10 damage.

## **String Absorption**

At 3rd level you learn the capability to draw power from the strings of the recently dead by absorbing part of their connection to the weave. The stronger the creature you are drawing power from, the easier it is to drain.

When a creature dies, you can perform a 10 minute ritual with the corpse as your target. Must be finished within one hour of the target's death and you must remain within touch range with it for the duration of the ritual. Roll a spellcasting ability check against a DC of: 30 minus the dead creature's Challenge Rating(rounding up), if successful you can choose one of the following benefits:

- Regain one of your expended Hit Dice.
- Gain Temporary Hit Points equal to the target's number of total Hit Dice, plus your proficiency bonus.
- Gain the answers to one single question, the answers arrive to you telepathically. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

If the D20 rolls a 1, the check will always be a failure, no matter the roll or DC. If the D20 rolls a 20, the check will always be a success, no matter the DC. The ritual is very effortful and requires concentration to maintain, it can not coincide with a short or long rest.

## **Ability Score Improvement**

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. 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.

## **Extra Attack**

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

## **Spellsense**

At 6th level, your connection to the weave allows you to perceive to a certain extent when others have pulled on the strings of the weave to create magic. As an action you can sense if any creature within 60 feet has previously cast a spell, you learn the exact creatures and the following things about them:

- What spellcasting ability they used for the most recent spell they cast
- If the most recent cast was an innate or trained spell
- What level the most recent spell was cast at

You also sense if any magical effects are active in the area and in what direction, but not what the effect is. Spellsense counts as Divination magic and is blocked by any effect that hinders such.

This feature can be used a number of times equal to your Wisdom modifier, minimum once. You regain all your expended uses when you finish a short or long rest.

## **Weavewalk**

At 10th level, you can focus in on a specific string of the weave and pull on it to throw a creature onto another place. As an action you can designate one creature you can see within 60 feet, including yourself, if the creature is unwilling to be designated they must succeed on a Charisma saving throw against your spell save DC. The designation lasts for one minute, or until you have used it to teleport an amount of times equal to your Wisdom modifier.

As a part of the action to designate, and as a bonus action until the designation ends, you can teleport the designated creature 30 feet from its current position. You do not need to see the creature or the location you are choosing to teleport them to, however the target location must be unoccupied.

When you have attempted to designate any creature once, you need to finish a short or long rest before attempting to do so again.

## **Expanded Weavefire-Boon**

At 11th level you achieve massive control of the innate raw magic you possess. Your Weavefire-Boon increases in strength, and you also choose a second Weavefire-Boon. Both can appear simultaneously when you choose to manifest your Weavefire-Boon and can be dismissed simultaneously as well. When you gain this feature at 11th level, choose one of the following Boon types:

- Aurora
- Crown
- Mask
- Shield

- Spike

### Aurora

**Appearance.** A flowing and shimmering aurora borealis flows across your body, emanating from your whole torso, tricking attackers to strike at thin air and blocking incoming blows.

**Armor of Aurora.** While the Weavefire-Boon Aurora is manifested, your armor class is increased by your Wisdom modifier, but only up to a maximum of +3.

**Conditional Rebuke.** While the Weavefire-Boon Aurora is manifested and you are dealt damage by a melee attack, you can as a reaction choose to deal the same damage to your attacker as the weave replicates the injury. The rebuked damage is the same type and amount as you suffered. You can use this feature an amount of times equal to your proficiency bonus, and must finish a long rest to regain any expended uses.

### Crown

**Appearance.** Brilliant crimson gloria forms just above your head and hair.

**Spellpower.** While wielding the Weavefire-Boon Crown is manifested, your spell save DC for meister spells cast increases by +1.

**Conditional Overload.** While the Weavefire-Boon Crown is manifested and you deal damage with a meister spell, you can choose to deal additional psychic damage on one damage roll. The additional psychic damage equals your proficiency bonus. The additional psychic damage can only be dealt to a single target if your spell has multiple targets, you choose which target. You can use this feature an amount of times equal to your proficiency bonus, and must finish a long rest to regain any expended uses.

### Mask

**Appearance.** Glimmering orange covers your face, without blocking your senses, but the glittering shine might appear distasteful or horrid to others.

**Spellpower.** While wielding the Weavefire-Boon Mask is manifested, your spell attacks are more likely to hit, giving you a +1 bonus to all spell attacks.

**Conditional Overload.** While the Weavefire-Boon Mask is manifested and you finish a short rest, you can regain one expended spell slot of 1st level. You can use this feature an amount of times equal to your proficiency bonus, and must finish a long rest to regain any expended uses.

### Shield

**Appearance.** An oval barrier of black glass forms, fastened to the outside of your arm.

**Properties.** +2 AC.

**Attack.** You can use a bonus action to bash an enemy with an attack roll. When an attack hits it deals: 1d4 necrotic damage and your ability modifier as force damage.

At 11th level, the damage increases to 1d6 necrotic damage, and 1d4 + your ability modifier as force damage.

**Conditional Vulnerability.** While attacking with the Weavefire-Boon Shield, you can focus the magical barrier to drain your target on impact as part of an attack that hits, forcing the target to succeed at a Constitution saving throw against your spell save DC or become Vulnerable against one damage type of your choice until the start of your next turn. When a creature or object becomes vulnerable by this ability, the vulnerability temporarily overrides any resistance or immunity to the same damage type. You can use this feature an amount of times equal to your proficiency bonus, and must finish a long rest to regain any expended uses.

### Spike

**Appearance.** An icicle of solid brilliance, crackling with blue electrical bolts.

**Properties.** Light, Thrown 20

**Attack.** When an attack hits it deals: 1d10 lightning damage, and 1d6 + your ability modifier as force damage.

**Conditional Shocked.** While attacking with the Weavefire-Boon Spike, you can focus the electrical bolts to shock your target on impact as part of an attack that hits, forcing the target to succeed at a Constitution saving throw against your spell save DC or take an additional roll of lightning damage dice at the start of their next turn. You can use this feature an amount of times equal to your proficiency bonus, and must finish a long rest to regain any expended uses.

