

The Black Mage (can not multiclass)

A clocked man, his hands resting calmly at his side as he looks to the figures peering at him from across the darkness. One of them snarls, drool falling from its mouth as it raises its club getting ready to spring forward. The rest following suit. The man spots another shadow out of the corner of his eye and a sly grin slowly creeps across his face. He raises his hand toward the now clearly visible knolls as they start to slowly move forward. From under his pale Moon Elf skin, his veins start to glow a bright ruby red. In that instant his finger extends as a large fiery sphere appears in front of the group of beasts and just as quickly as it appeared it condenses and almost seems to vanish. Except in that moment time slows and the candles and touches in the room go dark and the knolls feel themselves get pulled forward like a force of gravity. All that remains is a small bead of fiery light that is impossibly bright and rests in the air before the knolls. Then before they can react, the bead explodes. Everything around it instantly turns to ash and those far enough away start running around trying to put the fires out that now cling to their bodies but to no avail. The flames that catch burn with such intensity. searing through the flesh to the bone. The man not looking away or covering his eyes from the blast, just stands watching; enjoying the destruction he set upon these filthy beasts. Then from the shadows, another creature jumps out toward the man. A rusty jagged axe ready to cleave his head off. But without even glancing over, the man holds his hand out again. His veins fade from ruby red to a icy blue. Mist coalesces around his hand and condenses into a ice like spear in the air above his palm; and as he looks over to the creature, a spark of electricity crackles over the ice and it flies out of his palm and into the chest of the knoll who was mid air and throws him backward against the wall. Part of the spear piercing and pinning him in place as a surge of lightning burst from the ice spear, shattering it and leaving a gaping hole where it once was. The mysterious man not seeming affected by any part of the ordeal continues further into the darkness as the ice blue color in his veins fade and the body of the last knoll falls to the ground.

Are these powers a gift or a curse? no one truly knows how one manifest these powers. All that is known is it comes with a price. For a mortals body was not meant to be a conduit for such power.

Class Features

Hit Points:

Hit Dice: 1d6 per Black Mage level

Hit Points at 1st level: 6+ your constitution modifier

Hit Points at higher levels: 1d6(or 4) +your constitution modifier per Black Mage level after 1st

Proficiencies:

Armor: none

Weapons: Daggers, Darts, Slings, quarterstaves, light crossbows

Tools: None

Saving Throws: Intelligence, Charisma

Skills: choose three from Arcane, insight, perception, history, investigation, nature, deception, intimidation, performance, persuasion

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.

Spell Slots

You have tapped into the very essence of magic and it courses through your body as if it was blood.

You do not use spells slots to cast your magical abilities. Instead you use **Astral Fire** and **Umbral Ice** detailed in the section below.

Spells known

Starting at 1st level you know the spell **Fire Orb** and **Ice Javelin**. As you progress in levels you will harness and hone your abilities to achieve more powerful elemental spells.

Spellcasting Ability

Intelligence is your spellcasting ability for Black Mage spells.

Spell save DC 8 + your proficiency bonus + your Intelligence Modifier

Spell attack modifier = proficiency bonus + your Intelligence Modifier

Cantrips:

At 1st level you know 2 cantrips from the following. You gain 1 additional cantrip at level 7 and again at 14.

Prestidigitation

Mending

Message

Mage Hand

Dancing lights

Blade ward

Minor Illusion

True Strike

Friends

Astral Fire spells

Fire Orb (single target)

1 action

Player level 1

You launch a fiery orb at your target causing 1d8 fire damage.

Increases by 1d8 at players 5th level, 10th level, and 15th level.

Starting at player level 5 this spell grants 1 stack of Astral Fire on cast

Burning Lands (AOE)

1 action

must have at least 1 stack of Astral Fire

Player level 5

Pick a target location. Everything within 20-feet of the target location is set ablaze causing 4d6 fire damage.

Additionally for (X) amount of turns. (X) being half your intelligence modifier rounded up; Any creature that enters or starts their turn in the targeted area takes 1d6 fire damage and suffers the effects of Wildfire. Fire damage taken from entering the area increases by 1d6 at level 7 and again at 14 to a max of 3d6.

