

Cosmere 5e

THE INVESTED ARTS OF THE COSMERE

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OUTDATED

Version 2.0 of [The Invested Arts of the Cosmere](#) is now out! This release also includes additional handbooks and reference materials; refer to the Resources chapter for links to them.

Refer to the [Changelog](#) for what changed, and be wary of *Wind and Truth* spoilers!

Version: 1.0

Table of Contents

- [Using This Book](#)
 - 1. [Roshar](#)
 - [Invested Art Lists](#)
 - [Invested Art Descriptions](#)
-

Using This Book

This book is, simply, just a large list of each Invested Art for Cosmere 5e. It is separated by planet, and will be updated in the future for future classes that are made. For now it only has the “Roshar” chapter, which details each Invested Art used by the different classes of Knights Radiant, found in the [Radiant's Handbook](#).

1. Roshar

Invested Art Lists

This chapter details the available Invested Arts for each class. Each Invested Art listed here is a link that can be clicked on to immediately jump to the description of the Invested Art, found later in the chapter.

Windrunner Invested Arts

Cantrips

Adhesion

Gravitation

Skybreaker Invested Arts

Cantrips

Division (5th level)

Gravitation

1st Level

Ballistic Augmentation

Explosive Augmentation

Quickening Augmentation

Shackling Augmentation

Shielding Augmentation

Slowing Augmentation

Terrorizing Augmentation

Thunderous Augmentation

2nd Level

Defensive Augmentation

Gleaming Augmentation

Igniting Augmentation

Volatile Augmentation

Weakening Augmentation

3rd Level

Blinding Augmentation

Crackling Augmentation

Crippling Augmentation

Stupefying Augmentation

4th Level

Collapsing Augmentation

Rotting Augmentation

5th Level

Calamitous Augmentation

Dustbringer Invested Arts

Cantrips

Abrasion

Division (5th level)

Edgedancer Invested Arts

Cantrips

Abrade

Abrasion

Deathsurge

Envenom

Explosive Abrasion

Guidance

Poison Spray

Progression

Resistance

Toxic Touch

Vine Whip

1st Level

Abrasive Bolt

Bestial Influence

Bestial Understanding

Cultivate

Detect Poison and Disease

Entangle

Feather Fall

Inflict Decay

Lifespren Glow

Quicken

Ranged Regrowth

Regrowth

Tough Skin

Vex

2nd Level

Aiding Regrowth

Calming Resolve

Control Plantlife

Cultivation's Repose

Cultivationbeam

Darkvision

Decay and Regrowth

Dispersed Regrowth

Edgedancer's Boon

Emerald Healing

Enhancing Growth

Hold Person

Lesser Restoration

Locate Animals or Plants
Protection from Poison
Rosharbind
Thorn Growth

3rd Level

Connect
Dispel Investiture
Feign Death
Growth
Haste
Inspiring Progression
Plentiful Regrowth
Protection from Essence
Protection from Investiture
Radius of Healing
Radius of Hope
Regress
Revivify
Sacrificial Regrowth
Water Glide

4th Level

Bestial Domination
Emerald Sentry
Gift of Abrasion
Grasping Vine
Locate Creature
Quartzskin
Radius of Life
Radius of Restoration
Warding Regrowth
Wither

5th Level

Contagion
Empower
Greater Restoration
Hold Creature
Immense Regrowth
Knowledge of Nature
Life Barrier
Radius of Power
Resurrection
Sphere of Thorns
Wrath of Cultivation

6th Level

Cognitive Seeing
Connection's Path
Essence Armor
Harm
Heal
Honorbeam

Wall of Thorns

7th Level

Cease

Regenerative Regrowth

8th Level

Anti-Investiture Field

Daze

Radiant Aura

Surgeburst

9th Level

Cognitive Ruin

Mass Regrowth

Truthwatcher Invested Arts

Cantrips

Basic Lightweaving

Fortunate Regrowth

Friends

Guidance

Illumination

Illusory Scorn

Message

Progression

Resistance

Strike of Intent

Warding Against Weapons

Weave Lights

1st Level

Astral Barbs

Charm Person

Command

Dissonant Fallacy

Gift of Alacrity

Identify

Illusive Value

Lifespren Glow

Lightweave Self

Mists

Phantasm

Prismatic Weaving

Ranged Regrowth

Regrowth

Silent Lightweaving

Sleep

Veiled Script

Vex

2nd Level

Aiding Regrowth
Augury
Blindness/Deafness
Calming Resolve
Conjure Madness
Control Plantlife
Darkness
Detect Intention
Dispersed Regrowth
Enhancing Growth
Enthrall
Foresight
Guided Fortune
Hold Person
Illuminate Traps
Invisibility
Lesser Restoration
Lightweave Copies
Lightweave Silence
Lightwoven Terror
Outlook
Protection from Poison
Recall
Recorded Lightweaving
Suggestion
Zone of Intent

3rd Level

Brilliant Light
Charming Tesselation
Cognitive Fortitude
Compelled Rest
Complex Lightweaving
Connect
Disconnection
Dispel Investiture
Enemies Abound
Espy
Fast Friends
Feign Death
Growth
Inspiring Progression
Plentiful Regrowth
Poisonous Cloud
Regress
Revivify
Sacrificial Regrowth
Sending
Slow
Speak with Spiritweb
Weave Fear

4th Level

Charm Creature

Compulsion
Confusion
Greater Invisibility
Illusory Terrain
Locate Creature
Phantasmal Horror
Psychic Slash
Warding Regrowth

5th Level

Cognitive Static
Dominate Person
Empower
Greater Restoration
Hold Creature
Illusory Twin
Immense Regrowth
Lightweave All
Modify Memory
Resurrection
Srying
Shardsight
Truthlight

6th Level

Cognitive Seeing
Connection's Path
Heal
Mass Suggestion
Programmed Lightweaving
Ritual of Pailiah

7th Level

Regenerative Regrowth

8th Level

Daze
Dominate Creature
Glibness
Protected Cognition
Resurrect Spiritweb

9th Level

Cognitive Ruin
Future Sight
Perfect Regrowth

Lightweaver Invested Arts

Cantrips

Acid Splash
Basic Lightweaving
Beam of Frost

Circle of Investiture
Control Flames
Fire Bolt
Form Water
Friends
Frostbite
Illumination
Mending
Message
Necrotic Touch
Poison Spray
Poisonous Globule
Psychic Sliver
Shocking Grasp
Soulcast Bonfire
Soulcast Hand
Sparkblade
Strike of Intent
Transformation
Warding Against Weapons
Weave Lights

1st Level

Absorb Essence
Acidic Stream
Burning Hands
Charm Person
Detect Investiture
Essence Orb
Feather Fall
Fog Cloud
Hidden Stride
Ice Shard
Identify
Lightweave Self
Oil Slick
Prismatic Weaving
Purify Food and Drink
Radiant Missiles
Roshar Tremor
Silent Lightweaving
Sleep
Storm's Leash

2nd Level

Binding Ice
Blindness/Deafness
Blur
Cognitive Spike
Conjure Madness
Cremling Climb
Darkness
Enthrall
Fire to Lights or Smoke

Flame Blade
Flaming Sphere
Frozen Explosion
Hold Person
Invisibility
Lightweave Copies
Lightweave Silence
Lightwoven Terror
Locate Object
Mind Whip
Protection from Poison
Roaring Flame
Rosharbind
Scorching Darts
See Invisibility
Stony Grasp
Water Breathing
Whirling Knives

3rd Level

Blink
Brilliant Light
Chanarach's Stride
Charming Tessellation
Compelled Rest
Complex Lightweaving
Connect
Counter-Invest
Decay to Healing
Dispel Investiture
Enemies Abound
Erupting Stone
Fireball
Lightning Bolt
Lightweaver's Hut
Orbs of Fire
Poisonous Cloud
Protection from Essence
Sleet Storm
Slow
Soulcast Food and Water
Wall of Water
Water Walk
Weave Fear

4th Level

Aqueous Prison
Caustic Explosion
Charm Creature
Confusion
Greater Invisibility
Highstorm Sphere
Plate of Fire or Ice
Psychic Slash

Quartzskin
Storm of the Horneater Peaks
Wall of Fire
Weaved Eye
Zephyr's Pressure

5th Level

Ash's Hand
Cognikinesis
Cognitive Static
Cone of Cold
Dominate Person
Hold Creature
Incinerate
Lightweave All
Srying
Soulcast
Stormkill
Tethered Rot

6th Level

Chain Lightning
Circle of Death
Cognitive Seeing
Cremflesh
Disintegrate
Firecast
Glacial Burst
Icecast
Mental Barrage
Mindcast
Rockcast
Uninvested Globe
Wall of Ice

7th Level

Axi Snap
Blade of Shalash
Detonate Fireball
Rot
Rubied Storm

8th Level

Anti-Investiture Field
Daze
Dominate Creature
Exsiccate
Incendiary Cloud
Surgeburst

9th Level

Annihilate
Cognitive Ruin
Meteor Swarm

Elsecaller Invested Arts

Cantrips

Cast Flame
Circle of Investiture
Deathsurge
Electric Lure
Elsecast
Frostbite
Mending
Necrotic Touch
Poison Spray
Poisonous Globule
Soulcast Bonfire
Soulcast Hand
Sparkblade
Strike of Intent
Transformation
Transportation
Warding Against Weapons

1st Level

Coercive Step
Cognitive Fear
Fiery Rebuke
Frostplate
Icewind
Infecting Ray
Ink
Necrotic Tendrils
Purify Food and Drink
Shadow's Retreat
Storm's Leash

2nd Level

Arrow of Acid
Beaded
Cognitive Spike
Cremling Climb
Displacement
Hold Person
Protection from Poison
Rosharbind
Shadestep
Warp
Weakening Ray
Whirling Knives

3rd Level

Connect
Counter-Invest
Decay to Healing

Dispel Investiture
Disrupture
Frigid Death
Lightning Arrow
Protection from Investiture
Soulcasted Weapon
Stormstep
Tidal Wave
Zirconshroud

4th Level

Banishment
Bead Transport
Blight
Psychic Slash
Realmatic Door
Shadow of Shadesmar
Soulcasted Bane

5th Level

Atrophy
Cognitive Static
Cone of Cold
Contact Other Realm
Hold Creature
Incinerate
Soulcast
Tethered Rot

6th Level

Circle of Death
Cognitive Prison
Cognitive Seeing
Cremflesh
Disintegrate
Else Scatter
Firecast
Fissure of Displacement
Icecast
Mental Barrage
Mindcast
Perpendicularial Gate
Rockcast
Uninvested Globe

7th Level

Axi Snap
Detonate Fireball
Rot
Torment

8th Level

Daze
Exsiccate

Incendiary Cloud
Schism

9th Level

Annihilate
Cognitive Ruin
Meteor Swarm

Willshaper Invested Arts

Cantrips

Cohesion
Transportation

Stoneward Invested Arts

Cantrips

Cohesion
Tension

Invested Art Descriptions

This section details each Invested Art, including its casting time, duration, description, and which classes have access to it. See the previous section for each classes' respective Invested Arts list. First are the 10 Basic Surge cantrips that each class has access to; two each. After are the remainder of the Invested Arts, presented in alphabetical order. If the Invested Art has a ► symbol by its name, it requires concentration.

Basic Surges

Adhesion

Adhesion cantrip — Windrunner

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: Instantaneous or up to 1 minute

This Invested Art is a minor Full Lashing Surge. You create one of the following effects:

- You can stick an object weighing no more than 5 pounds to a surface or another object. It is stuck for up to 1 minute. A creature can make a Strength (Athletics) check to pull it free. The DC is 8 + your proficiency bonus. It is adhered with enough strength that it can hold a Medium creature. You can use Adhesion on the item again, while still stuck, to extend the time for another minute.
- You can also use this Surge to stabilize one creature who is at 0 hit points, adhering their wounds closed. This Invested Art has no effect on splinters or entities.

Gravitation

Gravitation cantrip — Windrunner & Skybreaker

Casting Time: 1 action

Range: Touch or 30 feet

Components: G, S

Duration: Instantaneous

This Invested Art is a minor Basic Lashing Surge. You create one of the following effects within range:

- You can create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is Lashed up to 10 feet directly away from you. It isn't Lashed with enough force to cause damage.
- You can touch one object that is neither held nor carried and that weighs no more than 5 pounds. The object is Lashed up to 10 feet in any direction. It isn't Lashed with enough force to cause damage.
- You create a harmless effect using air within 30 feet, such as causing leaves to rustle or your clothing to ripple in a breeze.

Division

Division cantrip — Skybreaker & Dustbringer

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: Instantaneous

This Invested Art is a minor Division Surge. You create one of the following effects within range:

- You reach out and touch the corpse of a creature, slowly decaying the spot you touch.
- You touch a Tiny plant and infuse it with Division, decaying it over the next minute.
- You can decay or burn a small mark into a non-living object.

Abrasion

Abrasion cantrip — Dustbringer & Edgedancer

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: Instantaneous or 1 minute

This Invested Art is a minor Abrasion Surge. You create one of the following effects within range:

- You can infuse one small object that is neither held nor carried and infuse it with Abrasion, making it slippery for up to 1 minute. A creature can attempt to grab onto the item by making a Dexterity (Acrobatics) check, the DC of which is 8 + your proficiency bonus.
- You can infuse your feet and slide in a straight line up to your movement speed + 10 feet. If there is anything in your path that would make it difficult terrain, you must succeed on a DC 14 Dexterity (Acrobatics) check or you fall prone. You can dismiss this at will to stop sliding.

Progression

Progression cantrip — Edgedancer & Truthwatcher

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: Instantaneous

This Invested Art is a minor Regrowth or Growth Surge. You create one of the following effect within range:

- You utilize the Surge of Progression to stabilize one creature who is at 0 hit points. This Invested Art has no effect on splinters or entities.
- You instantly and briefly make a tiny plant Grow, such as making a flower blossom, a seed pod open, or a leaf bud bloom.

Illumination

Illumination cantrip — Truthwatcher & Lightweaver

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous or 1 hour

This Invested Art is a minor Lightweaving Surge. You create one of the following effects within range:

- You Lightweave an instant, harmless sensory effect, like a small illusion that could fit in your hand, a faint sound, or a small light (5 feet of dim light and 5 feet of bright light) that lasts up to 1 minute. If you create a light you can use your bonus action to move it up to 30 feet on your turn.
- You Lightweave a color, a small mark, or a glyph to appear on an object or surface for 1 hour.
- You Lightweave eyes within range to change their color for 1 minute. A person on whom this is cast knows it is being cast on them as they immediately begin to see in that color.

If you perform this Invested Art multiple times, a previous non-instantaneous effect dissipates, and you can dismiss any active effect at any time.

Transformation

Transformation cantrip — Lightweaver & Elsecaller

Casting Time: 1 action

Range: Touch or 10 feet

Components: G, S

Duration: Instantaneous or 1 hour

This Invested Art is a minor Soulcasting Surge. You create one of the following effects within range:

- You instantly Soulcast a small object no larger than 1 cubic foot to clean or soil it.
- Using Soulcasting, you chill or warm up to 1 cubic foot of nonliving material for 1 hour.
- You cause flames within range to flicker, brighten, or dim.
- While in the Cognitive Realm, you can touch a bead and know what item it represents. If you feed it Stormlight (about 1 sm's worth for each cubic foot of the object, subject to the GM), you can transform it into the Physical object it represents. The item will only last for a certain amount of time, equal to 10 minutes times the number of sapphire marks' worth of Stormlight used to manifest it.

Transportation

Transportation cantrip — Elsecaller & Willshaper

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: Instantaneous

This Invested Art is a minor Elsecalling Surge. When you use it, you can see partially into the Cognitive Realm (or the Physical Realm if you're already in the Cognitive Realm) to see around you in a 10-foot radius.

You can only see, very hazily, the physical location in the other Realm with this cantrip, to see if it would be safe to Elsecall into it. You can't see creatures, plants, splinters, Investiture, or anything else besides the ground and your basic surroundings.

Cohesion

Cohesion cantrip — Willshaper & Stoneward

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: Instantaneous or 10 minutes

This Invested Art is a minor Surge of Strong Axial Interconnection. You create one of the following effects within range:

- You can form a single, loose piece of rock or stone that can fit into your hand into a different shape as if it were clay.

- You can cause imprints to appear on stone, spelling out words, creating images, or shaping patterns. This change lasts for 10 minutes, then it reverts.
- You can cause rock or stone on the ground in a 5-foot square to become difficult terrain. Alternatively, you can cause rock or stone on the ground in a 5-foot square that is difficult terrain to become normal terrain. This change lasts for 10 minutes, then it reverts.

Tension

Tension cantrip — Stoneward

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: 1 minute or 1 round

This Invested Art is a minor Surge of Soft Axial Interconnection. You create one of the following effects:

- You can increase the stiffness of one object you can touch for up to 1 minute. When you do so, the object becomes an improvised weapon that deals 1d6 damage of a type decided by the GM. If someone uses it and they are proficient in a weapon of a similar size and shape, the GM could rule that the creature's proficiency bonus could be added to attack rolls with it.
- You can increase the stiffness of a creature's clothing until the end of their next turn. The creature must not be wearing armor. If you do this, their AC increases by +2 and their movement speed decreases by 10 feet until the end of their next turn.

A

Abrade

Abrasion cantrip — Edgedancer

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

Save: DEX

You send Abrasion wildly, slicing through the air, toward a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 axial damage. The target gains no benefit from cover for this saving throw.

At Higher Levels. This Invested Art's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Abrasive Bolt

1st-level Abrasion — Edgedancer

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: 1 round

You infuse the air with Abrasion and direct it toward a creature of your choice within range. Make a ranged Invested Art attack against the target. On a hit, the target takes 4d6 axial damage, and the next attack roll made against the target before the end of your next turn has advantage, due to the Surge increasing the friction of the target's body.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, the damage increases by 1d6 for each level above 1st.

Absorb Essence

1st-level Transformation — Lightweaver

Casting Time: 1 reaction when you take acid, cold, fire, or lightning damage

Range: Self

Components: G, S

Duration: 1 round

When you are damaged by certain types of Essences you are able to utilize through Soulcasting, you absorb the element for a moment and use it for yourself. You have resistance to the triggering damage type until the start of your next turn.

Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and this Invested Art ends.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Acid Splash

Transformation cantrip — Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

Save: DEX

You Soulcast and hurl a bubble of acid. Choose one creature you can see within range, or choose two creatures that you can see within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

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

► Acidic Stream

1st-level Transformation — Lightweaver

Casting Time: 1 action

Range: Self (30-foot line)

Components: G, S

Duration: Concentration, up to 1 minute

Save: DEX

You Soulcast a stream of acid in front of you in a line 30 feet long and 5 feet wide. Each creature in the line must succeed on a Dexterity saving throw or be covered in acid for the Invested Art's duration or until a creature uses its action to scrape or wash the acid off itself or another creature. A creature covered in the acid takes 2d4 acid damage at the start of each of its turns.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, the damage increases by 2d4 for each level above 1st.

Aiding Regrowth

2nd-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 action

Range: 30 feet

Components: G, S

Duration: 8 hours

You can infuse creatures with toughness and vigor. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration. This Invested Art has no effect on splinters or entities.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, a target's hit points increase by an additional 5 for each level above 2nd.

Annihilate

9th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Instantaneous

You Soulcast a weak or weakened creature you can see within range to die instantly. If the creature you choose has 100 hit points or fewer, it dies, its body turning into smoke. Otherwise, the Invested Art has no effect.

► Anti-Investiture Field

8th-level Abrasion & Progression — Edgedancer

/ 8th-level Illumination & Transformation — Lightweaver

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Concentration, up to 1 hour

A 10-foot-radius sphere of Shardic power surrounds you, invisible to the naked eye. Within the sphere, Invested Arts can't be cast and Invested items, except for artifacts and items completely covered with aluminum, become mundane. Until the Invested Art ends, the sphere moves with you, centered on you.

Invested effects, except those created by an artifact or a Shard, are suppressed in the sphere and can't protrude into it. Investiture points expended to cast an Invested Art are consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

- **Targeted Effects:** Invested Arts and other Invested effects that target a creature or an object in the sphere have no effect on that target.
- **Areas of Invested Effects:** The area of another Invested Art can't extend into the sphere. If the sphere overlaps an area of an Invested Art, the part of the area that is covered by the sphere is suppressed.
- **Invested Arts:** Any active Invested Art or other Invested effect on a creature or an object in the sphere is suppressed while the creature or object is in it.
- **Invested Items:** The properties and powers of Invested items, except for artifacts, are suppressed in the sphere. An Invested weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If an Invested weapon or piece of Invested ammunition fully leaves the sphere, the Investiture of the item ceases to be suppressed as soon as it exits.
- **Worldhopping:** Travel to a different realm fails to work in the sphere, whether the sphere is the destination or the departure point for such interrealm travel.
- **Dispel Investiture:** Invested Arts and effects such as *dispel Investiture* have no effect on the sphere. Likewise, the spheres created by different *anti-Investiture Field* Invested Arts don't nullify each other.

► Aqueous Prison

4th-level Transformation — Lightweaver

Casting Time: 1 action

Range: 90 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: STR

You Soulcast a sphere of water with a 5-foot radius on a point you can see within range. The sphere can hover in the air, but no more than 10 feet off the ground. The sphere remains for the Invested Art's duration.

Any creature in the sphere's space must make a Strength saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space outside it. A Huge or larger creature succeeds on the saving throw automatically. On a failed save, a creature is restrained by the sphere and is engulfed by the water. At the end of each of its turns, a restrained target can repeat the saving throw.

The sphere can restrain a maximum of four Medium or smaller creatures or one Large creature. If the sphere restrains a creature in excess of these numbers, a random creature that was already restrained by the sphere falls out of it and lands prone in a space within 5 feet of it.

