

Tab 1

Elemental Djinn

This content is based on the Golden Sun franchise.

Djinn are elemental entities of pure Psynergy that reside in the world of Weyward. Each Djinni is associated with one of the four elements - Venus (Earth), Mars (Fire), Jupiter (Wind), and Mercury (Water) - and also represents, and is named after, a specific aspect of that element. Djinn are capable of speaking, often in Common or their appropriate form of Primordial, and have their own personalities.

Djinn require being attuned like magic items to grant their effects to their user. Each Djinn has its own effects and bonuses, but also grant bonuses based on the number of Djinn of each type is currently attuned to the user. When attuned the Djinn will turn into psynergy and merge with their user, they are able to temporarily manifest themselves, to speak to other beings other than the one they are attuned to, or unleash their unique powers, which will cause them to need rest afterwards.

Djinn Element -	1 Djinn	-	2 Djinn	-	3 Djinn
Venus	+5 Max Hp		Earthbind		
Mars	+1 Damage		Flaming Sphere		
Jupiter	+5 Movement		Gust of Wind		
Mercury	-1 Damage taken		Snilloc's Snowball Swarm		

Spells granted by attuning Djinn can be casted once per long rest without expending a spell slot.

While attuned with Djinn of the same elements, the effects are expanded: The bonus granted by having 1 Djinn is multiplied by the number of the same element attuned. Spells granted by having 2 of the same Djinn will be casted at the level of the number of the same element Djinn attuned.

Examples of individual Djinn

Venus



- **Flint:** When you hit a creature with a weapon attack, you can unleash Flint's power, empowering your weapon with corrosive energy, the attack deals an additional 3d4 corrosive damage. You can do this once per short or long rest.
- **Bark:** As an action you can unleash Bark's power, causing wood to burst from the ground in a 15 foot radius from your location, this wood stands 5 feet high, all creatures within the area have resistance to all damage types except Psychic. This effect lasts until the start of your next turn. You can only use this effect once per short or long rest.

- **Garland:** As an action you can unleash Garland's power, target creature you can see within 30 feet can immediately roll up to half of their hit die without expending them, healing an amount of HP equal to the result. You can only use this effect once per short or long rest.
- **Magnet:** When you hit a creature with a weapon or spell attack, you can unleash Magnet's power, charging your attack with magnetism. The target creature must make a Constitution Saving throw (DC 8 + Prof + Wis/Int/Cha), on a failed save the creature is Stunned for a number of turns equal to your proficiency modifier, or until they succeed the saving throw, which can be repeated at the end of their turn. While they are stunned they will attract all magnetic items within 10 feet of them. You can only do this once per short or long rest.

Mars



- **Fever:** When you hit a creature with a weapon or spell attack, you can unleash Fever's power, imbuing your weapon with fire. The attack deals an additional +5 fire damage, and the creature must make a Constitution saving throw (DC 8 + Prof + Wis/Int/Cha), having their vision obscured by heat on a failed save, causing all their attacks to have disadvantage for a number of turns equal to your proficiency modifier.
- **Forge:** As an action you can unleash Forge's power, empowering you and your allies. Choose any number of creatures you can see within 30 feet, for 1 minute those creatures gain +1 to all attack and damage rolls they make.
- **Glare:** As an action you can unleash Glare's power, releasing a blinding light. All creatures of your choice you can see within 120 feet must make a Constitution saving throw (DC 8 + Prof + Wis/Int/Cha), on a failed save they are blinded for a number of turns equal to your proficiency modifier, or until they succeed the saving throw, which they repeat at the start of their turn.
- **Reflux:** After you are targeted for an attack that requires an attack roll, you can use your reaction to unleash Reflux's power, allowing you to make either an attack action or magic action, this action must involve making an attack roll.

Jupiter



- **Gust:** When you make an attack roll, you can unleash Gust's power, raising your chance to deal a critical blow, the attack gains a +2 to its damage, also your range for a critical hit increases by 2 (example if you only crit on 20s you will crit on 19s and 18s as well). You can do this once per short or long rest.
- **Either:** As an action you can unleash Either's power to restore magical power. Roll a d6, target creature regains Spell Slots who's total level equals the result. You can do this once per short or long rest.
- **Waft:** As an action you can unleash Waft's power, releasing a relaxing breeze. Target creature you can see makes a Constitution saving throw (DC 8 + Prof + Wis/Int/Cha), on a failed save they gain the Unconscious condition for a number of Minutes equal to 10x your Proficiency modifier, if it takes damage, or someone within 5 feet of it takes an action to shake it out of the effect. Creatures that don't sleep, such as elves, or that have Immunity to the Exhaustion condition automatically succeed on saves against this effect. You can do this once per short or long rest.
- **Kite:** As an action you can unleash Kite's power, granting a temporary boost to swiftness. Target creature you can see within 40 feet can make an additional action on its next turn. You can do this once per short or long rest.