## **Fused to the Weave**

At 15th level, you can ignore the verbal and somatic components of your meister spells, as the weave will simply comply with your mental desire making your thoughts the only necessary component in your casting. You no longer need a hand free to cast spells with.

This amplifies the feature 'Being The Focus' and you still do not require material components in your casting that are not consumed by the spell, however you do still require any material component that is consumed by the spell unless you choose to expend Hit Dice to pay the cost of the material component consumed. For every 100gp the material component would cost, you can expend one Hit Dice instead.

## **Weave Avatar**

At 20th level, your connection to the weave is absolute, only deities can outmatch it. You have become a sort of avatar of the weave. As you rest, stamina surges into your body from the weave. You recover energy faster than others, at astonishing rates.

Whenever you finish a long rest you regain all your expended Hit Dice instead of only half.

Additionally you learn to harness your own power to fuel your life. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead by expending one spell slot as a reaction.

# Weavebond

The meisters are usually created from a situation of immense magical expression that most times have gone awry in some way, this instills the meister with certain specific attributes that awaken as the meister grows in power. Some come from the zones of dead and wild magic around the world, others from absorbing the strings in the weave from a devil or dragon or elemental, and yet some are made as a ritual part of a tiny almost monk-like order of meisters. Could be an ancient Storm Giant has bestowed a gift on your kin and when the Giant perished years later, that gift drew the strings connecting the weave to the giant onto you instead in a sudden flash. Perchance a lich was slinging multiple spells of level 8 and 9, making the weave tear around him and your own string was entangled with deep necrotic magics now. Whatever the event was, you were touched by the weave itself and will be changed forever by your new bond with the weave. Decide which of the bonds below that fits most to your character and think of an event that caused the bond to occur.

The string you took over, bonding you to the weave more than usual, should decide which more specific features the character gains. The bond you decide on will grant specific features but each is also fairly open to multiple originating beings as much as possible. Later on during the travels and adventures of the character, other connections and bonds might form as well but they are better described by weave sanctions. The weavebond you decide on here will be the fundamental string between you and the weave, influencing you in a very deep way. Choose one that speaks to the character you want to play and develop as. The specific event that creates your bond with the weave can have a major impact on your character and their future. A stolen connection might mean you are hunted down later on, while a gift from a higher power might carry with it expectations on how you should act. Absorbing connective strings from the slain might bring painful memories or might even have an impact on your personality, slowly changing it towards the original creature's alignment. Absorbing broken strings at a dead magic zone or from a magical tear in the weave, might give you flashes of history for that area or spellcaster that draws you towards specific re-enactments of their past.

Each weavebond is unique and will bestow access to features to interact differently with others or the environment. They will give you advantages in combat as well, and all bonds have unique traits to set you apart from others you meet during your adventures. If you have a hard time deciding which bond to use, ask your DM what suits best for the campaign setting and the adventure you are going to play.

Perhaps there are no giants in the setting you will be using and the DM can guide you to a more appropriate choice of weavebond.

At 1st level your bond will punctuate your primary style of close quarters damage. This feature will be influenced by your character's power as a whole, growing with proficiency bonus or spell slots, most often. At 7th level your bond allows you to interact with the world around you in a unique way, perhaps mentally through recognition or influence by the weave, some by physically changing your body or even starting to eat objects. At 14th level you have become adept at close quarters fighting and gain a way of achieving advantage against enemies nearby. At 18th

level your bond will reach incredible depths and allow you one last option for the Pregenerator feature, the ultimate power of Hit Dice with your chosen weavebond.

## **Fated Bond**

The deity of true law, Primus himself stretches out and touches a woman to be his servant for a particular goal. As usual Primus does not explain or warn, the girl is simply overwhelmed as the weave open the secrets of fate before her. She must act to set the course of history on the right path to the future with her new powers. As fate twists and turns it might be altered by a mage using a mighty Wish spell, what does the weave do to make sure it all works out. Perhaps it ties a knot of strings to a single individual, hoping to balance the strings untied by the altering of reality. A champion of luck and chance to set things right for the fate of the multiverse, a Fated Meister.

### Intuited solution

Starting at 1st level, luck is with you, making your average strikes greater than some others greatest strikes. When you make a melee weapon attack, you have advantage on rolling the weapons damage dice.

### String Ovate

At level 7, your connection to the weave allows you to easily sniff out a weakness. You can use this feature as a free interaction, unless you use your movement during the same turn, to make an Wisdom (Insight) check on another creature, against their Charisma (Deception). If you succeed you learn something useful about that creature, it could include one or more of the following:

- A flaw
- A secret
- Advantage on your next social interaction roll against this creature.

The knowledge comes to you by reading the creature's attachment to the weave, understanding the string itself.

This feature can be used a number of times equal to your Wisdom modifier, minimum once, regaining all expended uses when you finish a long rest.

### Fortune Breeds Fortune

At level 14, glimpses of the future begin to press in on your awareness when luck is on your side. When you roll a critical hit on an attack roll, roll one d20 and record the number rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see within 10 feet with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. And you may only have a maximum number of foretelling rolls recorded, equal to your Wisdom modifier, minimum one.

### Sanguine Seer

At level 18, you can use an action to gain a limited ability to see into the immediate future. For one minute, you can't be surprised, you have advantage on initiative rolls and other creatures have disadvantage on attack rolls against you for the duration. Once you use this feature, you cannot do so again until you finish a long rest, unless you expend five Hit Dice to use this feature again.

## **Giant Bound**

Giants often grow in power as they age and they come in many different kinds ranging from fire to storm. You seem to have taken on a part of one of them either by it dying near you or being some gift bestowed consciously, perhaps you saved its life or are even related. As the strength of the giant becomes apparent in you, your body will also change and grow larger than expected. Perhaps your hair sometimes seems to move as if it was fire, or when bad weather rages lightning seems to strike near you always but never hits you.