As an action, you can move the sphere up to 30 feet in a straight line. If it moves over a pit, cliff, or other drop, it safely descends until it is hovering 10 feet over ground. Any creature restrained by the sphere moves with it. You can ram the sphere into creatures, forcing them to make the saving throw, but no more than once per turn.

When the Invested Art ends, the sphere falls to the ground and extinguishes all normal flames within 30 feet of it. Any creature restrained by the sphere is knocked prone in the space where it falls.

Arrow of Acid

2nd-level Transformation — Elsecaller

Casting Time: 1 action

Range: 90 feet

Components: G, S

Duration: Instantaneous

You Soulcast a darting arrow of green acid toward a creature you can see within range. Make a ranged Invested Art attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, the damage (both initial and later) increases by 1d4 for each level above 2nd.

► Ash's Hand

5th-level Illumination & Transformation — Lightweaver

Casting Time: 1 action

Range: 120 feet

Components: G, S

Duration: Concentration, up to 1 minute

You create a Large hand of shimmering, translucent Soulcasting in an unoccupied space that you can see within range. The hand lasts for the Invested Art's duration, and it moves at your command, mimicking the movements of your own hand.

The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the Invested Art ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space.

When you cast the Invested Art and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it.

- **Clenched Fist.** The hand strikes one creature or object within 5 feet of it. Make a melee Invested Art attack for the hand using your game statistics. On a hit, the target takes 4d8 force damage.
- **Forceful Hand.** The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your Investiture ability modifier. The hand moves with the target to remain within 5 feet of it.
- **Grasping Hand.** The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your Investiture ability modifier.
- **Interposing Hand.** The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space is difficult terrain for the target.

At Higher Levels. When you cast this Invested Art at 6th level or higher, the damage from the clenched fist increases by 2d8 and the damage from the grasping hand increases by 2d6 for each level above 5th.

Astral Barbs

1st-level Illumination & Progression — Truthwatcher

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet of yourself succeeds on an attack roll, an ability check, or saving throw

Range: 60 feet

Components: G, S

Duration: Instantaneous

You distract a creature and turn its momentary certainty into foresight for another creature. The triggering creature must reroll the d20 and use the lower roll.

You can then choose another creature you can see within range (including yourself). The chosen creature can roll an extra die and add it to the next attack roll, ability check, or saving throw it makes within 1 minute. The size of the dice is the same as your current size of Fortune dice. A creature can be empowered by only one use of this Invested Art at a time.

Atrophy

5th-level Transformation — Elsecaller

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Instantaneous

Save: CON

You send ribbons of inky, black Soulcasted rot at one creature you can see within range. The target must make a Constitution saving throw, taking 5d12 necrotic damage on a failed save, or half as much on a successful one. This Invested Art does not affect splinters or entities.

In addition, if the target fails on its saving throw and is still alive after taking the damage, it is paralyzed until the beginning of your next turn.

Augury

2nd-level Illumination & Progression — Truthwatcher

Casting Time: 1 minute

Range: Self

Components: S

Duration: Instantaneous

You spend a minute Lightweaving a specific course of action that you plan to take within the next 30 minutes. A 5-foot square in front of you becomes illuminated with small Lightweavings of you and your allies and an idea of what the environment will look like as you attempt your goal. You infuse it with Progression, attempting to see what may happen. The GM chooses from one of the following, vague options:

- The Lightwoven environment becomes brighter and clearer, indicating a good omen.
- The Lightwoven environment becomes darker, indicating a bad omen.
- The Lightwoven environment becomes blurrier, indicating that there are good and bad omens both.
- The Lightwoven environment doesn't change, indicating an omen that isn't good or bad.

The Invested Art and its Fortune doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional Invested Arts or the loss or gain of a companion. If you cast the Invested Art two or more times before completing your next long rest, there is a cumulative 25% chance for each casting after the first that you get a random reading. The GM makes this roll in secret.

Axi Snap

7th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: Self

Components: G, S

Duration: 1 hour

You prepare an empty hand for Soulcasting, preparing seven darts of Soulcasted energy to use quickly for up to the next hour. You can use a bonus action to send one of the darts streaking toward one creature or object within 120 feet of you. When you do so, make a ranged Invested Art attack. On a hit, the target takes 4d12 axial damage. Whether you hit or miss, the dart is expended. The Invested Art ends early if you expend the last dart.

At Higher Levels. When you cast this Invested Art at 8th level or higher, the number of darts created increases by two for each level above 7th.

B

Ballistic Augmentation

1st-level Gravitation — Skybreaker

Casting Time: 1 bonus action

Range: Touch

Components: G

Duration: Instantaneous

Save: DEX

After you Skybreak, you can use a bonus action to Lash a small object you can touch (a book, rock, chair, or some other object within reach) toward a different target you can see within 30 feet of you. That target must make a Dexterity saving throw, taking 1d10 bludgeoning damage on a failed save.

At Higher Levels. When you cast this Augmentation at 2nd level or higher, the damage increases by 1d10 for each level above 1st.

► Banishment

4th-level Transportation — Elsecaller

Casting Time: 1 action

Range: 60 feet

Components: G

Duration: Concentration, up to 1 minute

Save: CHA

You attempt to send one creature that you can see within range to another Realm. The target must succeed on a Charisma saving throw or be banished.

When you banish a creature, they partially transport into the Cognitive Realm (or partially into the Physical Realm if you are already in the Cognitive Realm) for the duration, and they are incapacitated. The target remains there until the Invested Art ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

At Higher Levels. When you cast this Invested Art at 5th level or higher, you can target one additional creature for each level above 4th.

Basic Lightweaving

Illumination cantrip — Lightweaver & Truthwatcher

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 minute

You Lightweave a sound or a static image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the Invested Art ends.

If you create an image of a static object it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion as things can pass through it.

If a creature uses its action to examine the sound or illusion, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your Invested save DC.

Bead Transport

4th-level Transformation & Transportation — Elsecaller

Casting Time: 1 action

Range: 5 feet

Components: S

Duration: 10 minutes

You utilize your knowledge of your Surges and the Cognitive Realm to send items, in bead form, to another creature who is in the Physical Realm and on the same planet as you. You can send a volume of items that fit into a 3 foot by 3 foot cube. Once you choose your items that fit within the space, you Elsecall them through the Cognitive Realm and they appear in the Physical Realm next to the target you choose. The target can be a creature you have met and seen, or it can be any creature for which you possess a Connection to through a body part, lock of hair, nail clipping, or similar portion of the creature's body.

If the creature is on another planet in the Physical Realm or it is in the Cognitive Realm, the Invested Art fails and the contents reappear on the ground at your feet.

The target creature is made aware of the beaded items before it chooses whether or not to accept them, and knows how much of the Invested Art's duration remains in which it can retrieve them. No other creature can retrieve the beads and the respective items. The creature can reject the items and, if it does, the items reappear on the ground at your feet.

At Higher Levels. When you cast this Invested Art at 5th level, you can send the items to a creature on a different planet than you, though it still must be in the Physical Realm.

► Beaded

2nd-level Transportation — Elsecaller

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 hour

You cause one object in your hand to vanish into the Cognitive Realm. The object, which only you can be holding and can weigh no more than 5 pounds, is transported into Shadesmar into its bead form, where it remains with your focus on it for the duration.

Until the Invested Art ends, you can use your action to summon the object to your free hand, and you can use your action to return the object to Shadesmar. An object still in the Cognitive Realm when the Invested Art ends appears in your space, at your feet.

Beam of Frost

Transformation cantrip — Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You Soulcast a beam of frost toward a creature. Make a ranged Invested Art attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of its next turn.

This Invested Art's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

► Bestial Domination

4th-level Abrasion & Progression — Edgedancer

Casting Time: 1 action

Range: 60 feet

Components: G

Duration: Concentration, up to 1 minute

Save: WIS

Through Cultivation's Connection, you attempt to enact control over a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

When the beast is charmed, you can issue commands to it through your Connection to it while you are conscious (no action needed), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the beast completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the Invested Art. If the saving throw succeeds, the Invested Art ends.

At Higher Levels. When you cast this Invested Art at 5th level, the duration is concentration, up to 10 minutes. When you cast it at 6th level, the duration is concentration, up to 1 hour. When you cast it at 7th level or higher, the duration is concentration, up to 8 hours.

Bestial Influence

1st-level Connection — Edgedancer

Casting Time: 1 action

Range: 30 feet

Components: G

Duration: 24 hours

Save: WIS

Through Cultivation's influence and Connection, you can convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the Invested Art fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the Invested Art's duration. If you or one of your companions harms the target, the Invested Art ends.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, you can affect one additional beast for each level above 1st.

Bestial Understanding

1st-level Connection — Edgedancer; Elsecaller Inksurge

Casting Time: 1 action

Range: Self

Components: G

Duration: 10 minutes

Through Cultivation's Connection, you gain the ability to understand and impart basic information to beasts for the duration. The knowledge and awareness of many beasts is limited by their Intelligence, but at minimum, beasts can give you information about nearby locations and enemies, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor to you, at the GM's discretion.

Binding Ice

2nd-level Transformation — Lightweaver

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Instantaneous

Save: CON

A burst of Soulcasted frozen air emanates from you in a 30-foot cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and has its speed reduced to 0 for 1 minute unless another creature within reach uses an action to break the target away from the ice. On a successful save, a creature takes half as much damage and doesn't have its speed reduced.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, increase the cold damage by 1d8 for each level above 2nd.

► Blade of Shalash

7th-level Illumination & Transformation — Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Concentration, up to 1 minute

You Lightweave and Soulcast a solid Blade that hovers at a point within range. It lasts for the duration. When the Blade appears, you make a melee Invested Art attack against a target of your choice within 5 feet of the Blade. On a hit, the target takes 3d10 axial damage. Until the Invested Art ends, you can use a bonus action on each of your turns to move the Blade up to 20 feet to a spot you can see and repeat this attack against a target within 5 feet of it.

At Higher Levels. When you cast this Invested Art at 8th level, it deals 4d12 axial damage on a hit and can be moved up to 30 feet per bonus action. When you cast this Invested Art at 9th level, you can make two melee attacks with the Blade per bonus action, and its critical hit range increases by 1.

Blight

4th-level Transformation — Elsecaller

Casting Time: 1 action

Range: 30 feet

Components: G, S

Duration: Instantaneous

Save: CON

You Soulcast necrosis inside a creature of your choice that you can see within range. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one.

This Invested Art has no effect on splinters or entities.

At Higher Levels. When you cast this Invested Art at 5th level or higher, the damage increases by 1d8 for each level above 4th.

► Blinding Augmentation

3rd-level Division & Gravitation — Skybreaker

Casting Time: 1 bonus action

Range: 10 feet

Components: G

Duration: Concentration, up to 30 seconds

Save: CON

With a bonus action, you can use Division to infuse your weapon in blinding Investiture as you slash through them again. The creature takes an extra 2d10 axial damage, and it must succeed on a Constitution saving throw. On a failed save, they are blinded until the Augmentation ends.

At Higher Levels. When you cast this Augmentation at 4th level or higher, the damage increases by 1d10 for each level above 3rd.

Blindness/Deafness

2nd-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 minute

Save: CON

You can blind or deafen a foe through Lightweaving. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the Invested Art ends.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, you can target one additional creature for each level above 2nd.

Blink

3rd-level Transformation — Lightweaver

Casting Time: 1 action

Range: Self

Components: G, S

Duration: 1 minute

You use your limited ability to access the Cognitive Realm through the power of Transformation. Roll a d20 at the end of each of your turns for the duration of the Invested Art. On a roll of 11 or higher, you vanish from the Physical Realm and appear halfway into the Cognitive Realm in a stasis, unmoving. You are not fully in Shadesmar and cannot see things in Shadesmar, like spren.

At the start of your next turn, and when the Invested Art ends if you are in the Cognitive Realm, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this Invested Art as an action.

While in stasis in the Cognitive Realm, you can see and hear the Physical Realm, which is cast in shades of gray, and you can't see anything more than 60 feet away. Creatures in the Physical Realm can't perceive you or interact with you, unless they have the ability to do so.

► Blur

2nd-level Illumination — Lightweaver

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

You Lightweave yourself to be a blur, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Brilliant Light

3rd-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 1 hour

You Lightweave a sphere of bright light in a 60-foot-radius sphere, centered on a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet. If you choose a point on an object, the light shines from the object and moves with it. Completely covering the object (or point on the ground) with an opaque object blocks the light.

Burning Hands

1st-level Transformation — Lightweaver

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Instantaneous

Save: DEX

You Soulcast the air in front of you into fire. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, the damage increases by 1d6 for each level above 1st.

C

► Calamitous Augmentation

5th-level Division & Gravitation — Skybreaker

Casting Time: 1 bonus action

Range: Touch

Components: G

Duration: Concentration, up to 30 seconds

Save: WIS

With a bonus action, you can Augment your Skybreak with crackling, divisive Investiture. The creature takes an extra 5d8 force damage. In addition, the creature must then make a Wisdom saving throw. On a failed save, the target is stunned for the duration.

If the target takes damage before this Invested Art ends, the creature is no longer stunned.

Calming Resolve

2nd-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 action

Range: 60 feet

Components: G

Duration: Instantaneous

Save: CHA

You attempt to heal strong emotions in a group of people using your Surge of Progression. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails the saving throw, any effect causing a target to be charmed or frightened ends.

Cast Flame

Transformation cantrip — Elsecaller

Casting Time: 1 action

Range: Self

Components: S

Duration: 10 minutes

A flickering, Soulcasted flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The Invested Art ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the Invested Art. When you cast this Invested Art, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged Invested Art attack. On a hit, the target takes 1d8 fire damage.

At Higher Levels. This Invested Art's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Casted Armor

1st-level Transformation — None (but can be known by NPCs)

Casting Time: 1 action

Range: Touch

Components: S

Duration: 8 hours

You touch a willing creature who isn't wearing armor, and infuse their skin with Soulcasting, hardening it. The target's base AC becomes 13 + its Dexterity modifier. The Invested Art ends if the target dons armor or if you dismiss this Invested Art as an action.

Caustic Explosion

4th-level Transformation — Lightweaver

Casting Time: 1 action

Range: 150 feet

Components: G, S

Duration: Instantaneous

Save: DEX

You Soulcast a giant glob of acid and throw it toward a place within range, where it explodes in a 20-foot radius. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 10d4 acid damage and 5d4 acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage and no damage at the end of its next turn.

At Higher Levels. When you cast this Invested Art at 5th level or higher, the initial damage increases by 2d4 for each level above 4th.

Cease

7th-level Abrasion & Progression — Edgedancer

Casting Time: 1 bonus action

Range: 30 feet

Components: G, S

Duration: Instantaneous

Save: CHA

You infuse any creatures you choose within 30 feet with destructive Abrasion and Progression. Each creature you choose within range must make a Charisma saving throw. On a failed save, a creature suffers an effect based on its current hit points:

- 50 hit points or fewer: deafened for 1 minute
- 40 hit points or fewer: deafened and blinded for 10 minutes
- 30 hit points or fewer: deafened, blinded, and stunned for 1 hour
- 20 hit points or fewer: killed instantly

Chain Lightning

6th-level Transformation — Lightweaver

Casting Time: 1 action

Range: 150 feet

Components: G, S

Duration: Instantaneous

Save: DEX

You Soulcast a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must make a Dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much on a successful one.

At Higher Levels. When you cast this Invested Art at 7th level or higher, one additional bolt leaps from the first target to another for each level above 6th.

► Chanarach's Stride

3rd-level Transformation — Lightweaver

Casting Time: 1 bonus action

Range: Self

Components: G, S

Duration: Concentration, up to 1 minute

You infuse the air around you with flames, granting you an explosive speed. For the duration, your speed increases by 20 feet and moving doesn't provoke opportunity attacks.

When you move within 5 feet of a creature or an object that isn't being worn or carried, it takes 1d6 fire damage. A creature or object can take this damage only once during a turn.

At Higher Levels. When you cast this Invested Art at 4th level or higher, increase your speed by 5 feet for each level above 3rd. In addition, this Invested Art deals an additional 1d6 fire damage for each level above 3rd.

Charm Creature

4th-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 hour

Save: WIS

You Lightweave the world differently and affect the mind of one creature (not only humanoids) you can see within range. It must make a Wisdom saving throw, and it does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the Invested Art ends or until you or one of your companions do anything harmful to it. The charmed creature is friendly to you. When the Invested Art ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this Invested Art at 5th level or higher, you can target one additional creature for each level above 4th. The creatures must be within 30 feet of each other when you target them.

Charm Person

1st-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 hour

Save: WIS

You Lightweave the world differently and affect the mind of one humanoid you can see within range. It must make a Wisdom saving throw, and it does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the Invested Art ends or until you or one of its companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the Invested Art ends, the creature knows it was magically influenced by you.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, you can target one additional humanoid for each level above 1st. The humanoids must be within 30 feet of each other when you target them.

► Charming Tessellation

3rd-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

Save: WIS

You Lightweave a twisting pattern of hypnotizing colors that weave through the air inside a 30-foot cube within range. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the

creature becomes charmed for the duration. While charmed by this Invested Art, the creature is incapacitated and has a speed of 0.

The Invested Art ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Circle of Death

6th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 150 feet

Components: G, S

Duration: Instantaneous

Save: CON

You Soulcast a circle of necrosis in a 60-foot-radius sphere from a point within range. Each creature in that area must make a Constitution saving throw. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this Invested Art at 7th level or higher, the damage increases by 2d6 for each level above 6th.

Circle of Investiture

Transformation cantrip — Elsecaller, Lightweaver

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

Save: DEX

You Soulcast a ring of pressurized Investiture that shoots out of you in all directions. All other creatures within 5 feet of you must succeed on a Dexterity saving throw or take 1d6 force damage.

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

Coercive Step

1st-level Transportation — Elsecaller

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

Save: CON

You force one humanoid you can see within range to make a Constitution saving throw as it attempts to withstand your sending it through the Cognitive Realm. On a failed save, the target teleports up to half its speed in a cardinal direction you choose (not up or down). This Invested Art has no effect on a humanoid that is immune to being charmed.

► Cognikinesis

5th-level Transformation — Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Concentration, up to 10 minutes

You Soulcast an amorphous, smoky shape from the air, capable of moving creatures and items. When you cast this Invested Art, and as your action each round for the duration, you can use your Soulcasted form on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, your prior target is no longer affected by the Invested Art.

- **Creature**

- You can try to move a Huge or smaller creature. Make an ability check with your Investiture ability modifier contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward, but not beyond the range of this Invested Art. Until the end of your next turn, the creature is restrained by your Soulcasted form. A creature lifted upward is suspended in mid-air.
- On subsequent rounds, you can use your action to attempt to maintain your grip on the creature by repeating the contest.

- **Object**

- You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this Invested Art.
- If the object is worn or carried by a creature, you must make an ability check with your Investiture ability modifier contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this Invested Art.
- You can exert fine control on objects with your Soulcasted form, such as manipulating a simple tool, opening a door or container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

► Cognitive Fear

1st-level Transportation — Elsecaller

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

Save: WIS

Choose one creature you can see within range and attempt to send their mind through a terrifying fall through the Cognitive Realm. The target must succeed on a Wisdom saving throw or become frightened of you until the Invested Art ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, you can target one additional creature for each level above 1st. The creatures must be within 30 feet of each other when you target them.

► Cognitive Fortitude

3rd-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: 30 feet

Components: G

Duration: Concentration, up to 1 hour

For the duration, you or one willing creature you can see within range has resistance to psychic damage, as well as advantage on Intelligence, Wisdom, and Charisma saving throws.

At Higher Levels. When you cast this Invested Art at 4th level or higher, you can target one additional creature for each level above 3rd. The creatures must be within 30 feet of each other when you target them.

► Cognitive Prison

6th-level Transportation — Elsecaller

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: INT

You attempt to bind a creature's mind, trapping it. One creature you can see within range must make an Intelligence saving throw. The target automatically succeeds if it is immune to being charmed. On a successful save,

the target takes 5d10 psychic damage, and the Invested Art ends. On a failed save, the target takes 5d10 psychic damage, and its mind is thrust from the Physical Realm through Elsecalling. The target can't see or hear anything in the Physical Realm and is restrained for the Invested Art's duration. If the target attempts to move, is forcibly moved, makes a melee attack, or casts an Invested Art for the duration, the target takes 10d10 psychic damage, and the Invested Art ends.

Cognitive Ruin

9th-level Progression — Edgedancer, Truthwatcher

/ 9th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 90 feet

Components: G, S

Duration: Instantaneous

Save: INT

You unleash the power of your respective Surge to blast the cognition of up to ten creatures of your choice that you can see within range. Creatures that have an Intelligence score of 2 or lower are unaffected.

Each target must make an Intelligence saving throw. On a failed save, the target takes 14d6 psychic damage and is stunned. On a successful save, a target takes half as much damage and isn't stunned. If a target is killed by this damage, its head explodes, assuming it has one.

A stunned target can make an Intelligence saving throw at the end of each of its turns. On a successful save, the stunned effect ends.

Cognitive Seeing

6th-level Progression — Edgedancer, Truthwatcher

/ 6th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: Touch

Components: S

Duration: 1 hour

This Invested Art gives one willing creature you touch the ability to see things as they actually are. For the duration, the creature has truesight up to a range of 120 feet.

► Cognitive Spike

2nd-level Illumination & Transformation — Lightweaver

/ 2nd-level Transformation & Transportation — Elsecaller

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 hour

Save: WIS

You utilize your Surges to attack the mind of a creature you can see within range. The target must make a Wisdom saving throw, taking 3d8 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, you also can see into another Realm and know the target's location until the Invested Art ends, but only if both of you are in the same Realm. While you have this knowledge, the target can't become hidden from you, and if it's invisible, it gains no benefit from that condition against you. It can still be hidden or invisible to you if it is fully covered in a Coppercloud or aluminum.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, the damage increases by 1d8 for each level above 2nd.