Mercury



- **Chill:** When you hit a creature with a weapon or spell attack, you can unleash Chill's power, adding a freezing energy to your attack. The attack deals an additional 2d6 cold damage, and the creature must make a Constitution saving throw (DC 8 + Prof + Wis/Int/Cha), on a failed save the creature is chilled and gains a weakness to slashing, piercing, and bludgeoning damage, this lasts until the creature has taken damage of these damages types a number of times equal to you proficiency modifier. You can do this once per short or long rest.
- **Foam:** As an action you can unleash Foam's power, blasting a torrent of slush. All creatures within a 10 foot radius centered on a point you choose within 120 feet must make a Strength saving throw (DC 8 + Prof + Wis/Int/Cha), on a failed save they have their movement speed halved for a number of turns equal to your proficiency modifier as they are coated in a icy slush. You can do this once per short or long rest.
- **Dewdrop:** As an action you can unleash Dewdrop's power to cleanse. Target creature has the following conditions removed: Blinded, Deafened, Paralyzed, Poisoned. You can do this once per short or long rest.
- **Claw:** When you hit a creature with a weapon or spell attack, you can unleash Claw's power, rending their resistances. The attack deals an additional 2d6 cold damage, and the creature must

make a Constitution saving throw (DC 8 + Prof + Wis/Int/Cha), on a failed save the creature is gains a weakness to fire, cold, poison, corrosive, lightning, thunder, and force damage, this lasts until the creature has taken damage of these damages types a number of times equal to you proficiency modifier. You can do this once per short or long rest.

Mana Spirits

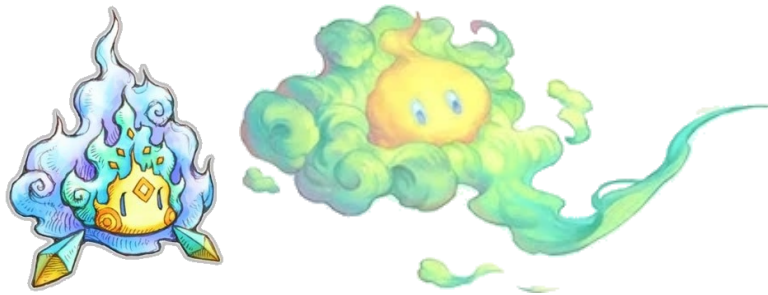
This content is based on the Mana franchise.

The Mana Spirits, or also known as Elemental Spirits, are magical beings representative of the elements that make up the world of Mana.

In her creation of the world, the Mana Goddess forged the Mana Sword and with it sealed the eight Benevodons inside Mana Stones, which were then scattered across the world; the Elementals were charged with the duty of protecting the Stones. While each Elemental is a powerful spirit, being an embodiment has a drawback in that they can be physically harmed or limited. In the World History Encyclopedia of Fa'Diel, the Elementals are descended from the Mana Goddess, the embodiment of the creative and destructive forces of Mana, each being born from the light which formed the respective elements. In some worlds there are multiples of each Mana Spirit.

Mana Spirits can merge with beings to travel with them, this allows them to grant their powers to those beings, as long as the being attunes themselves to the Mana Spirit. The bonuses that an attuned Mana Spirit gives is based on the level in each class the user has, these will be detailed in each Mana Spirit's description.

Lumina



The Mana Spirit of Light. They appear as a ghostly creature composed of light and resemble the will-o'-the-wisp. They are cheerful and optimistic, but don't get along with Shade.

Their powers are somewhat varied, with lasers, orbs of holy power, barriers against attack, and other powers that could be seen traditionally as "divine retribution", with the addition of healing spells.

-Martial-

Barbarian: *Radiant Fury*: When you activate your *Rage* you can choose to release a powerful light, the color can be white, blue, or teal. Your body glows, causing bright light for 20 feet, and dim light for an additional 10 feet, any creature within this light can not benefit from invisibility as they are outlined in the color of your light. In addition you have resistance to Radiant damage for the duration.

Bard: *Radial Inspiration*: You may now expend a use of your *Bardic Inspiration* to give a number of creatures equal to your Charisma modifier (Min 1) within 10 feet a bonus to their next attack roll or ability check within the next 10 minutes, this bonus is equal to your Charisma modifier.

Fighter: *Radiant Wind*: When you use your *Second Wind* feature, you may choose any number of creatures within 10 feet of you who recover the same amount of hit points you did.

Monk: *Holy Wave*: As part of your attack action you can expend 1 *Ki/Focus Point* to release a blast of divine energy, make a ranged attack roll against a target creature you can see within 60 feet, on a hit the creature takes damage equal to your martial arts die, but this damage is Radiant.