### Giant's Musculature

At 1st level, a giant's strength is behind each strike you make. When you make a melee weapon attack you can add +2 bludgeoning damage additional to the normal attack. If the weapon is magical or silvered, this bludgeoning damage counts as such as well. The bludgeoning damage increases when you reach certain levels in this class, increasing to 4 at 7th level and 6 at 18th level.

### Natural Mountaineer

At level 7, your limbs have grown long and hardy, and your body is acclimatized, and even seem to be enjoying yourself when climbing or lifting. You gain a climbing speed equal to your walking speed.

You also automatically succeed on any check to withstand rough weather conditions that could be found in mountainous environments, such as heavy winds or freezing cold.

Additionally your size counts as one larger when it comes to calculating carrying capacity.

### Natural Terror

At level 14, you have become a mountain of muscles and fearsome face, you radiate terror as you swing deadly weapons around you with great force. When you start your turn within 10 feet of a creature that is not immune to the frightened condition, you gain advantage on melee weapon attacks against that target until the end of this turn.

### Temporary Gigantism

At level 18, you have learned to focus the strength of tomorrow to become a giant today. You can use an action to gain the following benefits for one minute:

- You grow one size larger.
- You deal 1d12 additional weapon damage whenever you make melee weapon attacks.
- Your arms reach extends 5 feet farther.
- You gain resistance to Bludgeoning, piercing and slashing damage.

Once you use this feature, you cannot do so again until you finish a long rest, unless you expend three Hit Dice to use this feature again.

## **Overcompensated Bond**

Born in a place where magic has no hold, you had never even heard of the wonders of magic until one day when you left home. You crossed the surrounding fields of grain and then you were suddenly struck with memories flashing before your eyes, but they were not your own. When you came to again, you could feel surges of strength within and focused sparks escaped from your hand to set ablaze a fire.

A wanderer crosses the lands to find new places and ancient ruins to explore, but one day finds themselves slowed by magical effects that seem completely randomized ahead. Entering the area, the wanderer finds parts of the magic obey command and a web of strings appear before their eyes, the strings seem to converge on the wanderer and magic flows through.

A yearlong ritual goes on in the courtyard of a desolate fortress and a spy upon these evil wizards, crawls through the towers and catacombs. Unprepared the spy hears a crescendo in the ritual chanting and feels in terror as the weave tremblingly connects with the spy, wanting to escape and flee from this dangerous place. The spy opens their eyes to find themselves transported away from the fortress and can sense the ritual ended in failure, but the wizards seem to eagerly be coming this way.

Whatever the way it happened, you are deeply tied with the magical forces of the weave. Magic and the strength to wield it, come to you more readily than to other meisters. And as you journey through life trying to figure out how all this works.

### Weaving Burst

At 1st level, you gain the ability to channel the power of the weave through your attacks. Once on each of your turns when you hit with a melee weapon attack you can deal additional force damage equal to your wisdom modifier times your proficiency bonus. For example at first level, with a Wisdom score of 16, this bonus damage equals 6 force damage.

On a critical hit, the damage from Weaving Burst is also doubled.

This feature can be used a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

### Splinter Spell

At level 7, you have established an innate ability to hinder the vibrations forming spells in the weave. As a reaction to seeing and hearing a creature cast a spell within 30 feet of you, you can attempt to disrupt the forming magic from taking

effect. Make an ability check using your spellcasting ability against a DC equal to 10 + the spells level, on a success the spell fails and has no effect. This feature is only applicable to spells with both a somatic and verbal component.

This feature can be used a number of times equal to your Wisdom modifier, minimum once, before you need to finish a long rest before you can use this feature again.

### Ushered by Fate

At level 14, the weave guides your hand when casting spells within short distances. Whenever you cast a meister spell targeting a creature within 10 feet, your spell attacks have advantage.

### Paramount Witchery

At level 18, you have learned to empower your spells and gain the highest maximum effect from them. As part of casting a meister spell you can choose to treat any dice rolls for the damage dealt by that spell as if they all rolled maximum.

Once you use this feature, you cannot do so again until you finish a long rest, unless you expend one Hit Dice per level the spell is cast at, to use this feature again.

## **Primeval Bond**

In the beginning of the world there was Ooze, and from it grew all things. When something decomposes below the surface of the world it re-becomes Ooze. You have an ingrained connection to this cycle that seems less common than deities as you have never met another with this connection. You are adaptable to the worst of conditions and rough situations.

### Dissolving Strikes

At 1st level, you can focus the corrosive nature of the universe you touch. When you make a melee weapon attack you can add +2 acid damage additional to the normal attack. The acid damage increases when you reach certain levels in this class, increasing to 4 at 7th level and 6 at 18th level.

### Consumptive knowledge

At level 7, your consciousness becomes ingrained with the memory of previous experience of the things you eat. As an action you can consume an item, you gain a glimpse into its past, recalling with perfect clarity one moment it has experienced before. This allows you to automatically succeed on an Insight or History check about the consumed item, however the whole item must be eaten and cannot be restored.

An individual's body may be substituted for an item, to learn more of its previous actions and plans, but requires more time to digest and needs to be done over a short rest.

This feature can be used a number of times equal to your Wisdom modifier, minimum once, before you need to finish a long rest before you can use this feature again.

### Primordial Hunger

At level 14, the hunger of the primordial soup awakens within you. You gain advantage on melee weapon attacks against any organic, both living and dead, creatures when you start your turn within 5 feet of them.

### Oily Split

At level 18, you are so in tune with ancestral ooze that your body can now split in twain like theirs. As an action you can form a second body, splitting apart from yourself and is internally made of gelatinous oil. The oily split appears the same as the original and with the same current statistics, except its maximum hit points are halved and it is formed without any equipment, also the creature type is a construct.

The oily split is friendly to you and creatures you designate. It obeys your spoken commands (no action required by you), moving and acting in accordance with your wishes and acting on your turn in combat. The oily split lacks the ability to learn or become more powerful, nor can it regain expended spell slots or Hit Dice. The oily split cannot regain hit points in any way, and only lasts one minute before dissolving.