Cognitive Static

5th-level Illumination & Progression — Truthwatcher

/ 5th-level Illumination & Transformation — Lightweaver

/ 5th-level Transformation & Transportation — Elsecaller

Casting Time: 1 action

Range: 120 feet

Components: G, S

Duration: Instantaneous

Save: INT

You use your Surges to infect creatures with a large spike of Cognitive confusion and pain. Choose a point within range and each creature in a 20-foot-radius sphere centered on that point must make an Intelligence saving throw. A creature with an Intelligence score of 2 or lower can't be affected by this Invested Art. A target takes 8d6 psychic damage on a failed save, or half as much on a successful one.

After a failed save, a target has muddled thoughts for 1 minute. During that time, it rolls a d6 and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can make an Intelligence saving throw at the end of each of its turns, ending the effect on itself on a success.

Collapsing Augmentation

4th-level Gravitation — Skybreaker

Casting Time: 1 bonus action

Range: Touch

Components: G

Duration: Instantaneous

Save: CON

You can use a bonus action to Lash the area around you, creating a sphere of gravity. The creature you hit with your Skybreak takes an additional 3d8 force damage, and each creature within 15 feet of you must make a Constitution saving throw. On a failed save, a creature takes 1d8 force damage, and is pulled in a straight line toward you, ending in an unoccupied space as close to you as possible. On a successful save, the creature takes half as much damage and isn't pulled.

Command

1st-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 1 round

Save: WIS

You create a complex combination of your two Surges to influence a creature with one word you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The Invested Art has no effect if it doesn't understand your language or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than the one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the Invested Art ends.

- **Approach:** The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.
- **Drop:** The target drops whatever it is holding and then ends its turn.
- **Flee:** The target spends its turn moving away from you by the fastest available means.
- **Grovel:** The target falls prone and then ends its turn.
- **Halt:** The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, you can affect one additional creature for each level above 1st. The creatures must be within 30 feet of each other when you target them.

Compelled Rest

3rd-level Progression — Truthwatcher

/ 3rd-level Transformation — Lightweaver

Casting Time: 1 action

Range: 30 feet

Components: G, S

Duration: 10 minutes

Using a complex method of Progression or Soulcasting, you can choose up to three willing creatures within range and they become unconscious for the duration. The Invested Art ends on a target early if it takes damage or someone uses an action to shake or slap it awake. If a target remains unconscious for the full 10 minute duration, the target gains the benefit of a short rest, and it can't be affected again by this Invested Art until it finishes a long rest.

► Complex Lightweaving

3rd-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 10 minutes

You Lightweave an object that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration, or until you use an action to dismiss it. You are able to Lightweave both an image and sounds so that the object seems completely real, as long as no one touches it. You can use your action to move the object and it will look natural, as if it is actually moving (like an animal or person walking, for example). A creature can use its action to examine the image and can determine that it is an illusion with a successful Intelligence (investigation) check against your Invested save DC.

At Higher Levels. When you cast this Invested Art at 6th level or higher, the Invested Art lasts until dispelled.

► Compulsion

4th-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

Save: WIS

Creatures of your choice that you can see within range and that can hear you must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this Invested Art. Until the Invested Art ends, you can use a bonus action on each of your turns to designate a direction that is horizontal to you. Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can make another Wisdom saving throw to try to end the effect.

A target isn't compelled to move into an obviously deadly hazard, such as off a cliff, but it will provoke opportunity attacks to move in the designated direction.

Concentrated Regrowth

Renamed to [dispersed Regrowth](#). No idea why I called it *concentrated Regrowth* in the first place, as it's literally the opposite of concentrated. Whoops.

Cone of Cold

5th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Instantaneous

Save: CON

A blast of frozen, Soulcasted air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one. A creature killed by this Invested Art becomes a frozen statue until it thaws.

At Higher Levels. When you cast this Invested Art at 6th level or higher, the damage increases by 1d8 for each level above 5th.

► Confusion

4th-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: 90 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: WIS

Using disconcerting illusions, you confuse creatures in a 10-foot radius sphere centered on a point you choose within range. Each creature of your choice within the affected area must succeed on a Wisdom saving throw when you cast this Invested Art or be affected by it.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10	Behavior
1	The creature uses all of its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2-6	The creature doesn't move or take actions this turn.
7-8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9-0	The creature can act and move normally.

At Higher Levels. When you cast this Invested Art at 5th level or higher, the radius of the sphere increases by 5 feet for each level above 4th.

► Conjure Castweaving

5th-level Illumination & Transformation — Lightweaver 10th-Level Class Feature

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 10 minutes

The casting of this Invested Art cannot be amplified or changed by any Surgebinding Techniques.

You summon Lightweavings, made physical with your Transformation Surge, to help fight with you and your companions. You can summon castwoven creatures using stat blocks found at the end of the *Radiant's Handbook* in [Appendix E](#), and can choose to summon them at a point or points within range. You can choose to summon castwoven creatures whose total challenge rating equals 5 or lower. For example, you can choose to summon one creature with a CR of 5, five creatures each with CRs of 1, a creature with a CR of 3 and a creature with a CR of 2, or any other combination that adds up to 5.

The castwoven creature or creatures you conjure are controlled by you for the duration. Roll initiative for the Lightwoven creatures as a group, using your Charisma modifier. They all share this same initiative. On their turn, you control their movements and actions, controlling one creature's full turn at a time. If you choose to not have them do anything, they stand still and do nothing on their turn. It takes your reaction to have *any* of them use a reaction. They have no eyes or sense of their own, so it is subject to the GM as to what other actions they could take on their turn (for example, a castwoven creature would not be able to use the Search action). You must be able to see the creature to control them. If you can't see the creature on their turn, the only thing they can do is use their movement to try and get back to a space where you can see them.

Castwoven creatures have physical traits (Strength, Dexterity, and Constitution) made possible by your two Surges, but they do not have mental traits (Intelligence, Wisdom, and Charisma). They cannot make ability checks using these traits, and if they must make a saving throw using one of these traits, they do so using your modifier *of the same type*, denoted by a ♦ symbol in their stat block. If you become charmed or frightened, any castwoven

creatures you have summoned are also considered to be under the same restrictions as you (for example, if you are frightened, you could not make any of your castwoven creatures move toward the source of your fear).

Your castwoven creatures cannot be more than 300 feet away from you. If they become farther away, they drop to 0 hit points.

You can make your castwoven creatures have any appearance you'd like, as long as they maintain their statistics (including their size) and general size and shape. For example, if you castweave a humanoid, regardless of the type, you can make it look like a person you have seen before or a person you make up. None of their statistics or abilities change, regardless of their appearance. Another creature can use their action to make an Intelligence (Investigation) check against your Invested save DC to know if a creature summoned by this is an illusion or not. In addition, another creature knows that these are an illusion if they see you cast this Invested Art or see one of the castweavings drop to 0 hit points. Your illusions cannot speak or respond in any way to others.

When a creature summoned this way is reduced to 0 hit points, it disappears. You can choose to dispel any one of the creatures summoned with this Invested Art at any point on your turn, no action needed.

When you must make a concentration check to maintain concentration on this Invested Art, you can, after you roll and fail, use your reaction to expend Investiture points to add to your Constitution saving throw, turning it into a success. The amount you add to it equals 1 per Investiture point spent in this way.

Finally, you can spend your action on a turn and expend a number of Investiture points equal to two times the level at which you originally cast conjure Castweaving. Roll a number of d6s equal to the level at which you cast this Invested Art, and heal any still-alive castwoven creatures you can see by this amount plus your Charisma modifier, spread amongst them however you'd like.

At Higher Levels. When you cast this Invested Art at 6th level or higher, you can summon creatures whose total challenge rating equals the level at which you cast this Invested Art. When you cast it at 9th level, you can summon creatures whose total challenge rating equals 10. The casting time increases if you cast this Invested Art at a higher level: 12 seconds at 6th, 18 seconds at 7th, 24 seconds at 8th, and 1 minute at 9th.

► Conjure Madness

2nd-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

Save: WIS

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, it sees any creatures that you choose as its enemies as you Lightweave them for the affected creature.

The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you choose as you Lightweave them. The target can act normally on its turn if you choose no creature or if none are within its reach.

On your subsequent turns, you must use your action to maintain control over the target as you continue to Lightweave the world around it, or the Invested Art ends. Also the target can make a Wisdom saving throw at the end of each of its turns. On a success, the Invested Art ends.

Connect

3rd-level Connection — Edgedancer, Elsecaller, Lightweaver, Truthwatcher

Casting Time: 1 action

Range: Self

Components: G

Duration: 1 hour

You utilize your respective Surges and Connection to give yourself the ability to speak and understand the most common language of the land in which you currently are for the duration. This does not necessarily mean you can speak with anyone there, only if they also speak the land's most common language. If the land doesn't have a most common language (subject to the GM), the Invested Art fails.

► Connection's Path

6th-level Connection — Edgedancer, Truthwatcher

Casting Time: 1 minute

Range: Self

Components: G, M (an object from the location you wish to find)

Duration: Concentration, up to 1 day

This Invested Art allows you to utilize the Connection to an object to find the shortest, most direct physical route to the location the object is from.

For the duration, as long as you are in the same Realm as the destination, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and direct route (but not necessarily the safest route) to the destination.

Contact Other Realm

5th-level Transformation & Transportation — Elsecaller

Casting Time: 1 minute

Range: Self

Components: G

Duration: 1 minute

Save: INT

You attempt to contact a creature you know or know of in the Cognitive Realm. It is an excruciating strain on your mind, so you must make an Intelligence saving throw, the DC of which is set by the GM, depending on how difficult to contact or how little you know the creature. The DC is at least 10 for creatures known by you, but could be up to 30 for mythical, long-dead, or other powerful creatures you have only heard of. On a failed save, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A *greater restoration* Invested Art cast on you ends this effect.

On a successful save, you can ask the entity up to five questions. You must ask your questions before the Invested Art ends. The GM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the GM might instead offer a short phrase as an answer.

Contagion

5th-level Progression — Edgedancer

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: 7 days

Save: CON

You touch a target to attempt to utilize Progression to disease them in a specific way. Make a melee Invested Art attack against a creature within your reach. On a hit, the target is poisoned.

At the end of each of the poisoned target's turns, the target must make a Constitution saving throw. If the target succeeds on three of these saves, it is no longer poisoned, and the Invested Art ends. If the target fails three of these saves, the target is no longer poisoned, but choose one of the diseases below. The target is subjected to the chosen disease for the Invested Art's duration.

Since this Invested Art induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

- **Disease:** Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.
- **Disease:** A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.
- **Disease:** The creature's flesh decays. The creature has disadvantage on Charisma checks and has vulnerability to all damage.

- **Grindings:** The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the *confusion* Invested Art during combat.
- **Bittershakes:** The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.
- **Disease:** The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

Control Flames

Illumination & Transformation cantrip — Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous or 1 hour

You choose a flame that you can see within range and that fits within a 5-foot cube. You affect it in one of the following ways:

- You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.
- You instantaneously extinguish the flames within the cube.
- You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.
- You cause simple shapes to appear within the flames and animate as you like. The shapes last for 1 hour.

You can have only one of this Invested Art's non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Control Plantlife

2nd-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 action

Range: 30 feet

Components: G, S

Duration: 10 minutes

For the duration, you can intricately control plantlife within 30 feet of you. You can turn difficult terrain caused by plant growth into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration.

Plants might be able to perform other movements on your behalf, at the GM's discretion. The Invested Art doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks.

This Invested Art can cause the plants created by the *entangle* Invested Art to release a restrained creature.

Counter-Invest

3rd-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 reaction

Range: 60 feet

Components: S

Duration: Instantaneous

You attempt to interrupt the Investiture of an Invested Art you can see being performed by a creature you can see within 60 feet of you. If the creature is performing an Invested Art of 3rd level or lower, its Invested Art fails and has no effect. If the Invested Art is of 4th level or higher, make an ability check using your Investiture ability modifier. The DC equals 10 + the Invested Art's level. On a successful check, the Invested Art ends.

At Higher Levels. When you cast this Invested Art at 4th level or higher, the interrupted Invested Art has no effect if its level is less than or equal to the level at which you cast *counter-invest*.

► Crackling Augmentation

3rd-level Division — Skybreaker

Casting Time: 1 bonus action

Range: Touch

Components: G

Duration: Instantaneous

Save: DEX

When you hit with Skybreak, you can use Division to summon crackling lightning. The creature takes an extra 2d8 lightning damage. Each creature within 10 feet of the attacked creature must then make a Dexterity saving throw. On a failed save, a creature takes 1d6 lightning damage as the crackling energy jumps and strikes them.

At Higher Levels. When you cast this Augmentation at 4th level or higher, the damage increases by 1d6 for both the original creature's damage and nearby creature's damage.

► Cremflesh

6th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: CON

You attempt to Soulcast one creature that you can see within range into stone. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected.

A creature restrained by this Invested Art must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this Invested Art three times, the Invested Art ends. If it fails its saves three times, it is turned to stone and is subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this Invested Art for the entire possible duration, the creature is turned to stone until the effect is removed.

► Cremling Climb

2nd-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: Touch, then 120 feet

Components: G, S

Duration: Concentration, up to 1 hour

You are able to infuse the air and surfaces around a target's feet and body for the duration, as long as the target stays within range. One willing creature you touch gains a climbing speed equal to its walking speed and can move up, down, and across vertical surfaces and upside down along ceilings, leaving its hands free, for the duration.

Crippling Augmentation

3rd-level Gravitation — Skybreaker

Casting Time: 1 bonus action

Range: Touch

Components: G

Duration: Instantaneous

Save: DEX

You can use a bonus action to infuse an immense amount of Lashings into the creature you just hit with your Skybreak. The creature takes an additional 1d12 force damage, and it must make a Dexterity saving throw. On a failed save, the creature makes Dexterity saving throws with disadvantage until the beginning of their next turn.

At Higher Levels. When you cast this Augmentation at 4th level or higher, the damage increases by 1d12 for each level above 3rd.

► Cultivate

1st-level Abrasion & Progression — Edgedancer

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

Choose three creatures of your choice within range. You utilize Progression to increase their focus and Abrasion to quicken their movements. Whenever a target makes an attack roll or a saving throw before the Invested Art ends, the target can roll a d4 and add the number rolled to the attack or saving throw.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, you can target one additional creature for each level above 1st.

Cultivation's Repose

2nd-level Progression — Edgedancer

Casting Time: 1 action

Range: Touch

Components: G

Duration: 10 days

You touch a corpse or other remains. For the duration, the target is protected from decay. The Invested Art also effectively extends the time limit on raising the target from the dead as you prevent the creature's Cognitive aspect from moving toward the Beyond. Days spent under the influence of this Invested Art don't count against the time limit of Invested Arts that could resurrect the corpse.

► Cultivationbeam

2nd-level Abrasion & Progression — Edgedancer

Casting Time: 1 action

Range: 120 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: CON

You infuse the air with your Surges, creating a vacuum of green Investiture and damaging pressure, in a 5-foot radius, 40-foot-high cylinder on a point within range. Until the Invested Art ends, dim light fills the cylinder.

When a creature enters the Invested Art's area for the first time on a turn or starts its turn there, it is engulfed in pressurized Abrasion that causes searing pain, and it must make a Constitution saving throw. It takes 2d10 axial damage on a failed save, or half as much damage on a successful one.

On each of your turns after you cast this Invested Art, you can use an action to move the beam up to 60 feet in any direction.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, the damage increases by 1d10 for each level above 2nd.

D

► Darkness

2nd-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 10 minutes

Lightwoven darkness spreads from a point you choose within range to fill a 15-foot radius sphere for the duration. The darkness spreads around corners. Creatures can't see through this darkness (even with darkvision), and light cannot illuminate it.

Darkvision

2nd-level Progression — Edgedancer

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: 8 hours

You touch a willing creature and infuse their eyes, improving them. For the duration, that creature has darkvision out to a range of 60 feet.

Daze

8th-level Progression — Edgedancer, Truthwatcher

/ 8th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Instantaneous

You utilize Progression or Soulcasting to overwhelm the mind of one creature you can see within range, leaving it dazed. If the target has 150 hit points or fewer, it is stunned. Otherwise the Invested Art has no effect. The stunned target must make a Constitution saving throw at the end of each of its turns, ending the effect on a successful save.

Deathsurge

Progression cantrip — Edgedancer

/ Transformation cantrip — Elsecaller

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

Save: WIS

You choose one creature within range and attempt to grow the death and necrosis inside of them using Progression or Soulcasting. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any hit points, it instead takes 1d12 necrotic damage.

This Invested Art's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Decay and Regrowth

2nd-level Progression — Edgedancer

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Instantaneous

Save: CON

You utilize Progression in both negative and positive ways at once, centered at a point within range and covering a 10-foot-radius sphere. Each creature of your choice in that area must make a Constitution saving throw, taking 2d6 necrotic damage on a failed save, or half as much damage on a successful one. Vegetation in that area withers.

In addition, one creature of your choice in that area (that is not a splinter or entity) can spend and roll one of its unspent Hit Dice and regain a number of hit points equal to the roll plus your Investiture ability modifier.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, the damage increases by 1d6 for each level above 2nd, and the number of Hit Dice that can be spent and added to the healing roll increases by one for each level above 2nd.

► Decay to Healing

3rd-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Concentration, up to 1 minute

You focus on both Soulcasting necrosis in a creature and healing yourself with the extra Investiture used by this Invested Art. Make a melee Invested Art attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the Invested Art ends, you can make the attack again on each of your turns as an action.

At Higher Levels. When you cast this Invested Art at 4th level or higher, the damage increases by 1d6 for each level above 3rd.

Defensive Augmentation

2nd-level Gravitation — Skybreaker

Casting Time: 1 bonus action

Range: Self

Components: G

Duration: Instantaneous

You explode with Lashings to make yourself more nimble and alert, increasing your ability to dodge attacks with a bonus action. You increase your Armor Class by your Intelligence modifier (minimum of +1) until the beginning of your next turn.

► Detect Intention

2nd-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: Self

Components: G

Duration: Concentration, up to 1 minute

Save: WIS

When you cast this Invested Art, focus on one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any languages, the Invested Art ends.

You can use your Surges to learn the surface emotions of the creature—what is most on its mind in that moment. If you want to probe deeper to learn the creature's larger Intention, you can do so as an action and the target must make a Wisdom saving throw. If it fails, you can see the creature's Intent, its emotional state, and something that may be looming large in its mind. What you learn is up to the GM. If it succeeds, the Invested Art ends. Either way, the creature can tell that something is probing into its mind and it can make an Intelligence check contested by your Invested save DC to know that it was you. In addition, if it succeeds in this check, the Invested Art ends.

Questions verbally directed at the target creature during the Invested Art naturally shape the course of its thoughts and Intent.

You can also use this Invested Art to detect the presence of thinking creatures that you can't see. When you cast the Invested Art and don't choose a creature to focus on, you can search for Intention within 30 feet of you. The Invested Art can penetrate most barriers, but 2 feet of stone, 2 inches of most metals, a Coppercloud, and any amount of aluminum blocks you. The barrier must only cover the creature's brain from you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language. If you choose to use this Invested Art to detect the presence of thinking creatures, you don't gain any insight into their thoughts or Intention, just that they are present.

► Detect Investiture

1st-level Transformation — Lightweaver or

1st-level Transportation — Elsecaller Inksurge, Willshaper Cognitive Power

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Concentration, up to 10 minutes

For the duration, you peek into the Cognitive Realm and sense the presence of basic Investiture within 30 feet of you. If you sense Investiture in this way, you can use your action to determine the type of Investiture (what type of Surge, what type of Allomantic art, etc.), if you recognize it.

You must be able to see the creature or object that the Investiture is affecting and, if the Invested creature or object is covered from you by aluminum or a Coppercloud, you can't detect it.

This Invested Art works while inside the Cognitive Realm. In addition, you can use your action to see into the Physical Realm, seeing the physical location of which you are in the equivalent, up to 30 feet from you.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, you can also detect the presence of spren or other splinters, even if they are invisible. You know if there is a Surgebinder, Corruption, or entity within 30 feet, as long as they are not completely covered by aluminum or a Coppercloud.

► Detect Poison and Disease

1st-level Progression — Edgedancer

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 10 minutes

For the duration, you can utilize your Progression to sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

The Invested Art can penetrate most barriers, but is blocked by 3 feet of wood or dirt, 1 foot of stone, 1 inch of metal, a Coppercloud, or any amount of aluminum.

Detonate Fireball

7th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 150 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: DEX

You choose a point you can see within range and begin the process of Soulcasting a highly-pressurized fireball. A ball of flame begins to appear on the point. When the Invested Art ends, either because your concentration is broken or because you decide to end it with a reaction, the point explodes into flames that spread around corners. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

The Invested Art's base damage is 12d6. If at the end of your turn the explosion has not been detonated, the damage increases by 1d6.

At Higher Levels. When you cast this Invested Art at 8th level or higher, the base damage increases by 1d6 for each level above 7th.

Disconnection

3rd-level Connection — Truthwatcher

Casting Time: 1 action

Range: Touch

Components: G, S, M (infused polestones worth 50 sm, which crack and becomes useless)

Duration: 8 hours

For the duration, you hide a target that you touch from detection Investiture. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can't be targeted by Investiture to detect their location or Investiture to spy on them.

Disintegrate

6th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Instantaneous

Save: DEX

Smoky darkness jets from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of an Invested Art.

A creature targeted by this Invested Art must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. If this damage leaves it with 0 hit points, the target is Soulcasted into smoke and fades away.

A disintegrated creature and everything it is wearing and carrying, except Invested items and polestones, are reduced to smoke. The creature can be restored to life only by means of a *resurrect spiritweb* Invested Art.

This Invested Art automatically disintegrates a Large or smaller non-Invested object or a creation of an Invested Art. If the target is a Huge or larger object or creation, this Invested Art disintegrates a 10-foot cube portion of it. An Invested item is unaffected by this Invested Art.