Rogue: *Flash Bang*: You can use your *Cunning Action* to throw a ball of light that explodes at a location you can see within 20 feet. Each creature in a 10 foot radius that can see that spot must make a Constitution Saving throw (DC 8 + Prof + Int), being blinded until their next turn on a failed save.

6th Level: *Holy Saber*: As an action you can channel Lumina's power into a weapon, for the next hour you can replace the normal damage type of the weapon with Radiant damage. You can do this once per long rest.

11th Level: *Holy Saber*+: Your *Holy Saber* now deals an additional damage die of damage against Fiends and Undead creatures.

17th Level:

-Arcane-

Artificer: *Potion of Light*: By using your *Magical Infusion* feature you can turn a vial of water into a Potion that grants the cantrip *Sacred Flame* for 1 hour, the spellcasting modifier is Int for Fighter and Rogue, Wis for Monk and Barbarian, all other classes use their own, the spell also counts as a spell of their own class.

Sorcerer: *Radiant Transmutation*: When you cast a sorcerer spell of 1st Level or higher that deals damage, you can make that damage Radiant without needing to use a Sorcery Point.

Warlock: *Pact of Wisp*: When you attune to Lumina you can choose one of your Warlock Cantrips that deal damage, you can make it deal Radiant damage instead of its normal damage type.

Wizard: *Magic Shield*: When you make a saving throw, you can expend a spell slot to add +5 to your saving throw.

6th Level: *Radiant Enhancement*: Whenever you deal Radiant damage with a spell you cast of 1st level or higher, you can add 1 additional damage die to the result. In addition Radiant damage you deal with spells ignore resistances.

11th Level:

17th Level:

-Divine-

Cleric: *Saint Beam*: As an action, you can expend a use of your *Channel Divinity* to release a 5 foot wide, 120 foot long beam of light in the direction you choose. Each creature in range must make a Dexterity saving throw, taking 2d8 Radiant damage on a failed save, or half as much on a success. Undead and Fiends take an additional 1d8 damage. The damage increases by an additional 1d8 when you reach levels 7 (3d8), 13 (4d8), and 18 (5d8).

Paladin: *Lucid Barrier*: When you use your *Divine Smite*, or hit a creature with a "*Smite*" spell, you are coated in a protective barrier of light, this barrier will reduce the damage of the next hit you take by an amount equal to the damage you rolled for the smite.

6th Level: *Holy Bolt*: As an action, you can expend a use of your *Channel Divinity* to send out a powerful divine blast. Make an attack roll against a creature you can see within 120 feet, on a hit the creature takes 3d8 Radiant damage, then hit or miss all creatures within a 10 foot radius must make a dexterity saving throw, taking 2d4 radiant damage on a failed save, or has as much on a successful save. The damage of the follow up blast increases by an additional 1d4 when you reach levels 7 (3d4), 13 (4d4), and 18 (5d4).

11th Level:

17th Level: *Lucent Beam*: (Cylinder attack)

-Nature-

Druid: *Spectral Form*: While you are wild shaped, you can use your bonus action to temporarily take an incorporeal form, allowing you to pass through solid material. If you use this your movement speed is halved for the turn. You will become solid again at the end of your turn, returning to the closest unoccupied location outside of anything you are inside of. Your *Wild Companion* can also use this feature.

Ranger: *Blinding Trap*: You can spend 10 minutes using your surroundings and magic to create a trap on the ground, when a creature steps on it the trap will trigger, all creatures who can see the location of the trap must make a Constitution saving throw, being blinded for 1 minute on a failed save. At the end of each of its turns, the creatures repeat the save, ending the effect on themselves on a success. The trap will break apart after 8 hours if not triggered.

6th Level: *Aura of Day*: As a magic action, you can cause the area around you (20 foot radius) to be bathed in daylight. This lasts for 1 hour, you are incapacitated, or turn it off (no action required).

11th Level:

17th Level:

Shade



The Mana Spirit of Darkness. He appears as a bat-like creature with a tail, a single eye, and a glowing crystal floating above him. While the Dark Elemental can lend his powers to evil purposes, his willingness to give his powers to the forces of good, including his nefarious Evil Gate spell, thus does not necessarily make Shade evil; rather, he should be considered the "black sheep" of the Mana Spirits. Still, Shade tends to distance himself from other spirits and likes to test the abilities of others to prove them worthy of his power. Unlike Wisp, he is more serious and inclined to neutrality.

Shade's powers include such things as waves of shadow, orbs of darkness, instant-death, and the ability to dispel any status-modifying spells.

-Martial-

Barbarian: *Shadow Fury*: When you activate your *Rage* you can choose to absorb light around you. The radius 20 feet from you is darkness to creatures other than yourself, and the next 10 feet is dim light. In addition you have resistance to Necrotic damage for the duration.