Once you use this feature, you cannot do so again until you finish a long rest, unless you expend five Hit Dice to use this feature again.

## **List of Weave Sanctions, appendix 1**

### **Absorbed Erudition**

You have drained a dead mind of a part of their knowledge. Choose one skill or any tool which you are not proficient in, and gain proficiency in it. Additionally whenever you make a check involving the chosen skill or tool, your proficiency bonus is doubled.

Whenever you use the chosen skill or tool, you are constantly whispering to yourself as if speaking with the dead person's mind you have stolen.

### **Apt Drowse**

Your consciousness has become part of the weave, it rests when things are calm around you. You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading and keeping watch.

## **Blind Spot**

You have drained an Illithid or the likes of telepathically powerful creatures, of their connections to the weave and now you have a limited ability to affect the minds of others.

As an action, you erase your image from the mind of one creature you can see within 60 feet of you; the target must succeed on a Wisdom saving throw against your spell save DC, or you are invisible to it for one minute or until you attack it. The target becomes aware of your attempt to tamper with their mind if they succeed the saving throw, but not otherwise.

This can be done a number of times equal to your proficiency before needing to finish a long rest to use this feature again, as it is very draining on your own mind. However as you now trust your mental powers more, your eyes permanently weaken. Your darkvision range is reduced by 20 feet.

## **Bloody Blast**

Your lifeblood itself is entwined with the weave, and the weave reacts to protect you when it is threatened. As a reaction to being reduced below half your maximum hit points (or becoming 'bloodied' as it is referred to at some tables), you can force all creatures of your choice within 15 feet to make a Strength saving throw against your spell save DC. If a creature fails the save, they are pushed 10 feet directly away from you and knocked prone.

Your blood permanently turns blue, and all medicine checks made to diagnose, heal or stabilize you have disadvantage.

## **Bound by Law**

*Prerequisite: 9th level*

You have become gifted by a strong connection to the plane of law, perhaps you consumed one of the greater modron's. As an action you can cast the Geas spell, using your spellcasting ability, once without expending a spell slot once before you need to finish a long rest to use this feature again.

However you now feel compelled to keep your own word permanently, every time you attempt to break your word you need to succeed on a Charisma saving throw DC 15 or fail to do so.

## **Critical Stabber**

*Prerequisite: Weavefire-Boon Spike feature*

Your spike becomes sharper and from close inspection it appears to have miniature serrated hooks everywhere, but somehow not wherever you hold it.

Your attacks with the Spike achieve a critical hit on a roll of one result lower than usual, generally on a roll of 19-20.

## **Encompassing Aegis**

*Prerequisite: Weavefire-Boon Shield feature*

The shield is not just formed on your arm, blocking incoming blows, but is also formed around your mind and agile enough to dodge incoming fire.

The AC bonus gained from wielding the shield is also added to each of your saving throws.

## **Fated Mind**

You are bound to the weave of fate closer than you would expect and this hinders others ability to affect you. You have advantage on Constitution saving throws that you make to maintain your concentration, thanks to knowing when to brace yourself as a premonition of fate.

Additionally you gain blindsight out of 30 feet, as you learn to anticipate and predict the surroundings most proximate to you.

However you are now far more sensitive to incoming stimuli and are therefore easier to overload, you permanently have disadvantage on any saving throws against becoming Blinded or Deafened.

## **Fatekeeper**

You have become so skilled at altering the weave that you can turn a normal strike into a stroke of good fortune. As a reaction when you or a creature you can see within 30 feet of hits with an attack, you can turn it into a critical hit. Adding any effects triggered by a critical hit.

You can use this reaction once and must then finish a long rest before doing so again.

However you become less focused in the plane of existence you are in and permanently have disadvantage on acrobatics checks and athletics checks.

## **Fearmonger**

*Prerequisite: Weavefire-Boon Trident feature*

Your Trident invokes fear like shards of ice piercing the chest and weighs the heart. When you attempt the Conditional Horrify to a target, all creatures of your choice that could see the attack and are within 10 feet of you must make the saving throw or become frightened of you until the end of their next turns.

## **Ghostly Figure**

*Prerequisite: 5th level*

You are deeply bound to the weave that spans all of the planes and have learned to use this connection to partly pull yourself out of material touch.

As a bonus action, you become ethereal until the start of your next turn and can move through objects in your environment, including other creatures. For the

duration you are also resistant to non-magical physical damage such as slashing, bludgeoning or piercing, and any physical attack you attempt is made at a disadvantage from moving into and out of the material space. If you are inside an object when you rematerialize, you take 1d12 force damage and are moved to the closest unoccupied space.

This can be done a number of times equal to your proficiency bonus before you need to finish a long rest to use this feature again, as your willpower tires from pulling so hard on the weave. You can take other creatures with you into etherealness by expending another use of this ability per creature, but you must touch them for this to work and the effect ends on them at the start of your next turn.

You are permanently in less phase with the material plane, and as long as you are there you cannot benefit from darkvision or tremorsense.

## **Hand Extension**

*Prerequisite: Weavefire-Boon Whip feature*

The whip is more than a weapon, more than magic summoned, it has become part of you. Its reach is your reach.

While the Whip is manifested, you can use its reach to deliver spells and abilities with a range of touch. This does not allow making an attack roll unless the spell or ability states you do so. Otherwise it remains a weapon and cannot grab, hold or shove.

## **Hunger for Blood**

*Prerequisite: 11th level*

You have a lust for slaying and have become very good at it, guided by a gut-feeling similar to that of a predator. When you critically hit a creature with a melee weapon attack, the creature takes extra damage from the weapon equal to your proficiency bonus doubled.

## **Kinsense**

You have absorbed a deep connection with one type of creature, probably taking on a physical appearance attribute common to that type. Choose one type of creature when gaining this weave sanction, you will be able to identify when those kinds of creatures are near. Creature types include: aberration, beast, celestial, construct, dragon, elemental, fey, fiend, giant, humanoid, monstrosity, ooze, plant, or undead. As a bonus action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any chosen creature type within 120 feet of you, even through total cover. You know the creature type is near, and where, but not its identity.