At Higher Levels. When you cast this Invested Art at 7th level or higher, the damage increases by 3d6 for each level above 6th.

Dispel Investiture

3rd-level Progression — Edgedancer, Truthwatcher

/ 3rd-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

Choose one creature, object, or Invested effect within range and disturb the Investiture around it, ending an Invested effect. Any Invested Art of 3rd level or lower on the target ends. For each Invested Art of 4th level or higher on the target, make an ability check using your Investiture ability modifier. The DC equals 10 + the Invested Art's level. On a successful check, the Invested Art ends.

At Higher Levels. When you cast this Invested Art at 4th level or higher, you automatically end the effects of an Invested Art on the target if the Invested Art's level is less than or equal to the level at which you cast *dispel Investiture*.

Dispersed Regrowth

2nd-level Progression — Edgedancer, Truthwatcher

Casting Time: 10 minutes

Range: 30 feet

Components: G, S

Duration: Instantaneous

Up to six creatures of your choice that you can see within range regain hit points equal to 2d8 + your Investiture ability modifier. This Invested Art has no effect on splinters or entities.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, the healing increases by an additional 1d8 for each level above 2nd.

Displacement

2nd-level Transportation — Elsecaller

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Instantaneous

Save: CON

You create a large displacement of air using the Surge of Transportation, centered on a point of your choice you can see within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone has disadvantage on this saving throw.

A non-Invested object that isn't being worn or carried also takes the damage if it's in the Invested Art's area.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, the damage increases by 1d8 for each level above 2nd.

Disrupture

3rd-level Transformation & Transportation — Elsecaller

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Instantaneous

Save: CON

You use Elsecalling and Soulcasting to create an intense vacuum of pressure, unleashing it in a 30-foot cone. You decide whether the pressure pushes or pulls creatures and objects, directing the displacement in the air as such. Each creature in the cone must make a Constitution saving throw. A creature takes 6d6 force damage on a failed save, or half as much damage on a successful one. And every creature that fails the save is either pulled 15 feet toward you or pushed 15 feet away from you, depending on the choice you made for the Invested Art.

In addition, unsecured objects that are completely within the cone are likewise pulled or pushed 15 feet.

At Higher Levels. When you cast this Invested Art at 4th level or higher, the damage increases by 1d6 and the distance pulled or pushed increases by 5 feet for each level above 3rd.

Dissonant Fallacy

1st-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Instantaneous

Save: WIS

You create an illusory, discordant future that only one creature of your choice within range can experience, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground. On a successful save, the target takes half as much damage and doesn't have to move away. A blinded creature automatically succeeds on the save.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, the damage increases by 1d6 for each level above 1st.

► Dominate Creature

8th-level Illumination & Progression — Truthwatcher

/ 8th-level Illumination & Transformation — Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Concentration, up to 1 hour

Save: WIS

You attempt to control a creature that you can see within range using Lightweaving and influence on its mind through Progression or Transformation. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the two of you are in the same Realm. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature,"

"Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the Invested Art. If the saving throw succeeds, the Invested Art ends.

At Higher Levels. When you cast this Invested Art at 9th level, the duration is concentration, up to 8 hours.

► Dominate Person

5th-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: WIS

You attempt to control a humanoid that you can see within range using Lightweaving. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the two of you are in the same Realm. You can use this telepathic link to issue commands to the humanoid while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the humanoid completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the humanoid takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the humanoid to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the Invested Art. If the saving throw succeeds, the Invested Art ends.

At Higher Levels. When you cast this Invested Art at 6th level, the duration is concentration, up to 10 minutes. When you cast this Invested Art at 7th level, the duration is concentration, up to 1 hour. When you cast this Invested Art at 8th level or higher, the duration is concentration, up to 8 hours.

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► Edgedancer's Boon

2nd-level Abrasion & Progression — Edgedancer

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 hour

You utilize your Surges of Abrasion and Progression to create stealth, slickness, and agility for you and your companions. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked by physical means, as a creature that receives this bonus leaves behind no tracks or other traces of its passage.

Electric Lure

Transformation cantrip — Elsecaller

Casting Time: 1 action

Range: Self
Components: S
Duration: Instantaneous
Save: STR

You Soulcast a rope of lightning and attempt to force one creature of your choice that you can see within 15 feet of you to be pulled toward it. The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you and then take 1d8 lightning damage if it is within 5 feet of you.

This Invested Art's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Else Scatter

6th-level Transportation — Elsecaller

Casting Time: 1 action
Range: 30 feet
Components: G, S
Duration: Instantaneous
Save: WIS

You attempt to Elsecall up to five creatures of your choice that you can see within range. An unwilling creature must succeed on a Wisdom saving throw to resist this Invested Art. You teleport each affected target to an unoccupied space that you can see within 120 feet of you. That space must be on the ground or on a floor.

Elsecast

Transformation & Transportation cantrip — Elsecaller

Casting Time: 1 action
Range: 120 feet
Components: S
Duration: Instantaneous

You utilize a mixture of Soulcasting and Elsecalling, creating an inky-black beam of Invested energy in the air that shoots toward a creature within range. Make a ranged Invested Art attack against the target. On a hit, the target takes 1d10 force damage.

At Higher Levels. This Invested Art creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

► Emerald Healing

2nd-level Abrasion & Progression — Edgedancer

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

You intricately send your power of Regrowth, using Abrasion, to a space you can see within range. The power fills a 5-foot cube and looks like a shimmering form made of pure, green Investiture.

Until the Invested Art ends, whenever you or a creature you can see moves into the space for the first time on a turn or starts its turn there, you can choose to restore 1d6 hit points to that creature (no action required). This healing cannot affect splinters or entities.

As a bonus action on your turn, you can move the glowing power up to 30 feet to a space you can see. The Regrowth can heal a number of times equal to 1 + your Investiture ability modifier (minimum of twice). After healing that many times, the lifespren and the power disappears.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, the healing increases by 1d6 for each level above 2nd.

Emerald Sentry

4th-level Abrasion & Progression — Edgedancer

Casting Time: 1 action

Range: 30 feet

Components: G, S

Duration: 8 hours

Save: DEX

You use Progression to send your Surge of Abrasion to an unoccupied space that you can see within range. It appears as a 5-foot cube hulking form of pure, green Investiture.

Any creature hostile to you that moves to a space within 10 feet of the Investiture for the first time on a turn must make a Dexterity saving throw. On a failed save, the Investiture shoots out, with Abrasion, and deals 20 axial damage to it, or 10 axial damage on a successful save. The green form vanishes when it has dealt a total of 60 damage.

► Empower

5th-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

You utilize your Surges and Connection to enhance a creature's knowledge or adeptness in a certain skill in which they are already familiar. Choose one skill in which the target is proficient but in which they do not already have expertise, and the target gains expertise in it for the duration.

► Enemies Abound

3rd-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

Save: INT

You choose one creature you can see within range and force it to make an Intelligence saving throw. A creature automatically succeeds if it is immune to being frightened. On a failed save, the target loses the ability to distinguish friend from foe as you Lightweave all creatures around it as its enemies, until the Invested Art ends. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within the range of the attack, Invested Art, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.

► Enhancing Growth

2nd-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

You touch a humanoid creature and utilize the Surge of Progression to strengthen their body in a specific way. Choose one of the following effects; the target gains the effect until the Invested Art ends.

- **Blood:** The target has advantage on Constitution checks. They also gain 2d6 temporary hit points, which are lost when the Invested Art ends.
- **Arms:** The target has advantage on Strength checks, and their carrying capacity doubles.
- **Legs:** The target has advantage on Dexterity checks. They also don't take damage from falling 20 feet or less if they aren't incapacitated.
- **Head:** The target has advantage on Intelligence checks.
- **Face:** The target has advantage on Charisma checks.
- **Eyes and Ears:** The target has advantage on Wisdom checks.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, you can target one additional humanoid for each level above 2nd.

► Entangle

1st-level Progression — Edgedancer

Casting Time: 1 action

Range: 90 feet

Components: S

Duration: Concentration, up to 1 minute

Save: STR

Through Progression you cause an immense growth of writhing vines on the ground in a 20-foot square starting from a point you can see within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you perform the Invested Art must succeed on a Strength saving throw or be restrained by the entangling plants until the Invested Art ends. A creature restrained by the vines can use its action to make a Strength check against your Invested save DC. On a success, it frees itself.

The vines wilt away when the Invested Art ends.

► Enthrall

2nd-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

Save: WIS

You Lightweave a distracting string of words and illusions, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save.

On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature *other than you* until the Invested Art ends or until the target is outside of the range.

Envenom

Abrasion & Progression cantrip — Edgedancer

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

Save: CON

You cause toxic poisons and Abrasion to cover a target's body, attempting to clasp onto them. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 poison damage, and it has disadvantage on the next weapon attack roll it makes before the end of its turn.

At Higher Levels. This Invested Art's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Erupting Stone

3rd-level Transformation — Lightweaver

Casting Time: 1 action

Range: 120 feet

Components: G, S

Duration: Instantaneous

Save: DEX

Choose a point you can see on the ground within range. A fountain of churned dirt and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared away. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

At Higher Levels. When you cast this Invested Art at 4th level or higher, the damage increases by 1d12 for each level above 3rd.

► Espy

3rd-level Illumination & Progression — Truthwatcher

Casting Time: 10 minutes

Range: 1 mile

Components: G, S

Duration: Concentration, up to 10 minutes

Using your Surges you are able to peer or listen through the Cognitive Realm. Choose a place within range in a location familiar to you (a place you have visited or seen before) or an obvious location that is unfamiliar to you. You create an invisible Lightweaving that you can sense through, using your Connection to the Cognitive and Spiritual Realms.

When you cast the Invested Art, you choose seeing or hearing. You use the chosen sense through the sensor as if you were in its space. As an action, you can switch between seeing and hearing. As you see or hear, you Lightweave illuminations or sounds in the space in front of you that only you can see or hear, unless you choose others to. A creature that can see the sensor (such as a creature benefitting from *see invisibility* or truesight) sees a bright, floating emerald Lightweaving about the size of your fist.

► Essence Armor

6th-level Abrasion & Progression — Edgedancer

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Concentration, up to 1 minute

You reinforce your skin with Abrasion and Progression, giving you resistance to acid, cold, fire, lightning, and thunder damage for the duration.

When you take damage of one of those types, you can use your reaction to gain immunity to that type of damage, including against the triggering damage. If you do so, the resistances end, and you have the immunity until the end of your next turn, at which time the Invested Art ends.

Essence Orb

1st-level Transformation — Lightweaver

Casting Time: 1 action

Range: 90 feet

Components: G, S

Duration: Instantaneous

You Soulcast an orb of a chosen Essence and hurl it at a creature you can see within range. Choose acid, cold, fire, lightning, or poison damage and make a ranged Invested Art attack against the target. On a hit, the target takes 3d8 damage of the type of Essence you chose.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, the damage increases by 1d8 for each level above 1st.

Explosive Abrasion

Abrasion cantrip — Edgedancer

Casting Time: 1 action

Range: 5 feet

Components: G, S

Duration: Instantaneous

Save: CON

You erupt with wild Abrasion that slices through the air, outward in all directions, in a 5-foot radius. Each creature of your choice that you can see within range must succeed on a Constitution saving throw or take 1d6 axial damage.

At Higher Levels. This Invested Art's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Explosive Augmentation

1st-level Gravitation — Skybreaker

Casting Time: 1 bonus action

Range: Touch

Components: G

Duration: Instantaneous

Save: CON

After you Skybreak, you can use a bonus action to explode with Lashings in all directions. Each creature within 5 feet of you must make a Constitution saving throw. On a failed save, a creature takes 1d4 thunder damage and is pushed 5 feet away from you. On a successful save, a creature takes half as much damage and isn't pushed. Loose objects sized Small or smaller are also pushed 5 feet away.

At Higher Levels. When you cast this Augmentation at 2nd level or higher, the damage increases by 1d4 and the distance the creatures (and loose objects Small or smaller) are pushed increases by 5 feet for each level above 1st.

Exsiccate

8th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 150 feet

Components: G, S

Duration: Instantaneous

Save: CON

You Soulcast away moisture from every creature in a 30-foot cube centered on a point you choose within range. Each creature in that area must make a Constitution saving throw. Entities and splinters aren't affected. A creature takes 10d8 necrotic damage on a failed save, or half as much damage on a successful one.

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► Fast Friends

3rd-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: 30 feet

Components: G

Duration: Concentration, up to 1 hour

Save: WIS

Choose one humanoid within range that can see and hear you, and that can understand you, and attempt to Lightweave a convincing illusion to control their actions. The creature must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed in this way, it undertakes to perform any services or activities you ask of it in a friendly manner, to the best of its ability.

You can set the creature new tasks when a previous task is completed, or if you decide to end its current task. If the service or activity might cause harm to the creature, or if it conflicts with the creature's normal activities and desires, the creature can make another Wisdom saving throw to try and end the effect.

The Wisdom saves for this Invested Art are made with advantage if you or your companions are fighting the creature. In addition, if the activity would result in certain death for the creature, the Invested Art ends.

When the Invested Art ends, the creature knows it was charmed by you by some power or magic.

At Higher Levels. When you cast this Invested Art at 4th level or higher, you can target one additional creature for each level above 3rd.

Feather Fall

1st-level Abrasion — Edgedancer

/ 1st-level Transformation — Lightweaver

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 60 feet

Components: S

Duration: 1 minute

Choose up to five falling creatures within range and slow their descent using either Abrasion or Transformation. A falling creature's rate of descent slows to 60 feet per round until the Invested Art ends. If the creature lands before the Invested Art ends, it takes no falling damage and can land on its feet, and the Invested Art ends for that creature.

Feign Death

3rd-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 action

Range: Touch

Components: G

Duration: 1 hour

You touch a willing creature and use Progression to put it into a cataleptic state that is indistinguishable from death.

For the Invested Art's duration, or until you use an action to touch the target and dismiss the Invested Art, the target appears to be dead to all outward inspection and to Invested Arts used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0. The target has resistance to all damage except psychic damage. If the target is diseased or poisoned when you cast the Invested Art, or becomes diseased or poisoned while under the Invested Art's effect, the disease and poison have no effect until the Invested Art ends.

Fiery Rebuke

1st-level Transformation — Elsecaller

Casting Time: 1 reaction, which you take when you are damaged by a creature within 60 feet of you that you can see

Range: 60 feet

Components: G, S

Duration: Instantaneous

Save: DEX

You quickly Soulcast the attacker's entire body in flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, the damage increases by 1d10 for each level above 1st.

Fire Bolt

Transformation cantrip — Lightweaver

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

You Soulcast and then hurl a ball of fire at a creature or object within range. Make a ranged Invested Art attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this Invested Art ignites if it isn't being worn or carried.

This Invested Art's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Fire to Lights or Smoke

2nd-level Illumination & Transformation — Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Instantaneous

Save: CON

Choose an area of flame that you can see and that fits within a 5-foot cube within range. You Soulcast the fire away and do one of the following effects:

- **Lights:** The target explodes with a dazzling display of colors and lights. Each creature within 10 feet of the target must succeed on a Constitution saving throw or become blinded until the end of your next turn.
- **Smoke:** Thick black smoke spreads out from the target in a 20-foot radius, moving around corners. The area of the smoke is heavily obscured. The smoke persists for 1 minute or until a strong wind disperses it.

Fireball

3rd-level Transformation — Lightweaver

Casting Time: 1 action

Range: 150 feet

Components: G, S

Duration: Instantaneous

Save: DEX

A Soulcasted ball of fire streaks toward a point you choose within range then erupts into an explosion of flame. Each creature in a 20-foot radius must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners and ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this Invested Art at 4th level or higher, the damage increases by 1d6 for each level above 3rd.

► Firecast

6th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Concentration, up to 10 minutes

Save: DEX

You focus on Soulcasting fire, covering your body in flames. Your body sheds bright light in a 30-foot radius and dim light for an additional 30 feet for the Invested Art's duration. The flames don't harm you. Until the Invested Art ends, you gain the following benefits:

- You are immune to fire damage and have resistance to cold damage.
- Any creature that moves within 5 feet of you for the first time on a turn or ends its turn there takes 1d10 fire damage.
- You can use your action to create a line of fire 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 fire damage on a failed save, or half as much on a successful one.

Fissure of Displacement

6th-level Transportation — Elsecaller

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Instantaneous

Save: CON

You utilize Elsecalling to create a line of displaced space, 100 feet long and 5 feet wide, originating from you in a direction you choose. Each creature in that line must make a Constitution saving throw, taking 8d8 force damage on a failed save, or half as much damage on a successful one.

Each creature within 10 feet of that line but not in it must make a Constitution saving throw or take 8d8 force damage and be pulled toward the line until the creature is in its area.

At Higher Levels. When you cast this Invested Art at 7th level or higher, the damage increases by 1d8 for each level above 6th.

► Flame Blade

2nd-level Transformation — Lightweaver

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Concentration, up to 10 minutes

You concentrate on Soulcasting a blade of fire in your free hand. It is of a shape you choose but cannot be larger than a typical sword. If you decide to let it go, it disappears, but you can quickly evoke it again as a bonus action as long as you are still maintaining concentration.

You can use your action to make a melee Invested Art attack with the fiery blade. On a hit, the target takes 3d6 fire damage. The fire sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels. When you cast this Invested Art at 4th level or higher, the damage increases by 1d6 for every two levels above 2nd.

► Flaming Sphere

2nd-level Transformation — Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: DEX

You Soulcast a sphere of flame in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, the damage increases by 1d6 for each level above 2nd.

► Fog Cloud

1st-level Transformation — Lightweaver

Casting Time: 1 action

Range: 120 feet

Components: G, S

Duration: Concentration, up to 1 hour

You Soulcast a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for a duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, the radius of the fog increases by 20 feet for each level above 1st.

Foresight

2nd-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: Self

Components: G

Duration: 1 hour

You utilize your foresight to gain a boost to your knowledge of a specific skill. Choose one skill in which you lack proficiency or expertise. For the Invested Art's duration, you have proficiency in the chosen skill. The Invested Art ends early if you cast it again.

Form Water

Illumination & Transformation cantrip — Lightweaver

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous or 1 hour

You utilize your Soulcasting (and, sometimes, Lightweaving) ability to shape and affect water you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- You instantly move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You can cause the water to form into simple shapes and animates at your direction. This change lasts for 1 hour.
- You change the water's color or opacity. The water must be changed the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

If you perform this Invested Art multiple times, you can have up to two of its non-instant effects at a time, and you can dismiss any active effects as an action.

Fortunate Regrowth

Progression cantrip — Truthwatcher

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

You use Progression to stimulate a creature's ability to heal on their own. The target must have at least 1 hit point. The target can expend and roll one of their unspent Hit Dice, healing themselves for the amount rolled. They do not add their Constitution modifier like normal. This Invested Art has no effect on splinters or entities.

Once a creature rolls any number of Hit Dice for this Invested Art, that creature can't benefit from it again until the creature finishes a long rest.

At Higher Levels. The target of this Invested Art can expend and roll more of their Hit Dice when you reach higher levels: 2 Hit Dice at 5th level, 3 Hit Dice at 11th level, and 4 Hit Dice at 17th level. They can choose to roll fewer than the maximum.

► Friends

Illumination cantrip — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

Using subtle and active Lightweaving you affect one creature's friendliness toward you. For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the Invested Art ends, the creature realizes that you had used some form of "power" to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the GM's discretion), depending on the nature of your interaction with it.

► Frigid Death

3rd-level Transformation — Elsecaller

Casting Time: 1 action

Range: 150 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: DEX

You Soulcast a whirling, 20-foot-radius sphere of frost, centered on a point within range and lasting for the duration. Creatures fully in the area are blinded and the ground in the area is difficult terrain.

Any creature that starts its turn in the area takes 2d6 cold damage as the frost bites into them. In addition, any creature that ends its turn in the area must succeed on a Dexterity saving throw to avoid your Soulcasting of their flesh into necrosis. On a failure, the creature takes 2d6 necrotic damage.

Frostbite

Transformation cantrip — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Instantaneous

Save: CON

You Soulcast the air into a numbing frost on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its turn.

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

Frostplate

1st-level Transformation — Elsecaller

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 hour

You Soulcast the air around you into thick frost, represented by 5 temporary hit points, for the duration. If a creature hits you with a melee attack while you have these hit points, the frost explodes and the creature takes 5 cold damage. When the temporary hit points are gone, the Invested Art ends.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, both the temporary hit points and the cold damage increases by 5 for each level above 1st.

Frozen Explosion

2nd-level Transformation — Lightweaver

Casting Time: 1 action

Range: 90 feet

Components: G, S

Duration: Instantaneous

Save: DEX

Choose a point within range. From there, you Soulcast an explosion of frozen air. Each creature in a 5-foot radius sphere centered on that point must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, the damage increases by 1d6 for each level above 2nd.

Future Sight

9th-level Illumination & Progression — Truthwatcher

Casting Time: 1 minute

Range: Touch

Components: G, S

Duration: 8 hours

You touch a willing creature and bestow a limited ability to access future sight. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration. This Invested Art ends if you cast it again before the duration ends. If the target is rolling to affect, or in response to, a creature who is also accessing future sight, the benefits do not extend to that roll.

G

Gift of Abrasion

4th-level Abrasion — Edgedancer

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: 1 hour

You touch a willing creature and utilize the Surge of Abrasion to grant them the power of slickness. For the duration, the target's movement is unaffected by difficult terrain, and Invested Arts and other effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

The target can also spend 5 feet of movement to automatically escape from physical restraints, such as manacles or a creature that has it grappled.

Finally, being underwater imposes no penalties on the target's movement or attacks.

Gift of Alacrity

1st-level Illumination & Progression — Truthwatcher

Casting Time: 1 minute

Range: Touch

Components: S

Duration: 8 hours

Fortune gifts one willing creature you touch an elevated sense of awareness and readiness. For the duration, the target can add 1d8 to its initiative rolls.