Grants 1 stack of Astral Fire on cast

Soul Burn (single target)

1 action-

must have at least 2 stacks of Astral Fire

Player level 10

Constitution Saving throw. As you focus on your target, you burn the target from the inside dealing 8d8 damage or half damage on a successful save. Grants 1 stack of Astral Fire on cast

Nova (single target)

1 action

must be under the effects of **Enochian** and 3 stacks of **Astral Fire**

Player level 15

You have mastered the very essence of fire. You create a large intense fiery sphere above your target. It then condenses and sinks to a small spherical bead as it drains the energy from everything around it. Everything within 15 feet of the target source is pulled 5 feet toward the center of the source. The spherical bead then explodes like a nova causing 10d8 fire damage to the main target on a failed dexterity saving throw or half as much on a successful one. Additionally, creatures within 10 feet of the target are set ablaze from the intense heat suffering the **Wildfire** effect.

After casting this spell, the player must **Transpose** to Umbral Ice as a bonus action at the start of their next turn. (this effect does not apply if player used **Elemental Synergy**)

Cannot be cast more than once per turn unless under the effect of Triple Cast

Ashes to Ashes- AOE

1 action

Player level 15

You lose all stacks of Astral fire or Ice on a successful cast. You use 1 action to target a 20 foot-circular area and prime the target location; filling it with unstable energy. You may use your bonus action to ignite the energy OR wait until your next turn to ignite the energy with a Fire spell, feeding in its intensity. Upon ignition the target area explodes causing 20d6 fire damage or half as much on a successful dexterity saving throw. All targets hit by this spell are thrown 10 feet backwards from the center of the target location.

If you ignited the area using a Fire spell. The main target/s of the 2nd Fire spell take both instances of damage, and must make 2 separate saving throws for each spell.

This spell does not grant any stacks of Astral Fire and cannot be cast more than once per long rest

Umbral Ice spells

Ice Spear (single target)

1 action

Player level 1

You create an ice spear and launch it at your target causing 1d6 Piercing ice damage.

Target creature must make a constitution saving throw. On a failure the creature has disadvantage on attacks until the end of its next turn.

Grants 1 Umbral Ice stack

Increases by 1d6 at players 5th level, 10th level, and 15th level.

Ice Wave (AOE)

1 action

must have at least 1 stack of Umbral Ice

Player level 5

A wave of icy spikes shoots out from the earth. Each creature in a 60-foot cone takes 5d4 ice damage.

All Targets caught in effect must make a constitution saving throw or have their move speed reduced by 10 feet until the end of their next turn. Increases by 1d4 at player 10th level,

Move speed effects cannot stack

Soul Skewer (single target)

must have at least 2 stacks of Umbral Ice

Player level 10

You create ice spikes in the air above your target which then shoot down and impale the target for 10d4 piercing ice damage. Target makes a constitution saving throw. On a success, target only takes half damage. On a failure, target takes full damage and has disadvantage on all saving throws until the start of its next turn.

Ice Comet (single target)

1 action

must be under the effect of **Enochian** and 3 stacks of **Umbral Ice**.

Player level 15

You cause the area above the target to condense and freeze as you create a massive chunk of ice above your target which then plummets to the target causing 10D6 ice damage and be knocked prone on a failed Dexterity saving throw or half as much on a success. Any creature within 5 feet of the main target must make a dexterity saving throw or be knocked prone and suffer 1d8 bludgeoning damage.

Cannot be cast more than once per turn.

After casting this spell, the player must **Transpose** to Astral Fire as a bonus action at the start of their next turn. (this effect does not apply if player uses **Elemental Synergy**)

Freeze (AOE)

1 action

Player level 15

Your freeze air circled around the targeted area. Creatures within 15 feet of the target area center take 10d4 ice damage and must make a strength saving throw. On a failure all creatures in the targeted area have their legs frozen to the ground and cannot move until they make a successful strength saving throw. Targets affected can use their action to make a saving throw at the start of their turn.

Cannot be cast more than once per long rest

Into the Aether

Player level 4

Your body turns into pure energy as you teleport to a target ally.

Pick a party member within 60 feet. you teleport to an unoccupied space within 5 feet of that party member. you phase through any objects between you and the party member. This ability does not grant enemies an attack of opportunity against you.

cannot be used again until you finish a long rest.

Lightning Infused Magic

player level 7

You have found a way to infuse your magic with Elemental Lightning. starting at player level 7, your fire and ice spells crackle with a burst of lightning damage. Player may add an additional 1d4 as additional lightning damage to any spell you cast. this damage increases to 1d6 at player level 13 and then to 1d8 at player level 18.