You can use this sense an amount of times equal to your proficiency bonus, and will regain expended uses when finishing a long rest. You also learn one language commonly spoken by the creature type you choose.

When you achieve certain levels in the meister class, you can choose another creature type for this ability to also sense when using it. You can choose additional creature types at 5th, 11th, and 17th level, when activating the sense you can sense all chosen types and differentiate between them.

## **Lifeblood Spring**

*Prerequisite: 3rd level*

You connect with a part of the weave unheard of, and tapping into it bestows the power to always be at your peak.

This sanction has one charge. Whenever you are using your pregenerator feature to spend hit dice, you can expend a charge from this sanction instead of a hit die.

Expended charges of this sanction are regained after finishing a long rest.

This sanction gains one additional charge at level 10, and another at level 15.

## **Mental Speaker**

Your inner voice is strengthened by the connection you have gained, probably the string originated from an angel like a Planetar.

As a bonus action, you can speak telepathically to a creature you can see within 60 feet of you. The target must have an Intelligence of at least 2, otherwise this fails and the action is wasted. This communication can occur until the end of the current turn. You do not need to share a language with the target for it to understand your telepathic utterances, and it understands you even if it lacks a language. While using this type of speech you gain advantage on any rolls made to persuade, intimidate, or deceive as your voice can boom inside their minds while you speak. You can only speak to one creature at a time and they cannot respond using your feature.

However you can no longer be hidden from Divination magic, such as scrying, by any means.

## **Natural Touch**

Nature itself has taken root within you, perhaps your eye color changes to fit the season or climate you are in, or your haircolor does. You can channel natural energy through your grasp easily. Choose one of the following elements when gaining this sanction: acid, cold, fire, lightning, thunder.

As a bonus action you can make a melee spell attack against a target you can touch, on a hit the target takes 1d6 + your Proficiency Bonus damage of the chosen element.

The attack's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

However you are easily affected by your surroundings and permanently have disadvantage on Wisdom saving throws.

## **Pinion Manifestation**

*Prerequisite: 5th level*

You have connected deeply with one of the skies, perhaps a dragon or a roc. Wings sprout from your back permanently, any armor or clothing must be adapted to the wings by a professional or cannot be donned. The wings are too large to hide beneath clothing. You gain a flying speed of 20 feet, but due to your bodily weight balance you cannot hover in one place and must instead continuously move while flying. You choose what the appearance of the wings looks like, but suggestions include:

- Leathered like a dragons,
- Feathered like a birds,
- Spined like a fiends,
- Pale ectoplasmic like a ghosts,
- Or colorful and powdered like butterflies.

## **Regenerative Transfer**

As a bonus action you draw on the powers of the weave, channeling energy into one creature you touch and heal up their wounds. The target creature regains Hit Points equal to one d4 per your level in this class, any surplus above the creature's maximum hit points are added as Temporary hit points.

This can only be used once before you need to finish a long rest to use this feature again as channeling this amount of energy is very draining on you.

However you become less aware of danger and permanently have disadvantage on Initiative checks.

## **Rend All**

*Prerequisite: Weavefire-Boon Crown feature*

The crown seems to be steaming with pink energy and you feel your magic encompassing your enemies, all of them.

The additional psychic damage now affects each target of your spells instead of only one, but still only on one roll each.

## **Resolute Surges**

*Prerequisite: Weavefire-Boon Mask feature*

Your mask has deepened its connection to your magical energy. When you finish a short rest and use the Conditional Surge, you can restore any number of expended spell slots of 1st level you choose, but you cannot exceed your proficiency bonus amount of spell slots before finishing a long rest.

## Riposting

*Prerequisite: Weavefire-Boon Sword feature*

The sword has a flow to its attacks and withdraws, and seems to follow you better than you ever thought possible. It almost reacts with counterattacks on its own without you thinking.

When you wield the Sword and an attack roll against you misses, you can use a reaction to make an opportunity attack against that target with the Sword.

## Rippling Thunder

*Prerequisite: Weavefire-Boon Hammer feature*

The vibrations of your hammer have intensified and now spread outwards from your blows.

When you use the Hammer to inflict the Conditional Stun, the saving throw must be attempted by all creatures of your choice within 5 feet of the target of your attack. Each creature failing the saving throw is Stunned for the same duration.

## Rushed Opportunity

*Prerequisite: 5th level*

You are prepared to react, at all times, perhaps you have even stopped blinking all together. Whenever you make an opportunity attack, you can use your Extra attack feature on that attack to strike twice.

## Soldiering Surge

The weave floods memories into your mind and a surge of training takes hold, you gain one of the following Fighting Styles of your choice:

- **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.
- **Great Weapon Fighting.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll 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.
- **Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

## Submissive Targeting

*Prerequisite: Weavefire-Boon Aurora feature*

The shifting light waves mind bogglingly fast across your body now, more intense than before and a piercing glare flickers at your enemies.

While the Aurora is manifest, you can as a bonus action brighten the shimmering light until your next turn ends, every creature that is not blind and hits you with a

melee attack must succeed a Constitution saving throw against your spell save DC or become blinded until the end of their next turn. You can use this feature an amount of times equal to your proficiency bonus, and must finish a long rest to regain any expended uses.

## **Titanic Knock**

You have taken on the spirit of a titanic being, like a kraken or empyrean, and when you focus your strikes there is massive force behind your strike.

Once per turn when you hit a target with a melee attack, the target must succeed on a Strength saving throw against your spell save DC or you can choose to knock it prone or be knocked 10 feet away from you, the target moves in a straight line. If it hits an object, this movement immediately ends and the target takes 1d6 bludgeoning damage additional to whatever the attack already resulted in.

## **Vigorous Streamlining**

You have taken on properties of the fastest beings you have met, perhaps you have even stopped growing hair to become more aerodynamic. Your walking speed increases by 5, it further increases by another 5 when you reach level 9, and increases by another 5 when you reach level 13, and increases by another 5 to a total of 20 when you reach level 17. Additionally your new aerodynamic properties grant you a swim speed equal to your walking speed.