Glacial Burst

6th-level Transformation — Lightweaver

Casting Time: 1 action

Range: 300 feet

Components: G, S

Duration: Instantaneous

Save: CON

You Soulcast an enormous blast of glacial frost at a point within range, where it explodes in a 60-foot radius sphere. Each creature within the area must make a Constitution saving throw. On a failed save, a creature takes 10d6 cold damage. On a successful save, it takes half as much damage.

If the sphere strikes a body of water or a liquid that is mostly water, it freezes the liquid to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice. A trapped creature can use its action to make a Strength check against your Invested save DC to break free.

At Higher Levels. When you cast this Invested Art at 7th level or higher, the damage increases by 1d6 for each level above 6th.

► Gleaming Augmentation

2nd-level Division & Gravitation — Skybreaker

Casting Time: 1 bonus action

Range: Touch

Components: G

Duration: Concentration, up to 30 seconds

Save: WIS

As a bonus action, you infuse your weapon with both Surges tremendously, infusing the creature you attack with a gleaming light. The creature takes an additional 2d6 axial damage. In addition, the creature glows with Division. It becomes visible if it is invisible, it sheds dim light in a 5-foot radius, and it can't benefit from becoming invisible for the duration. Finally, each time the creature is hit with a melee or ranged weapon attack until the Augmentation ends, it takes an additional 1d4 axial damage.

The creature can attempt an Intelligence saving throw at the beginning of its turn, ending the effect on a success.

At Higher Levels. When you cast this Augmentation at 3rd level or higher, the damage increases by 1d6 for each level above 2nd.

Glibness

8th-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: Self

Components: G, S

Duration: 1 hour

Until the Invested Art ends, everything performative you do is enhanced with your Surges. Each time you make a Charisma check, you can replace the number you roll with a 15. Additionally, no matter what you say, Investiture that would determine if you are telling the truth indicates that you are being truthful.

► Grasping Vine

4th-level Progression — Edgedancer

Casting Time: 1 bonus action

Range: 30 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: DEX

You conjure a vine that sprouts from the ground in an unoccupied space of your choice that you can see within range. When you cast this Invested Art, you can direct the vine to lash out at a creature within 30 feet of it that you can see. That creature must succeed on a Dexterity saving throw or be pulled 20 feet directly toward the vine.

Until the Invested Art ends, you can direct the vine to lash out at the same creature or another creature as a bonus action on each of your turns.

► Greater Invisibility

4th-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: Concentration, up to 1 minute

You Lightweave invisibility on yourself or a single creature you can touch. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

Greater Restoration

5th-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: Instantaneous

You touch a creature and reduce its exhaustion level by one, or end one of the following effects on it:

- One effect that *charmed* or *petrified* the target.
- Any reduction to one of the target's ability scores.
- One effect reducing the target's hit point maximum.

Growth

3rd-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 action

Range: 150 feet

Components: G, S

Duration: Instantaneous

Choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves.

Guidance

Progression cantrip — Edgedancer, Truthwatcher

Casting Time: 1 reaction

Range: 30 feet

Components: S

Duration: Instantaneous

You can use your reaction to utilize Progression to guide and increase the focus of one willing creature within range who just performed an ability check. That creature can roll a d6 and add the number rolled to the check, potentially turning it into a success. You can use this after the roll but before the results are determined.

Once a creature rolls the die for this Invested Art, that creature can't benefit from it again until the creature finishes a long rest.

Guided Fortune

2nd-level Illumination & Progression — Truthwatcher

Casting Time: 1 minute

Range: Touch

Components: G, S, M (infused polestones worth 100 [sm](#), which becomes pulverized and worthless)

Duration: 1 hour

You utilize Fortune on yourself or one willing creature you can see within range. When the chosen creature makes an attack roll, an ability check, or a saving throw before the Invested Art ends, it can dismiss this Invested Art on itself to roll an additional d20 and choose which of the d20s to use. Alternatively, when an attack roll is made against the chosen creature, it can dismiss this Invested Art on itself to roll a d20 and choose which of the d20s to use, the one it rolled or the one the attacker rolled.

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

At Higher Levels. When you cast this Invested Art at 3rd level or higher, you can target one additional creature for each level above 2nd.

H

Harm

6th-level Progression — Edgedancer

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Instantaneous

Save: CON

Choose a creature that you can see within range. You infuse them with necrotic Progression. The target must make a Constitution saving throw. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before the time passes.

► Haste

3rd-level Abrasion & Progression — Edgedancer

Casting Time: 1 action

Range: 30 feet

Components: G, S

Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the Invested Art ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can only be used to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the Invested Art ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Heal

6th-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Instantaneous

Choose a creature that you can see within range. You infuse them with a huge amount of Regrowth, causing it to regain 70 hit points. The Invested Art also ends blindness, deafness, and any diseases affecting the target. This Invested Art has no effect on splinters or entities.

At Higher Levels. When you cast this Invested Art at 7th level or higher, the amount of healing increases by 10 for each level above 6th.

Hidden Stride

1st-level Illumination — Lightweaver

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Instantaneous

You shroud yourself in a dark Lightweaving and run quickly to an unoccupied space you can see that you would normally be able to move to in 30 feet of movement, disregarding any difficult movement. You draw no opportunity attacks or any other effects and can move through creatures if necessary.

► Highstorm Sphere

4th-level Transformation — Lightweaver

Casting Time: 1 action

Range: 150 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: STR

You Soulcast a 20-foot-radius sphere of stones, whirling around in a small storm. The sphere remains for the Invested Art's duration. Each creature in the sphere when it appears or that ends its turn there must succeed on a Strength saving throw or take 2d6 bludgeoning damage. The sphere's space is difficult terrain.

Until the Invested Art ends, you can use a bonus action on each of your turns to cause a bolt of lightning to leap out from the center of the sphere toward one creature you choose within 60 feet of the center. Make a ranged Invested Art attack. You have advantage on the attack roll if the target is inside the sphere. On a hit, the target takes 4d6 lightning damage.

At Higher Levels. When you cast this Invested Art at 5th level or higher, the damage increases for each of its effects by 1d6 for each level above 4th.

► Hold Creature

5th-level Progression — Edgedancer, Truthwatcher

/ 5th-level Transformation — Elsecaller, Lightweaver; Elsecaller Inksurge

Casting Time: 1 action

Range: 90 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: WIS

Choose a creature you can see within range and use Progression or Soulcasting to bind their body until it's stiff. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the Invested Art ends on the target.

At Higher Levels. When you cast this Invested Art at 6th level or higher, you can target one additional creature for each level above 5th. The creatures must be within 30 feet of each other when you target them.

► Hold Person

2nd-level Progression — Edgedancer, Truthwatcher

/ 2nd-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: WIS

Choose a humanoid you can see within range and use Progression or Soulcasting to bind their body until it's stiff. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the Invested Art ends on the target.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, you can target one additional humanoid for each level above 2nd. The creatures must be within 30 feet of each other when you target them.

► Honorbeam

6th-level Abrasion & Progression — Edgedancer

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Concentration, up to 1 minute

Save: CON

You infuse the air in front of you with your Surges, creating a vacuum of shining white Investiture and damaging pressure, in a 5-foot-wide, 60-foot line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 force damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by the Invested Art.

On each of your turns until this Invested Art ends, you can create a new beam as your action.

For the duration, your hand shines with green Investiture, shedding bright light in a 30-foot radius and dim light for an additional 30 feet.

Ice Shard

1st-level Transformation — Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Instantaneous

Save: DEX

You Soulcast the air into a shard of ice and throw it toward a creature within range you can see. Make a ranged Invested Art attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of the point where the ice exploded must succeed on a Dexterity saving throw or take 2d6 cold damage.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, the cold damage increases by 1d6 for each level above 1st.

► Icecast

6th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Concentration, up to 10 minutes

Save: CON

You focus on Soulcasting ice, covering your body with frost. Until the Invested Art ends, you gain the following benefits:

- You are immune to cold damage and have resistance to fire damage.
- You can move across difficult terrain created by ice or snow without spending extra movement.
- The ground in a 10-foot radius around you is icy and is difficult terrain for creatures other than you. The radius moves with you.
- You can use your action to create a 15-foot cone of freezing air extending from you in a direction you choose. Each creature in the cone must make a Constitution saving throw. A creature takes 4d6 cold damage on a failed save, or half as much on a successful one. A creature that fails its save against this effect has its speed halved until the start of your next turn.

Icewind

1st-level Transformation — Elsecaller

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Instantaneous

Save: CON

Freezing wind blasts from your hands as you Soulcast the air in front of you in a 15-foot cone. Each creature in the area must make a Constitution saving throw, taking 2d8 cold damage on a failed save, or half as much damage on a successful one.

The cold freezes non-Invested liquids in the area that aren't being worn or carried.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, the damage increases by 1d8 for each level above 1st.

Identify

1st-level Illumination & Progression — Truthwatcher

/ 1st-level Transformation — Lightweaver

Casting Time: 1 minute

Range: Touch

Components: G, S

Duration: Instantaneous

You choose one object that you can touch and use your Surges to learn about its Connection and Spiritual properties. If it is an Invested item or some other Investiture-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn the details of any Invested Arts that are affecting it and what they are.

If you instead touch a creature throughout the casting, you learn what Invested Arts, if any, are currently affecting it.

► Igniting Augmentation

2nd-level Division — Skybreaker

Casting Time: 1 bonus action

Range: Touch

Components: G

Duration: Concentration, up to 30 seconds

Save: CON

Using a bonus action and Division, your Skybreak deals an additional 2d6 fire damage to the target and causes them to burst into flames. At the start of each of the creature's turns, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the effect ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses it (such as the target being submerged in water), the effect ends.

At Higher Levels. When you cast this Augmentation at 3rd level or higher, the initial extra damage increases by 1d6 for each level above 2nd.

Illuminate Traps

2nd-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

You Lightweave your party in front of you and use Progression to advance the illusion, showing you if any traps are present within line of sight within range. A trap, for the purpose of this Invested Art, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended by such a creator. It would not reveal a natural weakness in the floor, an unstable ceiling, or anything else that is not intended to be a trap to you.

This Invested Art merely reveals, through your illusion, that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by the trap, that it is within line of sight, and that it is within range.

Illusive Value

1st-level Illumination & Progression — Truthwatcher

Casting Time: 1 minute

Range: Touch

Components: S

Duration: 8 hours

You cast this Invested Art on an object no more than 1 foot on a side, imbuing it with both a Lightweaving and a strange Fortune-fueled idea of its nature. You can choose to double the object's perceived value or reduce its

perceived value by half. Anyone examining the object must roll an Investigation check against your Invested save DC.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, you increase the size of the object you can affect by 1 foot for each level above 1st.

Illusory Scorn

Illumination & Progression cantrip — Truthwatcher

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

Save: WIS

You Lightweave a string of distracting hate at and use Progression to stiffen a creature you can see within range. If the target can hear (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

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

Illusory Terrain

4th-level Illumination — Truthwatcher

Casting Time: 10 minutes

Range: 300 feet

Components: G, S

Duration: 24 hours

You Lightweave natural terrain in a 150-foot cube in range to look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, chasm, or some other difficult or impassable terrain. A pond can be made to seem like a rockbud field, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your Invested save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

At Higher Levels. When you cast this Invested Art at 6th level it becomes more powerful. You can add or change manufactured objects, the range is "sight," you can affect an area up to 1 square mile, and the illusion lasts for up to 10 days.

► Illusory Twin

5th-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 hour

You both Lightweave yourself to be invisible and Lightweave an illusory double of yourself at the same time. The double appears where you are standing in the same instant you become invisible.

You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose, though you can't make it do anything that isn't directly related to vision, sound, or smell (for example, it can't attack or interact with objects in any way). Your Progression allows it to seem extremely natural and realistic in its movements, but it will only speak and respond to others if you direct it to.

You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

The illusory twin must stay within 30 feet of you, invisible, or the Invested Art ends. If the illusory twin takes any damage, it disappears and the Invested Art ends.

Immense Regrowth

5th-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Instantaneous

You explode with the Surge of Progression, healing creatures around a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d8 + your Investiture ability modifier. This Invested Art has no effect on splinters or entities.

At Higher Levels. When you cast this Invested Art at 6th level or higher, the healing increases by 1d8 for each level above 5th.

► Incendiary Cloud

8th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 150 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: DEX

You Soulcast a large sphere of fire, filling the area in a 20-foot-radius sphere centered on a point within range. The cloud spreads around corners. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

When the cloud appears, each creature in it must make a Dexterity saving throw. A creature takes 10d8 fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the Invested Art's area for the first time on a turn or ends its turn there.

The cloud can move 10 feet in a direction that you choose at the start of each of your turns.

► Incinerate

5th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 90 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: CON

You attempt to Soulcast a creature's flesh into fire. Choose a creature you can see within range. The target must make a Constitution saving throw. It takes 7d6 fire damage on a failed save, or half as much on a successful one. On a failed save, you also continue to Soulcast their body for the Invested Art's duration. Their body sheds bright light in a 30-foot radius and dim light for an additional 30 feet. At the end of each of its turns, the target repeats the saving throw. It takes 3d6 fire damage on a failed save, and the Invested Art ends on a successful one. These flames can't be extinguished through non-Invested means, including water.

If damage from this Invested Art reduces a target to 0 hit points, the target and all flammable possessions they have on their body are turned to ash.

Infecting Ray

1st-level Transformation — Elsecaller

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Instantaneous

Save: CON

You Soulcast a sickening ray of poison toward a creature within range. Make a ranged Invested Art attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, the damage increases by 1d8 for each level above 1st.

Inflict Decay

1st-level Progression — Edgedancer

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: Instantaneous

Make a melee Invested Art attack against a creature you can reach and infuse them with a decaying Growth. On a hit, the target takes 3d10 necrotic damage.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, the damage increases by 1d10 for each level above 1st.

► Ink

1st-level Transformation & Transportation — Elsecaller

Casting Time: 1 bonus action

Range: 90 feet

Components: S

Duration: Concentration, up to 1 hour

You utilize the Cognitive Realm to mark a creature you can see within range. Until the Invested Art ends, you constantly Soulcast rot into it with each attack, dealing an extra 1d6 necrotic damage whenever you hit it with an attack. Also, choose one ability when you cast the Invested Art. The target has disadvantage on ability checks made with the chosen ability.

If the target drops to 0 hit points before the Invested Art ends, you can use a bonus action on a subsequent turn of yours to move this to a new creature.

At Higher Levels. When you cast this Invested Art at 3rd or 4th level, you can maintain your concentration on it for up to 8 hours. When you cast it as a 5th level or higher, you can maintain your concentration on it for up to 24 hours.

Inspiring Progression

3rd-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 minute

Range: 60 feet

Components: G, S

Duration: 1 hour

Choose up to five creatures within range you can see and infuse them with vigor and focus. For the duration, each affected creature gains 5 temporary hit points and has advantage on Dexterity saving throws. If an affected creature is hit by an attack, it has advantage on the next attack roll it makes. Once an affected creature loses the temporary hit points granted by this Invested Art, the Invested Art ends for that creature.

At Higher Levels. When you cast this Invested Art at 4th level or higher, the temporary hit points increase by 5 for each level above 3rd.

► Invisibility

2nd-level Illumination — Lightweaver, Truthwatcher

/ 2nd-level Transportation — Elsecaller Inksurge

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: Concentration, up to 1 hour

You Lightweave a creature to become invisible. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The Invested Art ends for a target if they attack or perform an Invested Art.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, you can target one additional creature for each level above 2nd.

J

K

Knowledge of Nature

5th-level Abrasion & Progression — Edgedancer

Casting Time: 1 minute

Range: Self

Components: G, S

Duration: Instantaneous

You briefly use your cultivationspren to gain insight of the surrounding territory. In the outdoors, the Invested Art gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The Invested Art doesn't function when in an area where nature has been replaced by construction, such as dungeons and towns.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- Terrain and bodies of water
- Prevalent plants, minerals, animals, or peoples
- Powerful entities, Corruptions, or Surgebinders
- Influences from other Realms
- Buildings

For example, you could determine the location of a powerful thunderclast in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

L

Lesser Restoration

2nd-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: Instantaneous

You touch a creature and can end either one disease or one condition affecting it. The condition can be blinded, deafened, paralyzed, or poisoned.

► Life Barrier

5th-level Abrasion & Progression — Edgedancer

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Concentration, up to 1 hour

You create a shimmering barrier of your Surges that extends from you in a 10-foot radius and moves with you, remaining centered on you. Creatures, other than splinters and entities, cannot pass through the barrier for the duration. An affected creature can, however, cast Invested Arts or make ranged or reach weapon attacks through the barrier.

If you move so that an affected creature is forced to pass through the barrier, the Surges dissipate and the Invested Art ends.

► Lifespren Glow

1st-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

Save: DEX

Living creatures in a 20-foot cube within range are outlined in a green glow as you amplify the Growth of their bodies. Each affected creature you choose must succeed on a Dexterity saving throw or they begin to glow, shedding dim light in a 10-foot radius.

Any attack roll against an affected creature has advantage if the attacker can see it, and the affected creature can't benefit from being invisible.

Lightning Arrow

3rd-level Transformation — Elsecaller

Casting Time: 1 action

Range: 30 feet

Components: G, S

Duration: Instantaneous

Save: DEX

Choose one target you can see within range and hurl a bolt of electricity at them through Soulcasting. Make a ranged Invested Art attack roll. The target takes 3d8 lightning damage on a hit, or half as much damage on a miss.

Whether you hit or miss, each creature within 10 feet of the target must make a Dexterity saving throw. Each of these creatures takes 1d8 lightning damage on a failed save, or half as much on a successful one.

At Higher Levels. When you cast this Invested Art at 4th level or higher, the damage for both effects of the Invested Art increases by 1d8 for each level above 3rd.

Lightning Bolt

3rd-level Transformation — Lightweaver

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Instantaneous

Save: DEX

You Soulcast a huge bolt of lightning, forming a line 100 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this Invested Art at 4th level or higher, the damage increases by 1d6 for each level above 3rd.

Lightweave All

5th-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: 30 feet

Components: G, S

Duration: 8 hours

Save: CHA

You Lightweave the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw and, if it succeeds, it is unaffected by this Invested Art.

The Invested Art disguises physical appearances as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear smaller or larger than they actually are. The Invested Art lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by these Lightweavings fail to hold up to physical inspection. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your Invested save DC. If you make an illusory form different from the creature's actual body (making them shorter or thinner, for example) someone could touch their actual body with their hand while it was seemingly still in midair.

Lightweave Copies

2nd-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 minute

You create three copies of yourself using Lightweaving. Until the Invested Art ends, the duplicates move with you and mimic your actions, shifting positions so it's impossible to track which image is real. You can use your action to dismiss the duplicates. Each time a creature targets you with an attack during the Invested Art's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

- If you have three duplicates, you must roll a 6 or higher to change the attack's target.
- If you have two duplicates, you must roll an 8 or higher.
- If you have one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate's Lightweaving is destroyed and fades away. It ignores all other damage and effects. The Invested Art ends when all three duplicates are destroyed. A creature is unaffected by this Invested Art if it doesn't rely on sight or can perceive illusions as false, as with truesight.

Lightweave Self

1st-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 hour

You Lightweave yourself—including your clothing, armor, weapons, and other belongings on your person—to look different until the Invested Art ends or you use an action to dismiss it. The changes wrought by this Lightweaving fail to hold up to physical inspection. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your Invested save DC.

► Lightweave Silence

2nd-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 10 minutes

You Lightweave a complicated auditory illusion that creates silence. For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it.

Lightweaver's Hut

3rd-level Illumination & Transformation — Lightweaver

Casting Time: 1 minute

Range: Self

Components: G, S

Duration: 8 hours

You Soulcast a 10-foot-radius immobile dome around and above you. It remains stationary for the duration and will disappear if you leave its area.

Nine creatures of Medium size or smaller can fit inside the dome with you. The Invested Art fails if its area includes a larger creature or more than nine creatures. You can choose which creatures and objects can pass through the dome freely, and all other creatures, objects, and Invested Arts cannot pass through it, as you Soulcast the air. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

You also utilize Lightweaving to make the outside a color or pattern of your choice and to make the inside lit up or dark. Regardless of how it looks on the outside, it is transparent from the inside.

► Lightwoven Terror

2nd-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

Save: INT

You Lightweave an illusion that takes root in the mind of a creature that you can see within range. The target must make an Intelligent saving throw. On a failed save, you create a phantasmal object, creature, or other visible phenomenon of your choice that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. This Invested Art has no effects on entities.

The Lightweaving includes sound, temperature, and other stimuli, also evident only to the creature.

The target can use its action to examine the illusion with an Intelligence (Investigation) check against your Invested save DC. If the check succeeds, the target realizes that it is an illusion, and the Invested Art ends.

While a target is affected by the Invested Art, the target treats the Lightweaving as if it were real. The target rationalizes any illogical outcomes from interacting with the illusion.

An affected target is so convinced of the illusion's reality that it can even take damage from the illusion. A Lightweaving created to appear as a creature can attack the target. Similarly, an illusion created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, the illusion can deal 1d6 psychic damage to the target if the illusion is of a creature or hazard that could logically deal damage, subject to the DM's rule.

Locate Animals or Plants

2nd-level Abrasion & Progression — Edgedancer

Casting Time: 1 action

Range: 5 miles

Components: G

Duration: Instantaneous

Describe or name a specific kind of beast or plant. Concentrating on your spren's Connection to nature, you learn the direction and distance to the closest beast or plant of that kind within 5 miles, if any are present.

► Locate Creature

4th-level Connection — Edgedancer, Truthwatcher

Casting Time: 1 action

Range: Self

Components: G

Duration: Concentration, up to 1 hour

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement.