Bard:

Fighter: *Shadow Wind*: When you use your *Second Wind* feature, you may choose any number of creatures within 10 feet of you who will gain the invisibility condition until the start of their next turn, or they take any actions.

Monk: *Darkness Wave*: As part of your attack action you can expend 1 *Ki/Focus Point* to release a blast of shadow energy, make a ranged attack roll against a target creature you can see within 60 feet, on a hit the creature takes damage equal to your martial arts die, but this damage is Necrotic.

Rogue: *Bait and Switch*: As part of your *Cunning Action* you can make an illusory duplicate of yourself appear in your space. Until the start of your next turn, the duplicate moves with you and mimics your actions, shifting position so it's impossible to track which of you is real. Each time a creature hits you with an attack roll while you still have the duplicate, roll a d6, if it is a 3 or higher the duplicate is hit instead of you and is destroyed. The duplicate otherwise ignores all other damage and effects, but if you are in the effect of *Faerie Fire*, *Light*, *Daylight*, or any other similar effects, the duplicate will vanish. A creature is unaffected by the duplicate if it has the Blinded condition, Blindsight, or Truesight.

6th Level: *Dark Saber*: As an action you can channel Shade's power into a weapon, for the next hour you can replace the normal damage type of the weapon with Necrotic damage. You can do this once per long rest.

11th Level: *Dark Saber*+: Once per turn, when you hit a creature with your *Dark Saber*, you can make the creature make a Wisdom Saving Throw, on a failed save the creature is inflicted with the frightened condition until the end of their next turn.

17th Level:

-Arcane-

Artificer: *Potion of Darkness*: By using your *Magical Infusion* feature you can turn a vial of water into a Potion that grants the cantrip *Chill Touch* for 1 hour, the spellcasting modifier is Int for Fighter and Rogue, Wis for Monk and Barbarian, all other classes use their own, the spell also counts as a spell of their own class.

Sorcerer: *Necrotic Transmutation*: When you cast a spell of 1st Level or higher that deals damage, you can make that damage Necrotic without needing to use a Sorcery Point.

Warlock: *Pact of Shade*: When you attune to Shade you can choose one of your Warlock Cantrips that deal damage, you can make it deal Necrotic damage instead of its normal damage type.

Wizard: *Dark Curse*: Once per long rest you can cast *Hex* without expending a spell slot, if casted this way you can not use your bonus action to change its target when the target is dropped to 0 hit points.

6th Level: *Shadow Enhancement*: Whenever you deal Necrotic damage with a spell you cast of 1st level or higher, you can add 1 additional damage die to the result. In addition Necrotic damage you deal with spells ignore resistances.

11th Level:

17th Level:

-Divine-

Cleric: *Dark Force*: As an action, you can expend a use of your *Channel Divinity* to release a ball of condensed dark energy at a location you can see within 60 feet. All creatures within a 10 foot radius of the location must make a Constitution Saving Throw, taking 3d6 Necrotic damage on a failed save, or half as much on a success. The damage increases by an additional 1d6 when you reach levels 7 (4d6), 13 (5d6), and 18 (6d6).

Paladin: *Shadow Fell*: When you use your *Divine Smite*, or hit a creature with a “*Smite*” spell, you can choose to be cloaked in shadows. Until your next turn, any creature has Disadvantage on attack rolls against you. An attacker is immune to this effect if it perceives you with Blindsight or Truesight.

6th Level: *Evil Gate*: As an action, you can expend a use of your *Channel Divinity* to open a dark portal, all creatures within a 20 foot radius of you must make a Constitution Saving Throw, taking 6d4 Necrotic damage on a failed save, or half as much on a success. The damage increases by an additional 1d4 when you reach levels 7 (7d4), 13 (8d4), and 18 (9d4).

11th Level:

17th Level: *Annihilate*: instant death

-Nature-

Druid: *Shadow Form*: While you are wild shaped, while you are in dim light or darkness, you can use your bonus action to temporarily meld into the shadows, turning invisible until the start of your next turn, you make any action, move, take damage, or make a saving throw. Your *Wild Companion* can also use this feature.

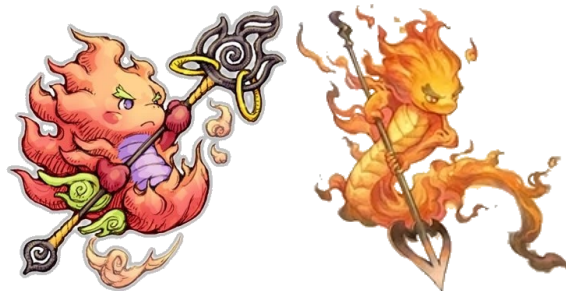
Ranger: *Horror Trap*: You can spend 10 minutes using your surroundings and magic to create a trap on the ground, when a creature steps on it the trap will trigger, all creatures who can see the location of the trap must make a Wisdom saving throw, gaining the frightened condition for 1 minute on a failed save. At the end of each of its turns, the creatures repeat the save, ending the effect on themselves on a success. The trap will break apart after 8 hours if not triggered.