## **Veracious Vision**

*Prerequisite: 13th level*

You have absorbed something allowing you to see the truth of things, perhaps your eyes now glow even when closed. As an action you can cast the True Seeing spell, using your spellcasting ability, by expending a spell slot of any level, once before you need to finish a long rest to use this feature again.

## **Warmastery**

You have drained the expertise out of a dying mind, from a master of warfare, and as a result you now expect people to obey your orders. You gain proficiency with the following: Land vehicles, medium armor, sea vehicles, shields and siege weaponry.

## **Weave Mage**

You have deeply stolen the strings connecting a learned mage to the weave, and with it you have gained magical spell options. You learn a few additional spells normally not available to maisters, shown on the Expanded Spells table below. Each spell counts as a meister spell for you, but it doesn't count against the number of meister spells you know.

You may choose an amount of spells up to your Wisdom modifier, and all must be

from a level you are able to cast. You may change one of these spells to another from the table, of a level you are able to cast, whenever you gain a level in the meister class.

Expanded Spells table

Spell level	Spells selectable						
1	Cure Wounds	Mage Armor	Sanctuary	Shield	Silent Image	Sleep	Unseen Servant
2	Acid arrow	Blur	Darkness	Levitate	Lesser Restoration	Scorching Ray	Web
3	Call lightning	Fireball	Hypnotic Pattern	Magic Circle	Major Image	Phantom Steed	Sleet Storm
4	Blight	Confusion	Conjure Minor Elementals	Fabricate	Faithful Hound	Greater Invisibility	Secret Chest
5	Animate Objects	Arcane Hand	Cloudkill	Dispel Evil and Good	Dream	Greater Restoration	Wall of Force

## Wide Slasher

*Prerequisite: Weavefire-Boon Axe feature*

Your axe seems longer and the edge of the axeblood has a pure black shine to it. When you make attacks with the Axe, the same attack roll also counts against one additional target within 5 feet of the target and also within 5 feet of you. The Condition Ignition expends one use for each target it is attempted at.

## Spell list, appendix 2

### Cantrips

Guidance  
Mending  
Prestidigitation  
Produce Flame  
Shillelagh  
Shocking Grasp  
Thaumaturgy  
True Strike

### Level 1

Bane

Bless  
Color Spray  
Detect Magic  
Divine Favor  
Feather Fall  
Identify  
Inflict Wounds  
Jump  
Magic Missile  
Thunderwave

## **Level 2**

Aid  
Animal Messenger  
Augury  
Blindness/Deafness  
Branding Smite  
Enhance Ability  
Enlarge/Reduce  
Heat Metal  
Hold Person  
Invisibility  
Knock  
Misty Step  
Silence  
Spiritual Weapon  
Zone of Truth

## **Level 3**

Bestow Curse  
Clairvoyance  
Fear  
Fly  
Glyph of Warding  
Haste  
Meld into Stone  
Plant Growth  
Revivify  
Sending  
Slow  
Spirit Guardians  
Tiny Hut  
Vampiric Touch

## **Level 4**

Arcane Eye  
Black Tentacles  
Control Water  
Death Ward  
Dimension Door  
Divination  
Freedom of Movement  
Locate Creature  
Phantasmal Killer  
Polymorph  
Stone Shape  
Wall of Fire

## **Level 5**

Commune  
Commune with Nature  
Cone of Cold  
Contagion  
Dominate Person  
Hold Monster  
Legend Lore  
Modify Memory  
Reincarnate  
Scrying  
Tree Stride

## **Level 6**

Contingency  
Disintegrate  
Eyebite  
Find the Path  
Harm  
True Seeing  
Word of Recall

## **Level 7**

Delayed Blast Fireball  
Etherealness  
Finger of Death  
Forcecage  
Plane Shift  
Regenerate

Sequester  
Teleport

## **Level 8**

Animal Shapes  
Antimagic Field  
Demiplane  
Dominate Monster  
Mind Blank

## **Level 9**

Foresight  
Gate  
Shapechange  
Timestop

# Authors notations on class, appendix 3

## Explanations

- Red marker means “outdated” or “no longer fully applicable”.
- The paladin is the strong and durable Gish, warlock is the vulnerable caster that could become Gish, ranger is the Gish with utility spells and a martial focus, **the meister is the fast and agile Gish made for offense.**
- I am trying to fill in some certain things I am missing in 5e:
  - A fully offensive directed Gish,
  - Ooze connected to a class,
  - The weave of magic directly connected to a class,
  - Utilize the lore around wild magic and dead magic zones,
  - Speed and agility is tied to only rangers and rogues, no longer,
  - Expand the view on magical foci and casting components,
  - Empower magical casting in a unique way as an alternative to how the sorcerer empowers it,
  - Utilize Hit Dice in new and alternate ways,
  - A new way of empowering a character into becoming a unique creature in itself without using the warlocks eldritch invocations or Custom Lineage,
  - Multiclassing should not be needed to create this kind of character.
- Modifying spellcasting but trying to not change the system.
- Want to tie the class into melee, the casting in particular, but would require more martial features which would overpower the class in comparison.
- Strength of the class is offense. Damage, casting, **exploration versatility, movement.**
- Weakness of the class is survivability. AC, Social, Limited spell variation, HP, Healing.
- Wisdom arcane caster, first of its kind. Ranger and druid are divine nature, and the cleric is divine.
- The first caster to truly hide its casting, the sorcerer can do it to a degree but the meister will be **perfect.**
- A half-caster. But able to empower, upcasts to ‘slightly’ above half-casting.
- MAD, multiple-ability score-dependent. Wisdom for casting, Constitution for hp and concentration, Dexterity for AC(mostly).
- Other classes gain 4 points of equipment, meister only 2 and some gold. No focus or ranged weapon is offered.
- During any dnd campaign there will be situations occurring that are perfect jump-off points for multiclassing into meister, perhaps better than for most classes. But are there many such points before a campaign starts? Yes, everything that has happened in the world before and maybe the inciting incident.
- Spell list is based on damage and short range. But additions have been made for certain things like Bless and Aid since they fit with the flavor that fate, luck and magic of the weave empowers them. Some spells connected with

time and space are also added since they fit with a close connection to the weave. The spell list also has a focus on Divination since the weave is the record of the multiverse. Spell list reaches all levels in case there are future additions of spell levels from a subclass or Sanction, similar to the warlock.