The Invested Art can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a chasmfiend), so long as you have seen such a creature up close—within 30 feet—at least once.

This Invested Art can't locate a creature if a Coppercloud or aluminum blocks a direct path between you and the creature.

► Locate Object

2nd-level Transformation or Transportation — Lightweaver; Elsecaller Inksurge

Casting Time: 1 action

Range: Self

Components: G

Duration: Concentration, up to 10 minutes

Describe or name an object that is familiar to you. You peek into the Cognitive Realm and try to locate the object's bead form. If the object is within 1,000 feet of you in the Physical Realm, you sense the direction to the object's location and, if it is moving, you know the direction of its movement.

The Invested Art can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the Invested Art can locate the nearest object of a particular kind, such as a certain type of apparel, jewelry, tool, or weapon.

The Invested Art can't locate an object if a Coppercloud or any thickness of aluminum blocks a direct path between you and the object or if the bead in the Cognitive Realm has been intentionally moved and held away from its Physical Realm location.

M

Mass Regrowth

9th-level Abrasion & Progression — Edgedancer

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Instantaneous

A flood of healing Progression flows from you into injured creatures around you. You restore up to 700 hit points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this Invested Art are also cured of all diseases and any effect making them blinded or deafened. This Invested Art has no effect on splinters or entities.

► Mass Suggestion

6th-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 24 hours

Save: WIS

You suggest a course of activity (limited to a sentence or two) and, through Connection and Fortune, influence up to 12 creatures that you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound

reasonable. If you ask the creatures to do anything that would be harmful to themselves or anyone else, the Invested Art ends.

Each target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the Invested Art ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a group of lighteyes give all their money to the first darkeyes they meet. If the condition isn't met before the Invested Art ends, the activity isn't performed.

If you or any of your companions damage the target, the Invested Art ends.

At Higher Levels. When you cast this Invested Art at 7th level, the duration is 10 days. When you cast it at 8th level, the duration is 30 days. When you cast it at 9th level, the duration is a year and a day.

Mending

Transformation cantrip — Elsecaller, Lightweaver

Casting Time: 1 minute

Range: Touch

Components: S

Duration: Instantaneous

This cantrip uses intricate Soulcasting to repair a single break or tear in a simple object, subject to the GM, you touch. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This Invested Art can physically repair a fabrial or Invested item, but it can't restore the utility to such an object.

Mental Barrage

6th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: 1 minute

Save: INT

You overload the mind of one creature you can see within, attacking it through the Cognitive Realm. The target must make an Intelligence saving throw. On a failed save, the target takes 10d6 psychic damage and is stunned for 1 minute. On a successful save, the target takes half as much damage and isn't stunned.

The stunned target can make an Intelligence saving throw at the end of each of its turns. On a successful save, the Invested Art ends on the target.

Message

Illumination cantrip — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: 1 round

You Lightweave the sound of a message and send it toward a creature within range. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this Invested Art through solid objects if you are familiar with the target and know it is beyond the barrier. Silence created by Investiture, 3 feet of wood, 1 foot of stone, 1 inch of metal, a Coppercloud, or any amount of aluminum blocks the Invested Art. The Invested Art doesn't have to follow a straight line and can travel freely around corners or through openings.

Meteor Swarm

9th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 1 mile

Components: G, S

Duration: Instantaneous

Save: DEX

You Soulcast blazing meteors that plummet to the ground at four different points you can see with range. Each creature in a 40-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. A creature takes 20d6 fire damage and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one explosion is affected only once.

The Invested Art damages objects in the area and ignites flammable objects that aren't being worn or carried.

Mind Whip

2nd-level Illumination & Transformation — Lightweaver

Casting Time: 1 action

Range: 90 feet

Components: G

Duration: 1 round

Save: INT

Using both Soulcasting in the target's brain and terrorizing Lightweaving, you attack the mind of one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 3d6 psychic damage, and it can't take a reaction until the end of its next turn. Moreover, on its next turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of three.

On a successful save, the target takes half as much damage and suffers none of the other effects.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, you can target one additional creature for each level above 2nd. The creatures must be within 30 feet of each other when you target them.

► Mindcast

6th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Concentration, up to 1 minute

Save: WIS

You attempt to utilize Soulcasting to affect the mind of one creature of your choice that you can see within 60 feet. That creature must make a Wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns before the Invested Art ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this casting of *mindcast*.

- **Asleep.** The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.
- **Panicked.** The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you from the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.
- **Sickened.** The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

Mists

1st-level Illumination & Progression — Truthwatcher

Casting Time: 1 bonus action

Range: 30 feet

Components: S

Duration: 1 minute

Save: WIS

You cover a creature within range with illusory mists, warding them against attacks. Until the Invested Art ends, any creature who targets the warded creature with an attack or a harmful Invested Art is mentally impacted by you

and they must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or Invested Art. This Invested Art doesn't protect the warded creature from area effects.

If the warded creature makes an attack, casts an Invested Art that affects an enemy, or deals damage to another creature, the mists fade and this Invested Art ends.

► Modify Memory

5th-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

Save: WIS

You attempt to reshape another creature's memories. One creature that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another Invested Art, this Invested Art ends, and none of the target's memories are modified.

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind, and your Progressive illusions, fills in any gaps in the details of your description. If the Invested Art ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the Invested Art ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The DM might deem a modified memory too nonsensical to affect a creature in a significant manner.

A *greater restoration* Invested Art cast on the target restores the creature's true memory.

At Higher Levels. When you cast this Invested Art at 6th level or higher, you can alter the target's memories of an event that took place further in the past: up to 7 days ago (6th level), 30 days ago (7th level), 1 year ago (8th level), or any time in the creature's past (9th level).

N

Necrotic Tendrils

1st-level Transformation — Elsecaller

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Instantaneous

Save: STR

You erupt with dark tendrils in a 10-foot radius sphere, centered on you. The inky tendrils, Soulcasted from the air itself, attempt to grab all creatures in the range and, if they are able to, infect them with Soulcasted necrosis. Each creature must make a Strength saving throw. On a failed save, the target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, the damage increases by 1d6 for each level above 1st.

Necrotic Touch

Transformation cantrip — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 120 feet

Components: G, S

Duration: 1 round

Save: CON

You Soulcast necrosis on a target's body. Make a ranged Invested Art attack against a creature within range. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of its next turn. After it hits, the target makes a Constitution saving throw. On a failure, the necrosis eats away at the target and it has disadvantage on attack rolls against you until the end of your next turn.

This Invested Art's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

O

Oil and Flame

Oil and flame has been renamed to [burning hands](#). Keeping this here for the time being just in case players reference this Invested Art.

Oil Slick

1st-level Transformation — Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: 1 minute

Save: DEX

You Soulcast oil in a 10-foot square centered on a point within range and turn it into difficult terrain for the duration.

When the oil appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

► Orbs of Fire

3rd-level Transformation — Lightweaver

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Concentration, up to 10 minutes

Save: DEX

You Soulcast six tiny orbs of flame that circle around you for the Invested Art's duration. When you perform the Invested Art—and as a bonus action on each of your turns thereafter—you can expend one or two of the orbs, sending them streaking toward a point or points you choose within 120 feet of you, then exploding. Each creature within 5 feet of the point where the orb explodes must make a DEX saving throw. A creature takes 2d6 fire damage on a failed save, or half as much on a successful one.

At Higher Levels. When you cast this Invested Art at 4th level or higher, the number of orbs created increases by two for each level above 3rd.

► Outlook

2nd-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: 10 feet

Components: G

Duration: Concentration, up to 1 minute

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or Invested lock that prevents access.

Utilizing Fortune you illuminate the correct way to unlock the lock. For the duration, if a creature who has proficiency or expertise in Thieves' Kits uses it to pick the lock, they have advantage on the roll. If a creature without proficiency or expertise in Thieves' Kits uses it to pick the lock, they can add their proficiency bonus to their roll. Once a creature attempts to pick the lock, succeeding or not, the Invested Art ends.

P

Perfect Regrowth

9th-level Progression — Truthwatcher

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: Instantaneous

You touch a creature and infuse them, fully and perfectly, with as much Regrowth as you are able. The target regains all hit points. If the creature is charmed, frightened, paralyzed, or stunned, the condition ends. If the creature is prone, it can use its reaction to stand up. This Invested Art has no effect on splinters or entities.

► Perpendicularial Gate

6th-level Transportation — Elsecaller

Casting Time: 1 action

Range: 500 feet

Components: G, S

Duration: Concentration, up to 10 minutes

Save:

You create a miniature perpendicularity, connecting two points on the ground that you can see. Choose one point within 10 feet of you and one point within 500 feet of you. If either of the two miniature perpendicularities would be created in the space occupied by a creature, the Invested Art ends, and the casting is lost.

The two perpendicularities look like shimmering, displaced air, hovering inches from the ground. They are only visible from one side (your choice), which is the side that functions as the entrance or exit to the connected perpendicularities.

Any creature or object entering one perpendicularity exits from the other as if the two were adjacent to each other. On your turn, you can rotate the perpendicularity as a bonus action so that the active side faces in a different direction.

► Phantasm

1st-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

Save: WIS

You attempt to overwhelm the senses of and agitate the muscles of a creature of your choice that you can see within range. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the Invested Art ends.

► Phantasmal Horror

4th-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

Save: WIS

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature.

The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns before the Invested Art ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the Invested Art ends.

At Higher Levels. When you cast this Invested Art at 5th level or higher, the damage increases by 1d10 for each level above 4th.

Plate of Fire or Ice

4th-level Transformation — Lightweaver

Casting Time: 1 action

Range: Self

Components: G, S

Duration: 10 minutes

Choose flames or frost. Depending on what you choose, wispy flames or a mist of frost cover your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the Invested Art early by using an action to dismiss it.

The flames provide you with a warm shield or the frost provides you a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame or frost. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.

Plentiful Regrowth

3rd-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 bonus action

Range: 60 feet

Components: G, S

Duration: Instantaneous

Choose up to six creatures of your choice that you can see within range. Those creatures regain hit points equal to 1d4 + your Investiture ability modifier. This Invested Art has no effect on splinters or entities.

At Higher Levels. When you cast this Invested Art at 4th level or higher, the healing increases by 1d4 for each level above 3rd.

Poison Spray

Progression cantrip — Edgedancer

/ Transformation cantrip — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 10 feet

Components: S

Duration: Instantaneous

Save: CON

You Grow or Soulcast poison from the air, spraying it toward a creature you can see within range. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This Invested Art's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

► Poisonous Cloud

3rd-level Illumination & Progression — Truthwatcher

/ 3rd-level Illumination & Transformation — Lightweaver

Casting Time: 1 action

Range: 90 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: CON

You Grow or Soulcast a 20-foot-radius sphere of thick fog, centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and attempting to breathe. Creatures that don't need to breathe or are immune to poison automatically succeed on the saving throw.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Poisonous Globule

Transformation cantrip — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

Save: CON

You Soulcast a large globule of poison on one creature you can see within range which bursts. The target must succeed on a Constitution saving throw, or it takes 1d6 poison damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move.

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

Prismatic Weaving

1st-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: Self (15-foot cone)

Components: S

Duration: 1 round

You Lightweave a dazzling array of flashing, colored lights. Roll 6d10. The total is how many hit points of creatures this Invested Art can affect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this Invested Art is blinded until the end of your next turn. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for the creature to be affected.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, roll an additional 2d10 for each level above 1st.

Programmed Lightweaving

6th-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: Touch

Components: G, S, M (an infused Medium polestone, which cracks and becomes useless once the Invested Art ends)

Duration: 1 hour (diamond), 10 hours (topaz, garnet, heliodor), 1 day (smokestone, zircon, ruby), 5 days (sapphire, amethyst, 50 days (emerald)

You create an illusion of something that activates when a specific condition occurs. The illusion is imperceptible until then, stored inside the gemstone used in this Invested Art's casting. The illusion must be no larger than a 30-foot cube, and you decide when you cast the Invested Art how the illusion behaves and what it sounds like. The scripted performance can last up to 5 minutes.

When the condition you specify occurs, the illusion springs into existence from the gemstone and performs in the manner you described. Once the illusion finishes performing, it disappears, the polestone cracks and becomes useless, and the Invested Art ends. The Invested Art also ends if the duration is reached and the Lightweaving is not triggered. The duration of the Invested Art is based on which type of polestone you infuse, detailed above.

The triggering condition can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the gemstone.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your Invested save DC.

Protected Cognition

8th-level Progression — Truthwatcher

Casting Time: 1 action

Range: Touch

Components: G

Duration: 24 hours

Until the Invested Art ends, one willing creature you touch is immune to psychic damage, any effect that can sense its emotions or read its thoughts, and the charmed condition.

► Protection from Essence

3rd-level Abrasion & Progression — Edgedancer

/ 3rd-level Transformation — Lightweaver

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: Concentration, up to 1 hour

You touch one creature and infuse their bodies with both Abrasion and Regrowth, or Soulcast their body, protecting them from a certain element. Choose one of the following essences and the target, during the duration, has resistance to the corresponding damage type: acid, cold, fire, lightning, or thunder.

► Protection from Investiture

3rd-level Abrasion & Progression — Edgedancer

/ 3rd-level Transformation & Transportation — Elsecaller

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: Concentration, up to 1 minute

One willing creature you touch is protected against certain types of enemies and their Invested Arts through both your two Surges: Surgebinders, corruptions, and entities.

This protection grants several benefits. Creatures of those types of disadvantage on attack rolls against the target. The target also can't be charmed or frightened by them. If the target is already charmed or frightened of such a creature, the target has advantage on any new saving throw against the relevant effect.

Protection from Poison

2nd-level Progression — Edgedancer, Truthwatcher
/ 2nd-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: 1 hour

You touch a creature, imbuing Regrowth into or Soulcasting its blood. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present or you neutralize one at random.

For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

Psychic Slash

4th-level Illumination & Progression — Truthwatcher
/ 4th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 120 feet

Components: G, S

Duration: Instantaneous

Save: INT

You Lightweave a horrifying psychic attack or utilize mind-altering Soulcasting at a creature that you can see within range. Alternatively, you can utter a creature's name. If the named target is within range, it becomes the Invested Art's target even if you can't see it. If the named target isn't within range, the Invested Art dissipates without effect.

The target must make an Intelligence saving throw. On a failed save, the target takes 7d6 psychic damage and is incapacitated until the start of your next turn. On a successful save, the creature takes half as much damage and isn't incapacitated.

At Higher Levels. When you cast this Invested Art at 5th level or higher, the damage increases by 1d6 for each level above 4th.

Psychic Sliver

Illumination and Transformation cantrip — Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G

Duration: Instantaneous

Save: INT

Using both Soulcasting in the target's brain and Lightweaving to confuse them, you drive a psychic attack into a creature's mind you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn.

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

Purify Food and Drink

1st-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 10 feet

Components: G, S

Duration: Instantaneous

All non-Invested food and drink within a 5-foot-radius sphere centered on a point of your choice within range is Soulcasted and purified, rendered free of poison and disease.

Q

► Quartzskin

4th-level Progression — Edgedancer

/ 4th-level Transformation — Lightweaver

Casting Time: 1 action

Range: Touch

Components: G, S, M (infused diamonds worth 100 [sm](#), which cracks and becomes useless)

Duration: Concentration, up to 1 hour

You infuse an immense amount of Abrasion and Progression, or Soulcasting, into the skin of a willing creature you touch. Until the Invested Art ends, the target has resistance to non-Invested bludgeoning, piercing, and slashing damage.

Quicken

1st-level Abrasion — Edgedancer

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: 1 hour

You touch a creature and infuse them with Abrasion. The target's speed increases by 10 feet until the Invested Art ends.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, you can target one additional creature for each level above 1st.

Quickening Augmentation

1st-level Gravitation — Skybreaker

Casting Time: 1 bonus action

Range: Self

Components: G

Duration: Instantaneous

Using some of your Investiture from the Skybreak, you can quicken yourself as a bonus action. The next attack you make before the beginning of your next turn has advantage. In addition, your walking and flying speed increase by 10 feet until the end of your turn.

R

► Radiant Aura

8th-level Abrasion & Progression — Edgedancer

Casting Time: 1 action

Range: Self

Components: G, S, M (one single infused polystone worth at least 1,000 [sm](#), which becomes dun)

Duration: Concentration, up to 1 minute

Save: CON

Radiant Abrasion and Progression burst out of you in a 30-foot radius. Creatures of your choice in that radius when you cast this Invested Art shed dim light in a 5-foot radius and have advantage on all saving throws. In addition, other creatures have disadvantage on attack rolls against your chosen creatures until the Invested Art ends.

Also, when a Corruption hits an affected creature with a melee attack, the aura flashes with a radiant light. The attacker must succeed on a Constitution saving throw or be blinded until the Invested Art ends.

Radiant Missiles

1st-level Transformation — Lightweaver

Casting Time: 1 action

Range: 120 feet

Components: G, S

Duration: Instantaneous

You Soulcast the air using the Essence of Zephyr into three tiny darts of Invested force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, they always hit, and you can direct them to hit one creature or several.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, the Invested Art creates one additional dart for each level above 1st.

► Radius of Healing

3rd-level Abrasion & Progression — Edgedancer

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Concentration, up to 1 minute

Healing Regrowth slides from you in a 30-foot-radius sphere. Until the Invested Art ends, the radius moves with you, centered on you. You can use a bonus action to cause one creature within the radius (including you) to regain 2d6 hit points. This healing has no effect on splinters or entities.

► Radius of Hope

3rd-level Abrasion & Progression — Edgedancer

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Concentration, up to 1 minute

Hopeful Regrowth slides from you in a 30-foot sphere. Until the Invested Art ends, the radius moves with you, centered on you. For the duration, each non-hostile creature in the radius has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

► Radius of Life

4th-level Abrasion & Progression — Edgedancer

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Concentration, up to 10 minutes

Life-preserving Regrowth slides from you, 30 feet in all directions. Until the Invested Art ends, the radius moves with you, centered on you. Each non-hostile creature within the Art's effect (including you) has resistance to necrotic damage, and its hit point maximum can't be reduced. In addition, a non-hostile, living creature regains 1 hit point when it starts its turn in the radius with 0 hit points. This healing has no effect on splinters or entities.

► Radius of Power

5th-level Abrasion & Progression — Edgedancer

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Concentration, up to 10 minutes

You radiate powerful Investiture, distorting harmful Investiture within 30 feet of you. Until the Invested Art ends, the sphere moves with you, centered on you. For the duration, each friendly creature in the area (including you) has advantage on saving throws against Invested Arts and other Invested effects.

Additionally, when an affected creature succeeds on a saving throw made against an Invested Art or Invested effect that allows it to make a saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw.

► Radius of Restoration

4th-level Abrasion & Progression — Edgedancer

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Concentration, up to 10 minutes

Condition-fighting Regrowth slides from you, 30 feet in all directions. Until the Invested Art ends, the radius moves with you, centered on you. Each non-hostile creature in the radius (including you) can't become diseased, has resistance to poison damage, and has advantage on saving throws against effects that cause any of the following conditions: blinded, charmed, deafened, frightened, paralyzed, poisoned, and stunned.

Ranged Regrowth

1st-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 bonus action

Range: 60 feet

Components: S

Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your Investiture ability modifier. This Invested Art has no effect on splinters or entities.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, the healing increases by 1d4 for each level above 1st.

Realmatic Door

4th-level Transportation — Elsecaller

Casting Time: 1 action

Range: 500 feet

Components: G

Duration: Instantaneous

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet".

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this Invested Art.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the Invested Art fails to teleport you.

Recall

2nd-level Illumination & Progression — Truthwatcher

Casting Time: 1 reaction, which you take when you or an ally are speaking to another creature

Range: Self

Components: S

Duration: Instantaneous

You utilize Lightweaving, Progression, and Fortune to skillfully reshape the memories of listeners in your immediate area, so that each creature of your choice within 10 feet of you forgets everything you or an ally said within the last 6 seconds. Those creatures then remember that you or an ally said something different that you recreate with Lightweaving.

Recorded Lightweaving

2nd-level Illumination & Progression — Truthwatcher

Casting Time: 1 minute

Range: Touch

Components: G, M (an infused small polestone, which cracks and becomes useless when the Invested Art ends)

Duration: 1 day (diamond), 5 days (topaz, garnet, heliodor), 1 month (smokestone, zircon, ruby), 3 months (sapphire, amethyst), 1 year (emerald)

You create a Lightwoven sound of you speaking into the polestone, which is uttered when a trigger condition is met. Speak the message, which must be 25 words or less, and determine the circumstance that will trigger the Invested Art to deliver your message. During this casting, you can also Lightweave the polestone to look like anything of the same approximate size and you are able to make it give off no light (like, for example, making it look like a small, natural rock).

When that circumstance occurs, the polestone will release the Lightwoven sound, which sounds exactly the same and at the same volume you spoke when you created it. The polestone cracks and becomes useless when the Invested Art is triggered. If you touch the polestone before it is triggered, you can dispel the Lightweaving early, ending the Invested Art and keeping the polestone intact. The duration of the Invested Art is based on which type of polestone you infuse, detailed above.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the polestone.

Regenerative Regrowth

7th-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 minute

Range: Touch

Components: G, S

Duration: 1 hour

You touch a creature and stimulate healing within it. The target regains $4d8 + 15$ hit points. For the duration of the Invested Art, the target regains 1 hit point at the start of each of its turns (10 hit points each minute).

The target's severed body members (fingers, legs, and so on), if any, are restored after the duration. If you have the severed part and hold it to the stump, the Invested Art instantaneously causes the limb to knit to the stump.

This Invested Art has no effect on splinters or entities.