Elemental Synergy

player level 17

Once per long rest you may cast **Nova** when you have 3 stacks of Umbral Ice or you may cast **Ice Comet** while you have 3 stacks of Astral fire. If players casted **Nova**, the player loses all Umbral Ice stacks and gains 1 stack of Umbral Fire. If player casted Ice Comet, the player loses all Astral Fire stacks and gains 1 stack of Umbral Ice

Transpose

Bonus action

Player level 5

lose all current Astral/Umbral stacks to immediately switch to the opposing Astral or Umbral Phase and gain 1 stack of the phase you switched into. Can only be used once per turn

Ley Lines

Passive

Player level 16

You have tapped into the natural ley lines of the world and enhance your elemental power. Choose 1 element from Fire, Ice or Lightning. Spells you cast ignore resistance to damage of that chosen type. If a target has immunity to the chosen elemental type, they instead suffer half damage.

Sure cast

bonus action- 1 per long rest

Player level 10

Target/s auto fails the saving throw for the next spell you cast. Additionally, your spell can not be the target of a counter spell

Enochian

bonus action- once per short rest

Player level 15

allows you to cast Nova and Ice Comet. This effect lasts 3 Minutes. Additionally you can add your proficiency bonus to damage rolls (stacks with Dark Magic bonus) for each spell cast while under the effects of **Enochian**

Wildfire

Passive

The intensity of your fire spells leave flames clinging to creatures' bodies..

Player level 3

All fire spells you cast now set targets on fire and cause additional 1d6 fire damage at the start of the target's turn. The burning effect duration = half your intelligence modifier (rounded up). If the target is still under the effect of Wildfire and is successfully hit by another fire type spell the duration of this effect is restarted.

Ignite

passive

Player level 11

Once per turn if you cast **Fire Orb**, roll a 1d100. If the roll is a 60 or higher you may immediately cast **Soul Burn** as a bonus action if you still have a bonus action.

You cannot gain more than 1 **Ignite** per round

Ignite last until the end of your next turn.

Energy Manipulation

Player level 6

1 action

You've manipulated the energy around you to form a shield barrier. The barrier is equal to 3 health per character level+your INT modifier. Any damage that surpasses the shield barrier is rolled over to the player's health.

Empowered Magic

player level 11

tapping into the deepest parts of the arcane arts. you have increased your spells effectiveness. You may add your **Proficiency bonus** to your spell damage rolls

Half Life

Class feature/trait

Being a conduit for such power comes with a price. Your body breaks down faster the longer you use this power. no matter the race or class, your life expectancy is cut in half. Nothing can over turn this trait including wish or being turned undead. Your body turns into dust and vanishes once you die in this manor. Wish can not stop you from this fate but will instead tell you approximately how long you have left to live.

Burn out:

class feature/trait

Player cannot cast more than (X) amount of fire spells without transposing or casting an Ice element spell and vice versa. (X) is your Intelligence modifier+Proficiency bonus. If player cast more than (X) spells of fire/ice in a row they suffer 1 point of exhaustion per spell they cast over the limit of that element. A long rest removes 1 pt of exhaustion.

Example- players (X) amount is equal to 5. The player casts 6 fire spells in a row without transposing or casting an ice spell. the player suffers 1 pt exhaustion. if they cast 7 then its 2 pt of exhaustion.

Astral / Umbral Stacks

Starting at player level 5 you have a max stack of 1. You gain an additional stack at player level 10 and 15.

Each stack grants bonus effects to the spells you cast. (this effect does not apply to **Elemental Synergy**)

Astral Fire

Up to a max of 3 fire stacks

- Each use of a fire spell grants 1 stack of astral fire. Each stack adds additional bonus damage on your next Fire spell of any level. The bonus damage is equal to your **Intelligence Modifier**. All Astral Stacks are lost if you cast **Transpose**, **Ashes to Ashes** or any level Ice spell.

Umbral ice

Max of 3 Ice stacks

- Each use of an Ice spell grants 1 stack of umbral ice. Each stack adds an additional +1 to your spell saving dc. Stacks are lost if you cast ***Transpose***, ***Freeze*** or any level Fire spell.

Additional ideas

Triple cast.

bonus action

once per long rest

the player chooses one spell. the player can cast that spell 3 times, each only doing half damage, and consumes any additional actions for that turn. up to 3 separate targets may be chosen or a single target. no saving throw for half damage if the Spell already had one. target/s simply take half of each spell's original damage. additionally, the spell that was cast only counts as a single spells and not 3 separate spells in relation to the trait **burn out**. The chosen spell must also follow the guidelines of astral fire and umbral ice.
IE: if the player chose nova. the player must meet the requirements for casting nova.