- Many spells fit the class that I would like to add, except they are not allowed by the Open Game License unfortunately. And I will not recreate identical things that are already officially released, that is disrespectful to the license owners and a waste of time.

## Thoughts for development, fears, and future additions

- Using Hit Dice for upcasting might be wrong. They are an important resource already, but now you will also regain them faster so...a new unique resource might be more prudent. **Or start regaining Hit Dice easier at an earlier level?** Create a new resource for this? If so, compare it to sorcery point progression.
- **What would a player do to become overpowered? shield proficiency, arcane recovery, heavy armor, resistance/immunity, Damage reduction, shield spell,**
- **Add additional Sanctions at high level requirements to gain spells similar to a Mystic Arcanum? From spell level 6 and upwards perhaps. And maybe add other prerequisites than level as well, such as: Other sanctions, spell selections, specific subclass, proficiency in skills/ weapons/ armor/ tools/ languages. And the new sanctions provide an improvement that upgrades that part of your character. An example could be “when you know 5 languages or more, you can gain invocation Rune-Keeper for both speech and text allowing you to understand all but not respond”.**
- Future subclasses(8) could be: **Dragon**(breath, wings, scales), **Lycan**(beastform, regeneration), **Psionic**(telekinetic, telepathic), **Scholar/Rune Savant**(skills, glyph, one strengthened magic school?), **Undead/revenant**(relentless endurance, odor, curses), **Inquisitor**(tracking, Companion, divination), **Warborn/Legionnaire**(team-bonuses, defence), **Temporalist**(action surge, haste/slow, foresight).
- **Symbolize luck, for all meisters, by adding a feature allowing twice per day to add 1d10 to any roll of a d20? How otherwise is the luck symbolized in the class mechanically? Maybe add a sanction which basically is Halfling Luck?**
- Currently have 34 sanctions. 32 invocations in PHB.
- Future expansion of the class would add
  - Additional Sanctions:
    - a secondary aimed at each Boon
    - Mystic arcanum (magical secrets?)
    - Resistances
  - More subclasses(see above)

## Useful links

<https://leukudnd.com/2020/03/09/leukus-guide-to-balancing/> Building concepts

<https://www.dmsguild.com/product/267467/> Official concepts

<https://dnd.wizards.com/articles/unearthed-arcana/modifying-classes> Official concepts

[https://media.wizards.com/2015/downloads/dnd/UA\\_Rune\\_Magic\\_Prestige\\_Class.pdf](https://media.wizards.com/2015/downloads/dnd/UA_Rune_Magic_Prestige_Class.pdf) Comparison official

[https://www.dandwiki.com/wiki/5e\\_Class\\_Design\\_Guide](https://www.dandwiki.com/wiki/5e_Class_Design_Guide) Math calculations, headline: Balance

[https://www.dandwiki.com/wiki/Blood\\_Mage\\_\(5e\\_Class\)](https://www.dandwiki.com/wiki/Blood_Mage_(5e_Class)) Comparison homebrew

[https://www.reddit.com/r/UnearthedArcana/comments/73sfp1/class\\_design\\_101\\_a\\_fundamental\\_guide\\_to\\_5th/?utm\\_source=share&utm\\_medium=mweb](https://www.reddit.com/r/UnearthedArcana/comments/73sfp1/class_design_101_a_fundamental_guide_to_5th/?utm_source=share&utm_medium=mweb) Building concepts

## To do list

1. Flavor text subclasses (all 5 places)
2. Calculate math for output per level
3. Reformat into wizards official style
4. Ask for feedback by peers and internet on v2
5. Evaluate after feedback and adapt into v3
6. Check need to create new spells from scratch to fit class
7. Add sanctions
8. Add subclasses
9. Recalculate math for output per level
10. Ask for feedback again on v3
11. Evaluate and adapt into v4

## Class Point Evaluation:

- Count math on class
  - 20-25 is good total
    - 3 (HALF CASTER)
    - 0,5 (D8 HD)
    - 5 (ASI)
    - 1 (Weavefire-Boon)
    - 4 (SANCTIONS)
    - 3 (PREGENERATOR)
    - 1 (EXTRA ATTACK)
    - 1 (WEAWEWALK)
    - 1 (FUSED TO WEAVE)
    - 1 (EXPANDED Weavefire-Boon)
    - 1 (SPELLSENSE)
    - 1 (WEAVE AVATAR)
    - =22,5

- +subclass (should be inside the same range above)
- subclass adds 3 Rock features.  
Totaling 25,5 for the count.

## DPR Mathcheck:

Calculations are derived from Treantmonk's guide.

Baseline is a warlock using Eldritch Blast, adding Agonizing Blast at level 2 and then maxing out charisma.

The melee calculations are the most sustainable math since it is not a limited resource, and what is usually only counted. However since this class can cast spells at a fair rate, and empowers them in a way that other classes cannot, it is german to have this accurately calculated as well (but cannot be seen as sustainable damage per round, since spell slots+hit dice run out quickly).