► Regress

3rd-level Progression — Edgedancer, Truthwatcher

/ 3rd-level Transformation — Elsecaller Inksurge

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: Concentration, up to 1 minute

Save: CON

You touch a creature and attempt to infuse into them withering Progression. That creature must succeed on a Constitution saving throw or become affected by this Invested Art for the duration. When you cast this, choose the effect you imbue into the creature from the following options:

- Choose one ability score. While affected by this Invested Art, the target has disadvantage on ability checks and saving throws made with that ability score.
- While affected, the target has disadvantage on attack rolls against you.
- While affected, the target must make a Constitution saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While affected, your attacks and Invested Arts deal an extra 1d8 necrotic damage to the target.

At Higher Levels. If you cast this Invested Art at 4th level or higher, the duration is concentration, up to 10 minutes. If you cast this Invested Art at 5th level or higher, the duration is 8 hours. If you cast this Invested Art at 7th level or higher, the duration is 24 hours. If you cast this Invested Art at 9th level or higher, the Invested Art lasts until dispelled. Casting it at 5th level or higher grants a duration that doesn't require concentration.

Regrowth

1st-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

A creature you touch recovers a number of hit points equal to 1d8 + your Investiture ability modifier. This Invested Art has no effect on splinters or entities.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, the healing increases by 1d8 for each level above 1st.

Resistance

Progression cantrip — Edgedancer, Truthwatcher

Casting Time: 1 reaction

Range: 30 feet

Components: S

Duration: Instantaneous

You can use your reaction to utilize Progression to assist one willing creature within range who just rolled a saving throw. That creature can roll a d6 and add the number rolled to the save, potentially turning it into a success. You can use this after the roll but before the results are determined.

Once a creature rolls the die for this Invested Art, that creature can't benefit from it again until the creature finishes a long rest.

Resurrection

5th-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 minute

Range: Touch

Components: G, M (infused diamonds worth 1,000 [sm](#), which crack and becomes useless)

Duration: Instantaneous

You return a dead creature you touch back to life by reconnecting their body to their Cognitive aspect. The timeframe for this depends on the level of the creature when they died (the "level" of an NPC is determined by the GM). A creature's Cognitive aspect can withstand the pull into the Beyond for a number of Rosharan days equal to their level when they died. As long as that number of days has not passed, the creature can be resurrected. If the creature's Cognitive aspect chooses to and the resurrection challenge is successful, the creature returns to life with 1 hit point.

Any poison or disease the creature had at the time of death is healed. This Invested Art doesn't, however, remove Invested diseases or other Invested effects.

This Invested Art heals all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival--its head, for instance--the Invested Art automatically fails.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

A resurrection challenge is required each time this Invested Art attempts to resurrect a dead creature, the DC of which is dependent on the number of times the creature has already been resurrected. See Chapter 9 of the *Radiant's Handbook* for information on resurrection challenges.

Revivify

3rd-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 action

Range: Touch

Components: G, M (infused diamonds worth 300 sm, which crack and becomes useless)

Duration: Instantaneous

You touch a creature that has died within the last minute and prevent their Cognitive aspect from leaving their Physical body. If the creature's Cognitive aspect chooses to, the creature returns to life with 1 hit point. This Invested Art can't return life to a creature that has died of old age, nor can it restore any missing body parts.

The GM may require an ability check to successfully resurrect a creature, with the DC increasing if the creature has previously been resurrected or an attempt has been made to resurrect it.

Ritual of Pailiah

6th-level Illumination & Progression — Truthwatcher

Casting Time: 10 minutes, then 1 hour

Range: 30 feet

Components: G, M (an infused medium emerald, which cracks and becomes worthless)

Duration: 24 hours

You enact a healing and fortuitous ritual that infuses up to twelve creatures of your choice. It takes 10 minutes to prepare and 1 hour to finish its effects.

After the duration, a creature that participates gains several benefits. A creature is cured of all diseases and poison, becomes immune to poisoned and frightened, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.

Roaring Flame

2nd-level Transformation — Lightweaver

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Instantaneous

Save: DEX

You Soulcast a line of flame 30 feet long and 5 feet wide in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 3d8 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, the damage increases by 1d8 for each level above 2nd.

► Rockcast

6th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Concentration, up to 10 minutes

Save: DEX

You focus on Soulcasting stone, and the air around you turns into rock and you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from non-Invested weapons.
- You can use your action to create a small Rosharquake on the ground in a 15-foot radius centered on you. Other creatures on that ground must succeed on a Dexterity saving throw or be knocked prone.
- You can move across difficult terrain made of rock or stone without spending extra movement.

Roshar Tremor

1st-level Transformation — Lightweaver

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Instantaneous

Save: DEX

You touch the ground below you and Soulcast the stone below into a trembling Rosharquake, affecting all creatures around you in a 10-foot radius. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, the damage increases by 1d6 for each level above 1st.

► Rosharbind

2nd-level Abrasion & Progression — Edgedancer

/ 2nd-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 300 feet

Components: S

Duration: Concentration, up to 1 minute

Save: STR

Choose one creature you can see within range. You utilize your Surge on its body to force it to seize, pulling it toward the ground. The target must succeed on a Strength saving throw or its flying speed (if any) is reduced to 0 feet for the Invested Art's duration. An airborne creature affected by this Invested Art descends at 60 feet per round until it reaches the ground or the Invested Art ends.

Rot

7th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Instantaneous

Save: CON

Choose one creature that you can see within range and Soulcast its flesh into rot. The target must make a Constitution saving throw. It takes 7d8 + 30 necrotic damage on a failed save, or half as much damage on a successful one.

Rotting Augmentation

4th-level Division — Skybreaker

Casting Time: 1 bonus action

Range: Touch

Components: G

Duration: Instantaneous

Save: CON

You can use a bonus action to surge into the creature you just attacked with Division, rotting its muscles and body. The creature takes an extra 4d6 necrotic damage, and it must make a Constitution saving throw. On a failed save, it has disadvantage on attack rolls until the end of its next turn.

Rubied Storm

7th-level Transformation — Lightweaver

Casting Time: 1 action

Range: 150 feet

Components: G, S

Duration: Instantaneous

Save: DEX

You Soulcast an immense storm of flame, turning a huge area of air into fire. The area of the storm consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face

of another cube, and each cube must be centered on points within range. Each creature in the area must make a Dexterity saving throw. It takes 7d10 fire damage on a failed save, or half as much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

S

Sacrificial Regrowth

3rd-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 action

Range: 30 feet

Components: G, S

Duration: Instantaneous

You sacrifice some of your own health to burst your Progression Surge. You take 4d8 necrotic damage, which can't be reduced in any way, and one creature of your choice (that isn't a splinter or entity) that you can see within range regains a number of hit points equal to twice the necrotic damage you take.

At Higher Levels. When you cast this Invested Art at 4th level or higher, the damage increases by 1d8 for each level above 3rd.

► Schism

8th-level Transformation & Transportation — Elsecaller

Casting Time: 1 action

Range: 150 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: CON

You create a large sphere of displaced air and smoke, crushing the Physical Realm throughout the area. The sphere can have a radius of up to 40 feet. The area within the sphere is filled with smoky darkness.

For the duration, the Invested Art's area is difficult terrain. A creature with darkvision cannot see through it, and non-Invested light can't illuminate it. No sound can be created within or pass through the area. Any creature or object inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it.

Any creature that enters the Invested Art's area for the first time on a turn or starts its turn there must make a Constitution saving throw. The creature takes 8d10 force damage on a failed save or half as much on a successful save. A creature reduced to 0 hit points by this damage is disintegrated. A disintegrated creature and everything it is wearing and carrying, except Invested items and polestones, are turned into smoke.

Scorching Darts

2nd-level Transformation — Lightweaver

Casting Time: 1 action

Range: 120 feet

Components: G, S

Duration: Instantaneous

You Soulcast three darts of flame and hurl them at targets within range. You can hurl them at one target or several. Make a ranged Invested Art attack for each. On a hit, the target takes 2d6 fire damage.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, you create one additional dart for each level above 2nd.

► Scrying

5th-level Connection — Lightweaver, Truthwatcher

Casting Time: 10 minutes

Range: Self

Components: G

Duration: Concentration, up to 10 minutes

Save: WIS

You utilize your respective Surges and your Connection to a creature in the same Realm as you to see and hear them. The target must make a Wisdom saving throw, which is modified by your Connection to it. If a target knows you are casting this Invested Art, it can fail the saving throw voluntarily if it wants to be observed.

If you have only heard of the target, they get a +5 bonus to their save. If you have met them, they roll normally. And if you are very familiar with the target, they have a -5 modifier to their save. Additionally, if you have a personal item of theirs in your possession, they have an additional -4 modifier to their save.

On a successful save, the target isn't affected, and you can't use this Invested Art against it again for 24 hours.

On a failed save, the Invested Art creates an invisible sensor within 10 feet of the target. You can see and hear through it as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb of Investiture about the size of your fist.

Instead of targeting a creature, you can choose a location you have been before as the target of the Invested Art. When you do, the sensor appears at that location for the duration and doesn't move.

See Invisibility

2nd-level Transformation — Lightweaver

Casting Time: 1 action

Range: Self

Components: G

Duration: 1 hour

For the duration, you see invisible creatures and objects as if they were visible, through the Cognitive Realm. You see invisible creatures and objects as translucent, seeing them in Shadesmar.

Sending

3rd-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: Unlimited

Components: G, S

Duration: 1 round

You Lightweave a message of twenty-five or fewer words and send it, through your Cognitive and Spiritual Connection, to a creature with which you are familiar. The creature hears the message, recognizes you as the sender if it knows you, and can answer in a like manner immediately, which only you hear from a Progression-fueled Lightweaving created from their response.

You can send the message across any distance and even to other Realms, but if the target is on a different Realm or planet than you, there is a 5 percent chance that the message doesn't arrive.

► Shackling Augmentation

1st-level Gravitation — Skybreaker

Casting Time: 1 bonus action

Range: Touch

Components: G

Duration: Concentration, up to 30 seconds

Save: STR

You can use a bonus action to Lash the creature you just used your Skybreak on, attempting to restrain them by Lashing their limbs into themselves. The creature must succeed on a Strength saving throw or be restrained until the Augmentation ends. A Large or larger creature has advantage on this saving throw. A flying creature, if they fail the saving throw, safely falls toward the ground at a rate of 60 feet per round until it reaches the ground or until the Augmentation ends.

While restrained by this Augmentation, the target takes 1d6 bludgeoning damage at the start of each of its turns. A creature restrained by this Augmentation or one that can touch the creature can use their action to make a Strength (Athletics) check against your Invested save DC, ending the condition on a success.

At Higher Levels. When you cast this Augmentation at 2nd level or higher, the damage increases by 1d6 for each level above 1st.

► Shadesmar Terror

Shadesmar terror has been renamed to [Cognitive fear](#). Keeping this here for the time being just in case players reference this Invested Art.

Shadestep

2nd-level Transportation — Elsecaller

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Instantaneous

You quickly Elsecall yourself halfway into the Cognitive Realm. Teleport up to 30 feet to an unoccupied space that you can see.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, the range you can teleport yourself increases by 10 feet for each level above 2nd.

► Shadow of Shadesmar

4th-level Transformation & Transportation — Elsecaller

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

You Soulcast the air around you into smoke and partially Elsecall yourself, causing you to become heavily obscured to others. The smoke turns dim light within 10 feet of you into darkness, and bright light in the same area to dim light.

Until the Invested Art ends, you have resistance to force damage. In addition, whenever a creature within 10 feet of you hits you with an attack, the smoke lashes out at that creature, dealing it 2d8 necrotic damage.

► Shadow's Retreat

1st-level Transportation — Elsecaller

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Concentration, up to 10 minutes

This Invested Art allows you to utilize partially entering the Cognitive Realm to move at an incredible pace. When you cast this Invested Art, and then as a bonus action on each of your turns until the Invested Art ends, you can take the Dash action.

Shardsight

5th-level Illumination & Progression — Truthwatcher

Casting Time: 1 minute

Range: Self

Components: S

Duration: 1 minute

You Lightweave simple, strange mists in front of you to try and gain answers from Cultivation through your mistspren. You can ask three questions that can be answered with a yes or no, and must ask them before the Invested Art ends.

Cultivation isn't necessarily omniscient (nor always willing to help with certain things), so you might receive "unclear" as an answer. In a case where a one-word answer could be misleading or contrary to the Shard's interests, the GM might offer a short phrase as an answer instead.

If you cast the Invested Art two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The DM makes this roll in secret.

Shield

1st-level Transformation — None (but can be known by NPCs)

Casting Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Components: S

Duration: Instantaneous

A shimmering, Soulcasted barrier appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack.

Shielding Augmentation

1st-level Gravitation — Skybreaker

Casting Time: 1 bonus action

Range: 30 feet

Components: G

Duration: Instantaneous

As you hit a creature with your Skybreak, you can use a bonus action to protect a companion with Lashings. Choose one creature you can see within 30 feet of you. That creature gains temporary hit points equal to 1d6 + your Intelligence modifier.

At Higher Levels. When you cast this Augmentation at 2nd level or higher, the temporary hit points increase by 1d6 for each level above 1st.

Shocking Grasp

Transformation cantrip — Lightweaver

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

You deftly Soulcast utilizing the Essences of Zephyr, Foil, and Spark, creating electric energy in your hand. Make a melee Invested Art attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal (except for Shardplate). On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

This Invested Art's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

► Silent Lightweaving

1st-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 10 minutes

You Lightweave an image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound or any other sensory effects.

You can use your action to cause the image to move to any spot within range, altering its appearance so that its movements appear natural for the image.

Physical interaction with the Lightweaving reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the Lightweaving can determine that it is an illusion with a successful Intelligence (Investigation) check against your Invested save DC.

Sleep

1st-level Illumination & Progression — Truthwatcher

/ 1st-level Illumination & Transformation — Lightweaver

Casting Time: 1 action

Range: 90 feet

Components: S

Duration: 1 minute

You are able to use Illumination to hypnotize creatures, as well as utilize Progression or Soulcasting to force creatures to become fatigued. Roll 5d8. The total is how many hit points of creatures this Invested Art can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this Invested Art falls unconscious until the Invested Art ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for the creature to be affected. Entities and creatures immune to being charmed aren't affected by this Invested Art.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, roll an additional 2d8 for each level above 1st.

► Sleet Storm

3rd-level Illumination & Transformation — Lightweaver

Casting Time: 1 action

Range: 150 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: DEX

You Soulcast and Lightweave a facsimile of a Highstorm in a 20-foot-tall, 40-foot radius cylinder, centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area is covered in slick ice, making it difficult terrain. When a creature enters the storm's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

If a creature starts its turn in the Invested Art's area and is concentrating on an Invested Art, the creature must make a successful Constitution saving throw against your Invested save DC or lose concentration.

► Slow

3rd-level Illumination & Progression — Truthwatcher

/ 3rd-level Illumination & Transformation — Lightweaver

Casting Time: 1 action

Range: 120 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: WIS

Using Illumination to distract and Progression or Soulcasting to abate, you attempt to infuse up to six creatures of your choice you can see within range that are all within a 40-foot cube. Each target must succeed on a Wisdom saving throw or be affected by this Invested Art for the duration.

An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can either use an action or a bonus action, not both. Regardless of the creature's abilities or items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to perform an Invested Art with a time of 1 action, roll a d20. On an 11 or higher, the ability doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the Invested Art. If it can't, the ability is wasted.

A creature affected by this Invested Art makes another Wisdom saving throw at the end of each of its turns. On a successful save, the effects end for it.

Slowing Augmentation

1st-level Gravitation — Skybreaker

Casting Time: 1 bonus action

Range: Touch

Components: G

Duration: Instantaneous

Save: DEX

With a bonus you can attempt to slow the creature after Skybreaking them. The creature takes an extra 1d6 force damage, then the creature must make a Dexterity saving throw. On a failed save, the creature's speed is reduced by 10 feet until the end of their next turn.

Soulcast

5th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 minute

Range: Touch

Components: G, S, M (a large infused polestone, the type of which depends on the item you are Soulcasting *into*, which drains and becomes dun after casting—a large failure in your ability check may crack the gem as well, making it worthless)

Duration: Instantaneous

You attempt to Soulcast one of the Ten Essences into another, using Transformation. You can affect basic, nonliving, non-Invested items of an Essence that fit within a 5-foot cube, turning it into another Essence with the same mass. If the thing you are trying to Soulcast is made of multiple Essences (like a wooden door with metal pieces into it, for example), you will only Soulcast the single material you touch. You must decide what type of Essence you are Soulcasting something into, and must have a large polestone of the type associated.

It is easier to Soulcast an Essence into another Essence similar to it. So, when you cast this Invested Art, you must make an Investiture ability check (using your Investiture ability modifier + your proficiency bonus) to see if it succeeds. The DC is equal to 10 + the number of steps the target material is to what you want to Soulcast it into, based on the following order:

1. Translucent gasses like air (sapphire)
2. Opaque gasses like smoke or fog (smokestone)
3. Fire (ruby)
4. Oils (zircon)
5. Blood or non-oil liquids, including water (garnet)
6. Wood, moss, or grain (emerald)
7. Meat or flesh (heliodor)
8. Crystal or glass (diamond)
9. Rock or stone (topaz)
10. Metals (amethyst)

For example, if you are trying to Soulcast a glass window into smoke, the DC of your Investiture ability check would be 16 (10 + 6, because smoke and glass are 6 steps away from each other in the list above). Soulcasting rock into metal only has a DC of 11 (10 + 1, because rock and metal are only 1 step away from each other).

In addition, to Soulcast, you must have a *Large*, fully-infused polestone, the type of which depends on the material you are Soulcasting *into*, not from. So, to Soulcast air, water, meat, or anything else into metal, you must have a fully-infused Large amethyst, for example.

On a success or fail, the Large polestone loses its Investiture and becomes dun. On a failure of your Investiture ability check of 5 or more, the polestone also cracks and becomes worthless.

You choose the details of the non-Invested material you are Soulcasting into, and it must be familiar to you. For example, if you are Soulcasting something into metal, you can choose what type of metal it becomes, but it cannot be a God Metal and it can only be a metal you are familiar with—if you are not familiar with aluminum, for example, you do not have the knowledge on how to create it via Soulcasting.

► Soulcast Bonfire

Transformation cantrip — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: DEX

You create a 5-foot cube of flame on ground that you can see within range. Any creature in the bonfire's space when you perform the Invested Art must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it enters the bonfire's space for the first time or ends its turn there.

This Invested Art's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Soulcast Food and Water

3rd-level Transformation — Lightweaver

Casting Time: 1 action

Range: 30 feet

Components: G, S

Duration: Instantaneous

You Soulcast 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

Soulcast Hand

Transformation cantrip — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 minute

You Soulcast a smokey, solid form that can be used like a hand. The Invested Art lasts for the duration or until you dismiss it as an action. The hand vanishes and dissipates if it is ever more than 30 feet away from you or if you cast this Invested Art again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate complex or Invested items, or carry more than 10 pounds.

► Soulcasted Bane

4th-level Transformation — Elsecaller

Casting Time: 1 action

Range: 90 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: CON

Choose one creature you can see within range, and choose one of the following damage types: acid, cold, fire, lightning, or thunder. The target must succeed on a Constitution saving throw or be affected by the Invested Art for the duration. The first time each turn the affected target takes damage of the chosen type, the target takes an extra 2d6 damage of that type. Moreover, the target loses any resistance to that damage type until the Invested Art ends.

At Higher Levels. When you cast this Invested Art at 5th level or higher, you can target one additional creature for each level above 4th. The creatures must be within 30 feet of each other when you target them.

► Soulcasted Weapon

3rd-level Transformation — Elsecaller

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: Concentration, up to 1 hour

A weapon you touch becomes Invested, if it's not already, and covered with a Soulcasted essence of your choice. Choose one of the following damage types: acid, cold, fire, lightning, or poison. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 damage of the chosen type when it hits.

At Higher Levels. When you cast this Invested Art at 5th level, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4.

Sparkblade

Transformation cantrip — Elsecaller, Lightweaver

Casting Time: 1 action

Range: Self

Components: G, M (a melee weapon you are holding and in which you are proficient)

Duration: Instantaneous

You brandish the weapon used in the Invested Art's casting, now glowing with Soulcasted fire, and make a melee weapon attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects, and you can cause the fire to leap from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your Investiture ability modifier.

At Higher Levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target on a hit, and the fire damage to the second creature increases to 1d8 + your Investiture ability modifier. Both damage rolls increase by 1d8 at 11th level (2d8 and 2d8) and 17th level (3d8 and 3d8)

Speak with Spiritweb

3rd-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: 10 feet

Components: G, S

Duration: 10 minutes

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer questions you pose by Lightweaving the creature's answers, using Fortune and your Connection to its Spiritweb to answer them as correctly as you. The corpse's Cognitive aspect cannot have moved into the Beyond, and this Invested Art only works on a corpse once during that time. The amount of time it takes for someone's Cognitive aspect to move into the Beyond depends on how Invested they were at their death, subject to the GM (see the *revivify* Invested Art for more details).

Until the Invested Art ends, you can ask the corpse up to five questions and Lightweave their answers. The corpse can only answer things it knew in life. Your Connection and Fortune aren't perfect, so 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. The Invested Art doesn't return the creature's Spiritweb to its body, it only Lightweaves a semblance of them alive and uses Growth to predict their answers. 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.

► Sphere of Thorns

5th-level Progression — Edgedancer

Casting Time: 1 action

Range: 300 feet

Components: G, S

Duration: Concentration, up to 10 minutes

Save: DEX

Prickly, thorny brambles fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the area appears, each creature in it must make a Dexterity saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the Invested Art's area for the first time on a turn or ends its turn there.

At Higher Levels. When you cast this Invested Art at 6th level or higher, the damage increases by 1d10 for each level above 5th.

► Stony Grasp

2nd-level Transformation — Lightweaver

Casting Time: 1 action

Range: 30 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: STR

You choose a 5-foot-square unoccupied space on the ground that you can see within range and Soulcast a Medium shape made of stone. The stone can reach for the legs of one creature you can see within 5 feet of it. The target must succeed on a Strength saving throw. On a failed save, the target takes 2d6 bludgeoning damage and is restrained for the Invested Art's duration.