6th Level: *Aura of Darkness*: As a magic action, you can cause the area around you (20 foot radius) to be filled with darkness. This lasts for 1 hour, you are incapacitated, or turn it off (no action required).

11th Level:

17th Level:

Salamando



The Mana Spirit of Fire. He appears as a fiery reptilian creature wielding a spear. Salamander is very hot-headed, thus his element and enthusiasm. He seems to harbor a bit of dislike for Gnome. Salamander's powers are perhaps the most destructive, sporting attacks like rains of magma, explosions, fireballs, walls of flame, and a weapon enchantment that burns opponents. Despite his reign of destruction, the Fire Elemental has some beneficial spells which temporarily boosts attack power.

-Martial-

Barbarian: *Burning Fury*: When you activate your *Rage* you can choose to release heat from your body. When a creature attacks you with a melee attack, they must make a Constitution Saving Throw (DC 8 + Con + Prof), taking 1d4 Fire damage on a failed save. In addition you have resistance to Fire damage and the exhaustion caused by Extreme Cold for the duration.

Bard:

Fighter: *Fiery Wind*: When you use your *Second Wind* feature, your next weapon attack deals an additional fire damage equal to the amount of HP you recovered.

Monk: *Flame Wave*: As part of your attack action you can expend 1 *Ki/Focus Point* to release a blast of burning energy, make a ranged attack roll against a target creature you can see within 60 feet, on a hit the creature takes damage equal to your martial arts die, but this damage is Fire.

Rogue:

6th Level: *Flame Saber*: As an action you can channel Salamando's power into a weapon, for the next hour you can replace the normal damage type of the weapon with Fire damage. You can do this once per long rest.

11th Level: *Flame Saber*+: Once per turn, when you hit a creature with your *Flame Saber*, you can make the creature make a Constitution Saving Throw, on a failed save the creature is ignited and takes 1d4 additional damage on the start of its turns for 1 minute.

17th Level:

-Arcane-

Artificer: *Potion of Flame*: By using your *Magical Infusion* feature you can turn a vial of water into a Potion that grants the cantrip *Firebolt* for 1 hour, the spellcasting modifier is Int for Fighter and Rogue, Wis for Monk and Barbarian, all other classes use their own, the spell also counts as a spell of their own class.

Sorcerer: *Flame Transmutation*: When you cast a spell of 1st Level or higher that deals damage, you can make that damage Fire without needing to use a Sorcery Point.

Warlock: *Pact of Salamando*: When you attune to Shade you can choose one of your Warlock Cantrips that deal damage, you can make it deal Fire damage instead of its normal damage type.

Wizard:

6th Level: *Flame Enhancement*: Whenever you deal Fire damage with a spell you cast of 1st level or higher, you can add 1 additional damage die to the result. In addition Fire damage you deal with spells ignore resistances.

11th Level:

17th Level:

-Divine-

Cleric: *Mondo*: As an action, you can expend a use of your *Channel Divinity* to create a large fiery explosion at a location you can see within 60 feet, all creatures within a 20 foot radius must make a Dexterity Saving Throw, taking 3d6 Fire damage on a failed save, or half as much on a success. The damage increases by an additional 1d6 when you reach levels 7 (4d6), 13 (5d6), and 18 (6d6).

Paladin: *Divine Flame*: When you use your *Divine Smite*, or hit a creature with a "*Smite*" spell, you can release a flaming burst, all creatures within a 10 foot radius must make a Dexterity Saving Throw, or take fire damage equal to the damage you dealt with the triggering spell.

6th Level: *Inferno*: As an action, you can expend a use of your *Channel Divinity* to release two fireballs at locations you can see. These fireballs can be sent to different locations, and create 5 foot radius, 20 foot tall cylinders of fire, all creatures within range of these cylinders must make a Dexterity Saving Throw, taking 2d8 Fire damage on a failed save, or half as much on a success.

11th Level:

17th Level:

-Nature-

Druid:

Ranger: *Blaze Trap*: You can spend 10 minutes using your surroundings and magic to create a trap on the ground, when a creature steps on it the trap will trigger, all creatures within a 10 foot wide, 30 foot tall cylinder must make a Dexterity Saving Throw, taking 3d8 Fire damage on a failed save, or half as much on a success. The trap will break apart after 8 hours if not triggered.

6th Level: *Aura of Heat*: As a magic action, you can cause the area around you (20 foot radius) to be filled with humid heat, making the area 80 degrees fahrenheit. Creatures within his area are immune to exhaustion caused by Extreme Cold. This lasts for 1 hour, you are incapacitated, or turn it off (no action required).