Level	Baseline to hit	Baseline damage	To hit (melee)	Damage per round (melee)	To hit (spell)	Damage per round (spell)
1	+5	5.85	+5	7.55	+5	
2	+5	7.65	+5	9.89	+5	10.725
3	+5	7.65	+5	9.89	+5	14.3
4	+6	8.25	+6	10.49	+6	14.3
5	+7	16.5	+7	20.98	+7	23.2
6	+7	16.5	+7	20.98	+7	23.2
7	+7	16.5	+7	29.73	+7	23.2
8	+8	17.7	+8	30.93	+8	23.8
9	+9	17.7	+9	31.53	+9	34.05
10	+9	17.7	+9	31.53	+9	34.05
11	+9	26.55	+9	43.605	+10	41.05
12	+9	26.55	+9	43.605	+10	41.05
13	+10	26.55	+10	44.205	+11	50.5
14	+10	26.55	+10A	56.01	+11	50.5
15	+10	26.55	+10A	56.01	+11	50.5
16	+10	26.55	+10A	56.01	+11	50.5
17	+11	35.4	+11A	59.06	+12	75.7
18	+11	35.4	+11A	59.06	+12	85.15

19	+11	35.4	+11A	59.06	+12	85.15
20	+11	35.4	+11A	59.06	+12	85.15

What is used for the calculations:

- Assuming 60% chance to hit, on standard(as it is most accurate likelihood according to average AC-vs.-To Hit). But the chance can be increased by features.
  - Spells assume the same percentage of saving throws made.
  - Area of effect -spells count as targeting two hostiles, as it is most likely to target such as minimum but only when able(should equalize an okay average over time).
- Spells expend a limited resource and cannot be used indefinitely, but are calculated as the maximum possible output in one round. What other way of comparison is better or more equal?
- Assuming the main ability score starts at 16, and increase to 18 at level 4, and then increase to 20 at level 8.
- The calculation assumes a Primeval Bond subclass, Other subclasses are math calculated to be equal to it.
- Only directly damage math assisting choices are done, any additional choices are left unspent.
- DPR: From level 14 the likelihood of advantage is so high it is counted, for melee weapon attacks, since there are at least 2 fairly common sources(subclass lvl 14, Magic calls Magic, spell effects, conditions applied by boon, prone, flanking) by now. Advantage hit chance is counted as 84% instead of the standard 60%.
- Counting advantage on damage dice:
  - For 1d4 damage, the average is 2.5. With advantage it increases to 3.13.
  - For 1d6 damage, the average is 3.5. With advantage it increases to 4.47.
  - For 1d8 damage, the average is 4.5. With advantage it increases to 5.81.
  - For 1d10 damage, the average is 5.5. With advantage it increases to 7.5
  - For 2d6 damage, the average is 7. With advantage it increases to 9.34.
  - For 1d12 damage, the average is 6.5. With advantage it increases to 8.49.

Level	Damage per round	Spell damage per round
1	Hammer(6), Dissolving Strikes(1.2)	-
2	H(6), DS(1.2), Soldiering Surge-GWF(2.34)	Inflict wounds -level 1(10.725)
3	H(6), DS(1.2), SS(2.34)	IW -level 2(14.3)
4	H(6.6), DS(1.2), SS(2.34)	IW -level 2(14.3)

5	H(6.6), DS(1.2), SS(2.34), Extra attack(10.14)	IW -level 3(17.875), Spiritual Weapon -level 2(5.325)
6	H(6.6), DS(1.2), SS(2.34), EA(10.14)	IW -level 3(17.875), SW -level 2(5.325)
7	H(6.6), DS(2.4), SS(2.34), EA(11.34), Natural Touch(6)	IW -level 3(17.875), SW -level 2(5.325)
8	H(7.2), DS(2.4), SS(2.34), EA(11.94), NT(6)	IW -level 3(17.875), SW -level 2(5.925)
9	H(7.2), DS(2.4), SS(2.34), EA(11.94), NT(6.6)	Spirit Guardians -level 4(25.2), SW -level 4(8.85)
10	H(7.2), DS(2.4), SS(2.34), EA(11.94), NT(6.6)	Spirit Guardians -level 4(25.2), SW -level 4(8.85)
11	H(10.2), DS(2.4), SS(3.99), EA(16.59), NT(8.7)	Spirit Guardians -level 5(31.5), SW -level 4(9.55), Weavfire-Boon Crown
12	H(10.2), DS(2.4), SS(3.99), EA(16.59), NT(8.7), Titanic Knock	Spirit Guardians -level 5(31.5), SW -level 4(9.55), C
13	H(10.2), DS(2.4), SS(3.99), EA(16.59), NT(9.3), TK	Spirit Guardians -level 6(37.8), SW -level 6(12.7), C
14	H(14.28), DS(3.36), SS(3.99), EA(21.63), NT(9.3), TK	Spirit Guardians -level 6(37.8), SW -level 6(12.7), C
15	H(14.28), DS(3.36), SS(3.99), EA(21.63), NT(9.3), TK	Spirit Guardians -level 6(37.8), SW -level 6(12.7), C
16	H(14.28), DS(3.36), SS(3.99), EA(21.63), NT(9.3), TK	Spirit Guardians -level 6(37.8), SW -level 6(12.7), C
17	H(14.28), DS(3.36), SS(3.99), EA(21.63), NT(12), TK	Cone Of Cold -level 7(63), SW -level 6(12.7), C
18	H(14.28), DS(5.04), SS(3.99), EA(23.31), NT(12), TK	Cone Of Cold -level 8(69.3), SW -level 8(15.85), C
19	H(14.28), DS(5.04), SS(3.99), EA(23.31), NT(12), TK	Cone Of Cold -level 8(69.3), SW -level 8(15.85), C
20	H(14.28), DS(5.04), SS(3.99), EA(23.31), NT(12), TK	Cone Of Cold -level 8(69.3), SW -level 8(15.85), C

### **Playtest Goals (pending)**

A three-pronged playtest on the class, can be made separate or simultaneously, and player group does not necessarily need to remain the same:

- A series of one-shots, one for each level between 1-20.
- A full playthrough of Lost Mines Of Phandelver -module.
- A full playthrough of Elfhunt -module.

Each test is performed by one DM and a 4-player group, hopefully. With the goal of having:

one full caster, one martial, one meister, and one multiclassing meister character played in each test.

After each session a short evaluation of the meisters performance today.

After each separate test completion, an evaluation session of the meisters' campaign performance.

After all tests are complete, an evaluation session of the meisters total performance. Then begins the tweaking towards perfection.