As an action, you can cause the stone shape to crush the restrained target, who must make a Strength saving throw. It takes 2d6 bludgeoning damage on a failed save, or half as much on a successful one.

To break out, the restrained target can use its action to make a Strength check against your Invested save DC. On a success, the target escapes and is no longer restrained by your stone.

As an action, you can cause the stony hand to reach for a different creature or to move to a different unoccupied space within range. The hand releases a restrained target if you do either.

Storm of the Horneater Peaks

4th-level Transformation — Lightweaver

Casting Time: 1 action

Range: 300 feet

Components: G, S

Duration: Instantaneous

Save: DEX

You Soulcast an enormous hailstorm in a 20-foot-radius, 40-foot-high cylinder centered on a point you can see within range. Each creature inside the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

At Higher Levels. When you cast this Invested Art at 5th level or higher, the bludgeoning damage increases by 1d8 for each level above 4th.

► Storm's Leash

1st-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 30 feet

Components: G, S

Duration: Concentration, up to 1 minute

You Soulcast a long leash of electric energy toward a creature within range. Make a ranged Invested Art attack against the creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The Invested Art ends if you use your action to do anything else, the target is ever outside the range, or if it has total cover from you.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, the initial damage increases by 1d12 for each level above 1st. The extra damage on subsequent turns does not increase.

► Stormkill

5th-level Illumination & Transformation — Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Concentration, up to 10 minutes

Save: CON

You Lightweave and Soulcast a 20-foot-radius sphere of poisonous fog centered on a point you choose within range. The cloud spreads around corners. It lasts for the duration or until a strong wind disperses the fog, ending the Invested Art. Its area is heavily obscured.

When a creature enters the Invested Art's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

At the start of each of your turns, the cloud moves 10 feet in the direction you originally cast it. It is heavy, so it rolls along the surface of the ground and sinks to the lowest level of the land.

At Higher Levels. When you cast this Invested Art at 6th level or higher, the damage increases by 1d8 for each level above 5th.

Stormstep

3rd-level Transportation — Elsecaller

Casting Time: 1 action

Range: 90 feet

Components: G

Duration: Instantaneous

Save: CON

You Elsecall yourself to an unoccupied space you can see within range. Immediately after you disappear, you displace the air around you, creating a thunderous boom, and each creature within 10 feet of the space you left must make a Constitution saving throw, taking 3d10 thunder damage on a failed save, or half as much on a successful one. The sound can be heard from up to 300 feet away.

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this Invested Art, and there must be an unoccupied space within 5 feet of your destination space for the creature to appear in; otherwise, the creature is left behind.

At Higher Levels. When you cast this Invested Art at 4th level or higher, the damage increases by 1d10 for each level above 3rd.

► Strike of Intent

Illumination & Progression cantrip — Truthwatcher

/ Transformation cantrip — Elsecaller & Lightweaver

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 round

Using your Surges, you gain insight into the defenses of one target you can see within range. On your next turn, you gain advantage on your first attack roll against the target, provided that this Invested Art hasn't ended.

Stupefying Augmentation

3rd-level Gravitation — Skybreaker

Casting Time: 1 bonus action

Range: Touch

Components: G

Duration: Instantaneous

Save: CON

Using Lashings and a bonus action, you can dull the reactions of the creature after Skybreaking them. The creature you hit takes an additional 2d8 force damage, and it must make a Constitution saving throw. On a failed save, the creature loses the ability to make opportunity attacks until the beginning of its next turn.

At Higher Levels. When you cast this Augmentation at 4th level or higher, the damage increases by 1d8 for each level above 3rd.

► Suggestion

2nd-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 8 hours

Save: WIS

You suggest a course of activity (limited to a sentence or two) and, through Connection and Fortune, influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. If you ask the creature to do anything that would be harmful to itself or anyone else, the Invested Art ends.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the Invested Art ends when the subject finishes what it was asked to do.

If you or any of your companions damage the target, the Invested Art ends.

Surgeburst

8th-level Abrasion & Progression — Edgedancer

/ 8th-level Illumination & Transformation — Lightweaver

Casting Time: 1 action

Range: 150 feet

Components: G, S

Duration: Instantaneous

Save: CON

Brilliant light flashes in a 60-foot radius sphere centered on a point you choose within range. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 12d6 axial damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded. Entities have disadvantage on this saving throw.

A creature blinded by this Invested Art makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

This Invested Art dispels any darkness in its area that was created by an Invested Art.

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► Terrorizing Augmentation

1st-level Gravitation — Skybreaker

Casting Time: 1 bonus action

Range: Touch

Components: G

Duration: Concentration, up to 30 seconds

Save: WIS

After you Skybreak the creature, you can use a bonus action to instill fear into them. You deal an extra 1d6 psychic damage to them as you explode with Stormlight, radiating wispy smokespren and brilliant white Investiture. The creature must also make a Wisdom saving throw. On a failed save, they are frightened of you. At the beginning of each of their turns they can reattempt the save, ending the frightened condition on a success.

At Higher Levels. When you cast this Augmentation at 2nd level or higher, the damage increases by 1d6 for each level above 1st.

► Tethered Rot

5th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: DEX

You send out a burst of smoke toward a creature within range, attempting to Soulcast their flesh into rot. The target must make a Dexterity saving throw. On a successful save, the target takes 2d8 necrotic damage, and the Invested Art ends. On a failed save, the target takes 4d8 necrotic damage, and until the Invested Art ends, you can use your action on each of your turns to automatically deal 4d8 necrotic damage to the target. The Invested Art ends if you use your action to do anything else, if the target is ever outside the Invested Art's range, or if the target has total cover from you.

In addition, as you Soulcast the creature you also heal yourself with the extra Stormlight used to fuel this Invested Art. Whenever the Invested Art deals damage to a target, you regain hit points equal to half the amount of necrotic damage the target takes.

At Higher Levels. When you cast this Invested Art at 6th level or higher, the damage increases by 1d8 for each level above 5th.

► Thorn Growth

2nd-level Progression — Edgedancer

Casting Time: 1 action

Range: 150 feet

Components: G, S

Duration: Concentration, up to 10 minutes

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns, almost invisible to the naked eye. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The thorns are so small and camouflaged, the area looks natural. Any creature that can't see the area at the time the Invested Art is cast must make a WIS (Perception) check against your Invested save DC to recognize the terrain as hazardous before entering it.

Thunderous Augmentation

1st-level Gravitation — Skybreaker

Casting Time: 1 bonus action

Range: Touch

Components: G

Duration: Instantaneous

Save: CON

Immediately after you Skybreak the creature you can use a bonus action to explode with thunderous Lashings. The creature takes an extra 1d6 thunder damage and must make a Constitution saving throw. On a failed save, the creature is knocked prone.

At Higher Levels. When you cast this Augmentation at 2nd level or higher, the damage increases by 1d6 for each level above 1st.

Tidal Wave

3rd-level Transformation — Elsecaller

Casting Time: 1 action

Range: 120 feet

Components: G, S

Duration: Instantaneous

Save: DEX

You Soulcast a wave of water that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failure, a creature takes 4d8 bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it.

Torment

7th-level Transformation — Elsecaller

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Instantaneous

You Soulcast intense pain into a weak or weakened creature you can see within range. If the target has 100 hit points or fewer, it is subject to the Invested Art. Otherwise, the Invested Art has no effect on it. A target is also unaffected if it is immune to being charmed.

While the target is affected by this Invested Art, any speed it has can be no higher than 10 feet. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Finally, if the target tries to cast an Invested Art, it must first succeed on a Constitution saving throw, or the casting fails and the Invested Art is wasted.

A target suffering from this Invested Art can make a Constitution saving throw at the end of each of its turns. On a successful save, the Invested Art ends.

► Tough Skin

1st-level Abrasion & Progression — Edgedancer

Casting Time: 1 bonus action

Range: 60 feet

Components: G, S

Duration: Concentration, up to 10 minutes

Through both of your Surges you increase the toughness and agility of a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Toxic Touch

Progression cantrip — Edgedancer

Casting Time: 1 action

Range: Touch

Components: G

Duration: Instantaneous

Make a melee Invested Art attack against one creature you can touch. On a hit, you infuse their body with poisonous Progression, amplifying the natural poisons in the air and into them. The target takes 1d10 poison damage.

At Higher Levels. This Invested Art's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

► Truthlight

5th-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: CON

You create a 40-foot-high cylinder of light with a 30-foot radius at a location you specify within range. The light is as bright as sunlight, and you cause any creatures in the area to take damage using Progression. When the light appears, each creature in it must make a Constitution saving throw, taking 4d10 axial damage on a failed save, or

half as much on a successful one. A creature must also make this saving throw whenever it ends its turn in the cylinder. If you're within 60 feet of the cylinder, you can move it up to 60 feet as a bonus action on your turn.

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► Uninvested Globe

6th-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: Self

Components: G, S

Duration: Concentration, up to 1 minute

An immobile, faintly shimmering barrier of Investiture springs into existence in a 10-foot radius around you and remains for the duration.

Any Invested Art of 5th level or lower cast from outside this barrier can't affect creatures or objects within it, even if the Invested Art is cast using a higher level. Such an Invested Art can target creatures and objects within the barrier, but the Invested Art has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such Invested Arts.

At Higher Levels. When you cast this Invested Art at 7th level or higher, the barrier blocks Invested Arts of one level higher for each level above 6th.

V

Veiled Script

1st-level Illumination — Truthwatcher

Casting Time: 1 minute

Range: Touch

Components: G, M (10 **sm** worth of high-quality ink, which is used)

Duration: 10 days

You write on parchment, paper, or some other suitable writing material and imbue it with an illusion that lasts for the duration.

To you and any creatures you designate when you write the script, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text, as long as the creatures can read and understand the language in which you wrote. To everyone else, the writing appears as if it were written in an unknown or unintelligible script. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one that you know.

Should the Invested Art be dispelled, the illusion disappears and anyone can read the intended script. A creature with truesight can read your hidden message.

► Vex

1st-level Progression — Edgedancer, Truthwatcher

/ 1st-level Transformation — Elsecaller Inksurge

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

Save: CHA

Using Progression you can wear away at your enemies, distracting them. Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the Invested Art ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

At Higher Levels. When you cast this Invested Art at 2nd level or higher, you can target one additional creature for each level above 1st.

Vine Whip

Abrasion & Progression cantrip — Edgedancer

Casting Time: 1 action

Range: 30 feet

Components: G, S

Duration: Instantaneous

You Grow a long, vine-like whip covered in thorns that you shoot toward a creature in range using Abrasion. Make a melee Invested Art attack against the target. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is Large or smaller, you can pull the creature up to 10 feet closer to you.

At Higher Levels. This Invested Art's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Volatile Augmentation

2nd-level Division & Gravitation — Skybreaker

Casting Time: 1 bonus action

Range: 10 feet

Components: G

Duration: Instantaneous

Save: DEX

With a bonus action, you can use the additional Investiture of your Skybreak to explode in flames. Each creature within 10 feet of you must make a Dexterity saving throw. On a failed save, they take 1d6 fire damage. On a successful save, they take half damage. This Augmentation ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this Augmentation at 3rd level or higher, the damage increases by 1d6 and the radius increases by 5 feet for each level above 2nd.

W

► Wall of Fire

4th-level Transformation — Lightweaver

Casting Time: 1 action

Range: 120 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: DEX

You Soulcast a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save.

One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

At Higher Levels. When you cast this Invested Art at 5th level or higher, the damage increases by 1d8 for each level above 4th.

► Wall of Ice

6th-level Transformation — Lightweaver

Casting Time: 1 action

Range: 120 feet

Components: G, S

Duration: Concentration, up to 10 minutes

Save: DEX/CON

You Soulcast a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration.

If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a Dexterity saving throw. On a failed save, the creature takes 10d6 cold damage, or half as much on a successful save.

The wall is an object that can be damaged and thus breached. It has AC 12 and 30 hit points per 10-foot section, and it is vulnerable to fire damage. Reducing a 10-foot section of wall to 0 hit points destroys it and leaves behind a sheet of frigid air in the space the wall occupied. A creature moving through the sheet of frigid air for the first time on a turn must make a Constitution saving throw. That creature takes 5d6 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this Invested Art at 7th level or higher, the damage the wall deals when it appears increases by 2d6, and the damage from passing through the sheet of frigid air increases by 1d6, for each level above 6th.

► Wall of Thorns

6th-level Abrasion & Progression — Edgedancer

Casting Time: 1 action

Range: 120 feet

Components: G, S

Duration: Concentration, up to 1 day

Save: DEX

You Grow a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall grows within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 7d8 piercing damage, or half as much damage on a successful save.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 7d8 slashing damage on a failed save, or half as much on a successful save.

At Higher Levels. When you cast this Invested Art at 7th level or higher, both types of damage increase by 1d8 for each level above 6th.

► Wall of Water

3rd-level Transformation — Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Concentration, up to 10 minutes

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

Any ranged weapon attack that enters the wall's space has disadvantage on the attack roll, and fire damage is halved if the fire effect passes through the wall to reach its target. Effects that deal cold damage that pass through the wall cause the area of the wall they pass through to freeze solid (at least a 5-foot square section is frozen). Each 5-foot-square frozen section has AC 5 and 15 hit points. Reducing a frozen section to 0 hit points destroys it. When a section is destroyed, the wall's water doesn't fill it.

Warding Against Weapons

Progression cantrip — Truthwatcher

/ Transformation cantrip — Elsecaller, Lightweaver

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 round

Using Progression or Soulcasting, you gain resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks until the end of your next turn.

Warding Regrowth

4th-level Progression — Edgedancer, Truthwatcher

Casting Time: 1 action

Range: Touch

Components: G, S

Duration: 8 hours

You touch a creature and grant it a measure of protection against death using Regrowth. The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the Invested Art ends. This Invested Art has no effect on splinters or entities.

If the target is subjected to an effect that would kill it instantly without dealing damage, that effect is negated against the target, and the Invested Art ends.

Warp

2nd-level Transportation — Elsecaller

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

Save: CON

Choose a creature you can see within range and attempt to force them to Elsecall. The target must succeed on a Constitution saving throw as they attempt to keep themselves in this Realm (the target can choose to fail), or the target is teleported to an unoccupied space of your choice that you can see within range. The chosen space must be on a surface or in a liquid that can support the target without the target having to squeeze.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, the range of the Invested Art increases by 5 feet for each level above 2nd.

► Water Breathing

2nd-level Transformation — Lightweaver; Elsecaller Inksurge

Casting Time: 1 action

Range: 120 feet

Components: G, S

Duration: Concentration, up to 1 hour

This Invested Art grants up to ten willing creatures that you can see within range the ability to breathe underwater for the duration. Targets must remain within your range or lose this ability, unless they return to the radius once more. Affected creatures also retain their normal mode of respiration.

Water Glide

3rd-level Abrasion — Edgedancer

Casting Time: 1 action

Range: 30 feet

Components: G, S

Duration: 1 hour

Choose up to 10 willing creatures you can see within range. This Invested Art grants the ability to move across any liquid surface as if it were solid ground, as you utilize Adhesion.

If you target a creature submerged in the liquid, you use Adhesion on the liquid and the creatures, moving the target up to the surface at a rate of 60 feet per round.

► Water Walk

3rd-level Transformation — Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Concentration, up to 1 hour

Choose up to 10 willing creatures you can see within range. This Invested Art grants the ability to move across any liquid surface as if it were solid ground, as you Soulcast the liquid briefly beneath each of the targets' feet. Unlike the Edgedancer's Invested Art of the same name, yours requires concentration.

If you target a creature submerged in the liquid, you Soulcast the liquid, moving the target up to the surface at a rate of 60 feet per round. A creature must stay within the range of this Invested Art or they lose the abilities granted by it.

Weakening Augmentation

2nd-level Gravitation — Skybreaker

Casting Time: 1 bonus action

Range: Touch

Components: G

Duration: Instantaneous

Save: STR

You can use a bonus action to infuse Lashings into the limbs of the creature you just used Skybreak on. They take an additional 1d10 force damage. In addition, each time they choose to attack with a melee or ranged weapon attack before the beginning of your next turn, they must make a Strength saving throw. On a failed save, they make that attack with disadvantage.

► Weakening Ray

2nd-level Transformation — Elsecaller

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: Hit, then CON

You choose one creature that you can see within range and Soulcast their muscles into being stiff and lethargic. Make a ranged Invested Art attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the Invested Art ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the Invested Art. On a success, the Invested Art ends.

► Weave Fear

3rd-level Illumination — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

Save: WIS

You Lightweave a horrifying image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.

While frightened by this Invested Art, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the Invested Art ends for that creature.

► Weave Lights

Illumination cantrip — Lightweaver, Truthwatcher

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

You Lightweave up to four Tiny lights and can send them anywhere within range. They can take the shape and look of whatever you'd like, and each sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light, and if any ever exceed the range, it winks out.

► Weaved Eye

4th-level Illumination & Transformation — Lightweaver

Casting Time: 1 action

Range: 30 feet

Components: G, S

Duration: Concentration, up to 1 hour

You Lightweave an invisible "eye" within range that hovers in the air for the duration. You can then use your ability to peek through the Cognitive Realm to see through the eye. You mentally receive visual information from it, and it has normal and darkvision out to 30 feet. The eye can look in every direction.

As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter a different Realm of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

► Whirling Knives

2nd-level Transformation — Elsecaller, Lightweaver

Casting Time: 1 action

Range: 60 feet

Components: G, S

Duration: Concentration, up to 1 minute

You Soulcast and fill the air with spinning crystal knives in a cube 5 feet on each side. Choose a space you can see within range to place it. A creature takes 4d4 slashing damage when it enters the Invested Art's space for the first time on a turn or starts its turn there.

At Higher Levels. When you cast this Invested Art at 3rd level or higher, the damage increases by 2d4 for each level above 2nd.

Wither

4th-level Progression — Edgedancer

Casting Time: 1 action

Range: 30 feet

Components: G, S

Duration: Instantaneous

Save: CON

You Grow the decay in a creature of your choice that you can see within range. If the target still has all of its hit points, it makes a Constitution saving throw with advantage. On a failed save it takes 4d8 necrotic damage, taking no damage on a success.

If the target is missing 1 or more of its hit points, it must make a Constitution saving throw. It takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one.

This Invested Art has no effect on splinters or entities.

At Higher Levels. When you cast this Invested Art at 5th level or higher, the damage increases by 1d8 for each level above 4th.

► Wrath of Cultivation

5th-level Abrasion & Progression — Edgedancer

Casting Time: 1 action

Range: 120 feet

Components: G, S

Duration: Concentration, up to 1 minute

Save: Various

You infuse nature in a 60-foot cube centered on a point within range to become animated. The area has the following affects, if the following plantlife is present:

- **Undergrowth:** Any area of ground in the cube that is covered by grass or undergrowth is difficult terrain for your enemies.
- **Trees:** At the start of each of your turns, each of your enemies within 10 feet of any tree in the cube must succeed on a Dexterity saving throw or take 4d6 non-Invested slashing damage from whipping branches.
- **Roots and Vines:** At the end of each of your turns, one creature of your choice that is on the ground in the cube must succeed on a Strength saving throw or become restrained until the Invested Art ends. A restrained creature can use an action to make a Strength (Athletics) check against your Invested save DC, ending the effect on itself on a success.
- **Rockbuds:** As a bonus action on your turn, you can cause a loose rockbud, seed, or other projectile to launch at a creature you can see in the cube. Make a ranged Invested Art attack against the target. On a hit, the target takes 3d8 non-Invested bludgeoning damage, and it must succeed on a Strength saving throw or fall prone.

X

Y

Z

► Zephyr's Pressure

4th-level Illumination & Transformation — Lightweaver

Casting Time: 1 action

Range: 120 feet

Components: G, S

Duration: Concentration, up to 10 minutes

Save: CON

You Lightweave a glowing light and Soulcast the air into immense pressure using the Essence of Zephyr in a 30-foot-radius sphere, centered on a point you choose within range.

When a creature moves into the Invested Art's area for the first time on a turn or starts its turn there, that creature must succeed on a Constitution saving throw or take 4d10 axial damage, and it suffers one level of exhaustion. Any invisible creatures in the area would have an outline due to the glow. The outline and any levels of exhaustion caused by this go away when the Invested Art ends.

► Zircons shroud

3rd-level Transformation & Transportation — Elsecaller

Casting Time: 1 bonus action

Range: Self

Components: G, S

Duration: Concentration, up to 1 minute

Inky displacement of air and Soulcasted Essence swirls around you in a 10 foot radius sphere, centered on you. Choose force, necrotic, cold, fire, or lightning damage when you cast this Invested Art.

Until the Invested Art ends, any attack you make deals 1d8 extra damage when you hit a creature within 10 feet of you. Any creature that takes this damage can't regain hit points until the start of your next turn.

In addition, any creature of your choice that you can see that starts its turn within 10 feet of you is pushed and pulled by your Elsecalling, reducing its speed by 10 feet until the start of your next turn.

At Higher Levels. When you cast this Invested Art at 4th level or higher, the damage increases by 1d8 for each level above 3rd.

Zone of Intent

2nd-level Illumination & Progression — Truthwatcher

Casting Time: 1 action

Range: Self

Components: S

Duration: 5 minutes

Save: CHA

You create an invisible zone with a range of 10 feet, centered on you, where you are able to see the Spiritual Intention of creatures in the area. Until the Invested Art ends, each creature of your choice that enters the Invested Art's area or starts its turn there must succeed on a Charisma saving throw. On a failed save, you know when the target says something that is a lie while in the radius. On a successful saving throw, they are not affected. You know whether each creature succeeds or fails on its saving throw.

An affected creature is not aware of the Invested Art, as it is completely within your head as you utilize Fortune and your connection to the Spiritual aspect of creatures to determine if they are lying or not.