11th Level:

17th Level:

Undine



The Mana Spirit of Water. She appears as a mermaid, often wielding a trident. She usually appears as helpful and seems to be very supportive. She's also quite confident of herself, though not as much as Wisp. As the water elemental, Undine's spells invoke attacks such as hailstorms, acid showers, tsunamis, whirlpools, bubble guns, the ability for weapons to freeze opponents, and even sometimes healing.

-Martial-

Barbarian: *Cold Fury*: When you activate your *Rage* you can choose to hyper freeze your body, granting you temporary hit points equal to half your hit point maximum. In addition you have resistance to Cold damage and the exhaustion caused by Extreme Heat for the duration.

Bard:

Fighter: *Cold Wind*: When you use your *Second Wind* feature, you are coated in a layer of frost, until the start of your next turn you gain resistance to all damage types except psychic.

Monk: *Hydro Wave*: As part of your attack action you can expend 1 *Ki/Focus Point* to release a blast of water energy, make a ranged attack roll against a target creature you can see within 60 feet, on a hit the creature takes damage equal to your martial arts die, but this damage is Cold.

Rogue: *Ice Slick*: As part of your *Cunning Action* you can choose to make a 10 foot diameter sheet of ice on a surface you can see within 30 feet. Until the start of your next turn, any creature who moves at least 5 feet while not prone must make a Dexterity Saving Throw (DC8 + Int + Prof), falling prone on a failed save.

6th Level: *Ice Saber*: As an action you can channel Undine's power into a weapon, for the next hour you can replace the normal damage type of the weapon with Cold damage. You can do this once per long rest.

11th Level: *Ice Saber*+: Once per turn, when you hit a creature with your *Ice Saber*, you can make the creature make a Constitution Saving Throw, on a failed save the creature is hit with a rush of freezing energy, until the start of their next turn the creature can not take any reactions.

17th Level:

-Arcane-

Artificer: *Potion of Water*: By using your *Magical Infusion* feature you can turn a vial of water into a Potion that grants the cantrip *Ray of Frost* for 1 hour, the spellcasting modifier is Int for Fighter and Rogue, Wis for Monk and Barbarian, all other classes use their own, the spell also counts as a spell of their own class.

Sorcerer: *Hydro Transmutation*: When you cast a spell of 1st Level or higher that deals damage, you can make that damage Cold without needing to use a Sorcery Point.

Warlock: *Pact of Undine*: When you attune to Shade you can choose one of your Warlock Cantrips that deal damage, you can make it deal Cold damage instead of its normal damage type.

Wizard:

6th Level: *Water Enhancement*: Whenever you deal Cold damage with a spell you cast of 1st level or higher, you can add 1 additional damage die to the result. In addition Cold damage you deal with spells ignore resistances.

11th Level:

17th Level:

-Divine-

Cleric: *Spike Freeze*: As an action, you can expend a use of your *Channel Divinity* to make a mass of icicles burst from the ground at a point you can see within 120 feet. All creatures in a 20 foot radius must make a Dexterity Saving Throw, taking 2d4 Cold and 2d4 Piercing damage on a failed save, or half as much on a success. The piercing and cold damages both increase by an additional 1d4 when you reach levels 7 (3d4), 13 (4d4), and 18 (5d4).

Paladin: *Frigid Smite*: When you use your *Divine Smite*, or hit a creature with a “*Smite*” spell, you can cause the target to be overcome with a freezing chill, their next ability check, attack roll, or saving throw before the end of their next turn is made at disadvantage.

6th Level: *Ice Smash*: As an action, you can expend a use of your *Channel Divinity* to summon 3 large chunks of ice and send them at enemies. Make an attack roll against a creature you can see within 60 feet for each, on a hit they deal 1d6 Bludgeoning damage and 1d6 Cold damage. You can target different creatures with each. The cold and bludgeoning damages increase by an additional 1d6 when you reach levels 7 (2d6), 13 (3d6), and 18 (4d6).

11th Level:

17th Level:

-Nature-

Druid:

Ranger: *Freeze Trap*: You can spend 10 minutes using your surroundings and magic to create a trap on the ground, when a creature steps on it the trap will trigger, all creatures within a 10 foot wide radius must make a Constitution Saving Throw, taking 1d8 Cold damage on a failed save, and being frozen solid for 1 min (use the Petrified condition), or half as much damage and no freezing on a success. The trap will break apart after 8 hours if not triggered.

6th Level: *Aura of Cold*: As a magic action, you can cause the area around you (20 foot radius) to be filled with frigid cold, making the area 20 degrees fahrenheit. Creatures within his area are immune to exhaustion caused by Extreme Heat. This lasts for 1 hour, you are incapacitated, or turn it off (no action required).

11th Level:

17th Level:

Gnome



The Mana Spirit of Earth. He appears as a humanoid creature with a large beard, resembling real-life garden gnomes. Gnome often lives in places below the ground and is associated with dwarves. Despite looking wise and experienced, his looks tend to deceive his traits. He is jolly and occasionally fools around. His powers are of an earthly persuasion, with such attacks as gem missiles, land mines, rock slides, earthquakes, and weapon enchantments that can petrify opponents. Gnome's powers also extend to temporarily raising defense or lowering speed.

-Martial-

Barbarian: *Stone Fury*:

Bard:

Fighter: *Vigorous Wind*: When you use your *Second Wind* feature, your movement speed is doubled for the rest of the turn.

Monk: ??? *Wave*: As part of your attack action you can expend 1 *Ki/Focus Point* to release a blast of ??? energy, make a ranged attack roll against a target creature you can see within 60 feet, on a hit the creature takes damage equal to your martial arts die, but this damage is ???.

Rogue:

6th Level: *Stone Saber*: As an action you can channel Gnome's power into a weapon, for the next hour you can replace the normal damage type of the weapon with ??? damage. You can do this once per long rest. (petrify)

11th Level:

17th Level:

-Arcane-

Artificer: *Potion of Earth*: By using your *Magical Infusion* feature you can turn a vial of water into a Potion that grants the cantrip ??? for 1 hour, the spellcasting modifier is Int for Fighter and Rogue, Wis for Monk and Barbarian, all other classes use their own, the spell also counts as a spell of their own class.

Sorcerer: ??? *Transmutation*: When you cast a spell of 1st Level or higher that deals damage, you can make that damage ??? without needing to use a Sorcery Point.

Warlock: *Pact of Gnome*: When you attune to Shade you can choose one of your Warlock Cantrips that deal damage, you can make it deal ??? damage instead of its normal damage type.

Wizard: ??? *Enhancement*: Whenever you deal ??? damage with a spell you cast of 1st level or higher, you can add 1 additional damage die to the result. In addition ??? damage you deal with spells ignore resistances.

6th Level:

11th Level:

17th Level:

-Divine-

Cleric:

Paladin:

6th Level:

11th Level:

17th Level:

-Nature-

Druid:

Ranger:

6th Level: *Aura of Dust*:

11th Level:

17th Level:

Sylphid



The Mana Spirit of Wind. He appears as a humanoid creature that resembles an Arabian-style genie. He holds a bag, which could be assumed to be a nod to his etymological origins. He appears as either submissive or quirky. While his spells include wind powers such as air blasts, cutters, and tornadoes, they also include the powers of lightning, the ability to suspend enemies in the air temporarily, and of sound. Some of his spells allow for the disarmament of traps and the proffering of information about specific targets, while his weapon enchantments make attacks more likely to land critical blows.

-Martial-

Barbarian: *Storm Fury*:

Bard:

Fighter:

Monk: *Sound Wave*: As part of your attack action you can expend 1 *Ki/Focus Point* to release a blast of sound, make a ranged attack roll against a target creature you can see within 60 feet, on a hit the creature takes damage equal to your martial arts die, but this damage is Thunder.

Rogue:

6th Level: *Lightning Saber*: As an action you can channel Sylphid's power into a weapon, for the next hour you can replace the normal damage type of the weapon with Lightning damage. You can do this once per long rest.

11th Level: *Lightning Saber*+: Once per turn, when you hit a creature with your *Lightning Saber*, you can make the creature make a Constitution Saving Throw, on a failed save the creature's speed is reduced to 0 until the end of their next turn.

17th Level:

-Arcane-

Artificer: *Potion of Lightning*: By using your *Magical Infusion* feature you can turn a vial of water into a Potion that grants the cantrip *Shocking Grasp* for 1 hour, the spellcasting modifier is Int for Fighter and Rogue, Wis for Monk and Barbarian, all other classes use their own, the spell also counts as a spell of their own class.

Sorcerer: *Shock Transmutation*: When you cast a spell of 1st Level or higher that deals damage, you can make that damage Lightning without needing to use a Sorcery Point.

Warlock: *Pact of Sylphid*: When you attune to Shade you can choose one of your Warlock Cantrips that deal damage, you can make it deal Lightning damage instead of its normal damage type.

Wizard:

6th Level: *Lightning Enhancement*: Whenever you deal Lightning or Thunder damage with a spell you cast of 1st level or higher, you can add 1 additional damage die to the result. In addition Lightning or Thunder damage you deal with spells ignore resistances.

11th Level:

17th Level:

-Divine-

Cleric:

Paladin:

6th Level:

11th Level:

17th Level:

-Nature-

Druid:

Ranger:

6th Level: *Aura of Wind*:

11th Level:

17th Level:

Dryad



Is the Mana Spirit of Wood. She appears as a tree, with leaves for hair and roots for feet. Dryad seems to suffer from a low self-esteem in most of her appearances and thinks very little of herself even though she is the Mana Spirit that is closest to the Mana Goddess. She is regarded as being the closest to the Mana Tree and the Mana Goddess, and her powers reflect this, with barriers that reflect magic spells, the ability to revive fallen party members, weapon enchantments that steal magic points, and granting temporary invincibility; for these powers, she is often regarded as the "Mana" or "Life" Elemental. However, she is also regarded as the "Wood", "Tree", or "Leaf" Elemental due to her powers of poison breath, flowers that put opponents to sleep, strangling vines, and other plant-related spells.

-Martial-

Barbarian: *Nature's Fury:*

Bard:

Fighter: *Natural Wind:* When you use your *Second Wind* feature, you use a d12 instead of a d10.

Monk: *Poison Wave:* As part of your attack action you can expend 1 *Ki/Focus Point* to release a blast of toxic energy, make a ranged attack roll against a target creature you can see within 60 feet, on a hit the creature takes damage equal to your martial arts die, but this damage is Poison.

Rogue:

6th Level: *Leaf Saber:* As an action you can channel Dryad's power into a weapon, for the next hour you can replace the normal damage type of the weapon with ??? damage. You can do this once per long rest. (Steals MP, find alternative)

11th Level:

17th Level:

-Arcane-

Artificer: *Potion of Poison:* By using your *Magical Infusion* feature you can turn a vial of water into a Potion that grants the cantrip *Poison Spray* for 1 hour, the spellcasting modifier is Int for Fighter and Rogue, Wis for Monk and Barbarian, all other classes use their own, the spell also counts as a spell of their own class.

Sorcerer: *Poison Transmutation:* When you cast a spell of 1st Level or higher that deals damage, you can make that damage Poison without needing to use a Sorcery Point.

Warlock: *Pact of Dryad:* When you attune to Shade you can choose one of your Warlock Cantrips that deal damage, you can make it deal Poison damage instead of its normal damage type.

Wizard:

6th Level: *Poison Enhancement:* Whenever you deal Poison damage with a spell you cast of 1st level or higher, you can add 1 additional damage die to the result. In addition Poison damage you deal with spells ignore resistances.

11th Level:

17th Level:

-Divine-

Cleric:

Paladin:

6th Level:

11th Level:

17th Level:

-Nature-

Druid:

Ranger:

6th Level: *Aura of Life*: (plants and decay)

11th Level:

17th Level:

Luna



The Mana Spirit of the Moon. She resembles a fairy, with wings behind a teardrop-shape housing a female face holding a glowing sphere. Luna is mysterious and strange, she tends to be dreamy at most.

-Martial-

Barbarian: *Lunar Fury*:

Bard:

Fighter: *Lunar Wind*: When you use your *Second Wind* feature, ???

Monk: ??? *Wave*: As part of your attack action you can expend 1 *Ki/Focus Point* to release a blast of ??? energy, make a ranged attack roll against a target creature you can see within 60 feet, on a hit the creature takes damage equal to your martial arts die, but this damage is ???.

Rogue:

6th Level: *Moon Saber*: As an action you can channel Luna's power into a weapon, once per turn, for the next hour you can recover hit points equal to half the damage you deal with the weapon. You can do this once per long rest.

11th Level:

17th Level: *Moon Saber+*: You now recover all the damage you dealt with the attack when you trigger the HP recovery of *Moon Saber*.

-Arcane-

Artificer: *Potion of ???*: By using your *Magical Infusion* feature you can turn a vial of water into a Potion that grants the cantrip ??? for 1 hour, the spellcasting modifier is Int for Fighter and Rogue, Wis for Monk and Barbarian, all other classes use their own, the spell also counts as a spell of their own class.

Sorcerer: ??? *Transmutation*: When you cast a spell of 1st Level or higher that deals damage, you can make that damage ??? without needing to use a Sorcery Point.

Warlock: *Pact of Luna*: When you attune to Shade you can choose one of your Warlock Cantrips that deal damage, you can make it deal ??? damage instead of its normal damage type.

Wizard:

6th Level: ??? *Enhancement*: Whenever you deal ??? damage with a spell you cast of 1st level or higher, you can add 1 additional damage die to the result. In addition ??? damage you deal with spells ignore resistances.

11th Level:

17th Level:

-Divine-

Cleric:

Paladin:

6th Level:

11th Level:

17th Level:

-Nature-

Druid:

Ranger:

6th Level: *Aura of Night*: As a magic action, you can cause the area around you (20 foot radius) to look and act as though it is night time. This lasts for 1 hour, you are incapacitated, or turn it off (no action required).

11th Level:

17th Level:

Mags

TBD: ????????