

Itza's Playtest Packet #1

Welcome to the first playtest packet for Itza's Guide to Dragonbonding! Within this packet you will find a slice of what we've been working on these past months, including a new Vaala Points System, new races and subraces, new classes and subclasses, and a few new spells.

New System: Vaala Points System

At character creation, a PC has two new items on their sheet: Vaala Points and Aspect Affinity Motes.

Vaala Points

Your character gains a reservoir of mystical energy representing your ever deepening connection to Vaala. This pool of Vaala points can be used to power racial, class, combat and spell abilities. Characters initially gain the same pool of points, as indicated in the following:

Vaala Pool = your Proficiency Bonus + your Primary Attribute Modifier (as determined by your class)

You might also have additional Vaala points from your race or class choices. These points all go into a single pool and can then be spent to activate or fuel race and class features. In addition, each Vaala aspect has a different set of universal abilities that can be activated with points from the Vaala pool. These can be accessed by any character as long as they have enough points in their Vaala pool.

Spending Vaala Points. Vaala abilities and features indicate a particular Vaala Affinity as well as the number of Vaala points required to activate it. Low level features might cost 1 point to activate, while higher level features might require 6 or more points. Spending points from your pool does not require a specific action unless indicated in the description of specific features

Recovering Vaala Points. You can recover all expended Vaala points by finishing a long rest. Certain features, items or spells can also restore Vaala points, but a character can never recover more than half their total Vaala pool without finishing a long rest.

Aspect Affinity Motes

Motes represent a character's deepening affinity with one or more Vaala aspects, namely Will, Dream, and Source. Each mote in a Vaala aspect allows a character to more easily access the powers from that aspect. Motes are gained several ways during character creation and advancement. This is explained further below.

On your Valerna character sheet, this looks similar to the death saving throw box, with the three aspects of Vaala listed out and five empty dots next to it.

Will OOOOO
Dream OOOOO
Source OOOOO

When you gain a mote in an aspect, you fill in one of the dots. Each dot in the Aspect Affinity box that is filled in by a mote reduces the Vaala point cost of activating an ability tied to that aspect by 1. For example, a character with one mote in Dream who activates an ability augmentation with a Dream aspect with a cost of two, only has to pay 1 Vaala point instead of two.

Gaining Motes. A character can gain a mote of affinity in different ways. They gain a mote from their race or subrace, as certain races are born with an affinity toward an aspect of Vaala. They gain a mote for selecting a subclass in a class and later for achieving a higher level in that class. There are some rarer methods of gaining motes including rituals, items and rewards. Multiclassing does not grant you additional motes. Most characters will only ever achieve three motes.

Some methods of gaining motes indicate specifically which Vaala aspect the mote should be added to. Others, however, allow a character to choose where they wish to add the mote.

New Races

The realms of Valerna are populated with unique peoples of all shapes, sizes, and ancestries.

Creating Your Character

At 1st level, you choose a race for your character. If you choose one of the races presented here, follow these rules during character creation.

Ability Score Increase

When creating your character, increase one ability score by 1 point and one ability score by 2 points, or increase three different scores by 1 each. Follow this rule regardless of how you determined your character's ability scores.

Each race presented here has a suggested ability score increase. Use these suggested increases if you wish to play a character more typical of that race.

Maghyr

A human blessed with a particularly powerful tie to the Will aspect of Vaala can become something else entirely: A maghyr, gifted with increased physical and mental abilities, as well as an extended lifespan. This gift manifests as the ability to manipulate and empower blood, minds, and emotions, making them a terrifying force in both the throne room and on the battlefield.

Such great power comes with a downside, however; within each maghyr resides a vindictive spirit, known as a kadhah, with but one goal: destroy the maghyr that houses it.

Vaala Vampires

Most maghyri (and another type of exceptionally powerful Will-chosen, known as vampyri) can exert some degree of control over minds or emotions. But all vampyri and maghyri must power their abilities—and their very essences—by consuming blood, and the Vaala it contains along with it.

They are justly feared for this reason, and many maghyr are forced to hide their nature and abilities—except in Tyveria, where they are in fact the ruling elite. In turn, Tyverian maghyri and vampyri are expected to pledge their service to a Maghyr house.

Many maghyr content themselves with reduced powers, being almost the equal of normal humans save for what seems to be excellent physical and mental health. But even these “contained” Will-chosen find it hard to maintain a balance, and often seek out positions of power.

Kadhah

A vengeful spirit born of the maghyr’s own power, the kadhah is an ever-present danger in the life of a maghyr. The kadhah demands a maghyr embrace who they are, accepting their power but also not using it for trivial things. The kadhah is fickle, waiting eagerly for the moment a maghyr stumbles. It is a precarious and deadly balancing game—if a maghyr overextends their power, or if they attempt to renounce their nature and never utilize their innate abilities, their kadhah may manifest and attempt to strike them down. Some more dominant maghyri bloodlines face an even more potent challenge, as their individual kadhahs are made all the more powerful by their family’s centuries of refined skills.

Defeating a kadhah is only a temporary reprieve, however, as the kadhah cannot be completely destroyed until the maghyr themselves is dead. As the maghyr increases in strength and power, so does their kadhah. Many a maghyr has searched for a way to control or destroy their kadhah, but none have succeeded. All maghyri know it is only a matter of time until they lose the battle and fall to their kadhah.

Blood Pacts

The maghyri have learned to manipulate their kadhah in one very important way: in the creation of blood pacts. By overseeing an agreement between two or more parties, a maghyr can tie their kadhah to the pact. If anyone involved breaks the pact, they find themselves facing down the maghyr’s manifested kadhah. The threat of such a punishment is often enough to keep all parties in line, making a blood pact something that should not be entered into lightly.

However, the more complicated an agreement, the more difficult it is for a blood pact to be cemented by a maghyr without the ritual going awry. To these ends, the blood mages of Tyveria have formed an entire sect of blood priests, whose primary purpose is to oversee rituals involved in crafting complicated blood pacts.

Awakened Blood

A maghyr has the ability to awaken blood—to infuse it with Will Vaala until it becomes more potent. Though a maghyr can subsist on mundane blood, most prefer to consume awakened blood and use it for their rituals, as it is far more nourishing and powerful than normal blood. For non-Will-chosen, awakened blood acts as a powerful elixir, providing healing or strength.

Some extremely powerful maghyr can awaken the blood within a living creature, creating a vampyr, but the process is extremely difficult for both the maghyr and the would-be vampyr. More often than not, the would-be vampyr simply dies, and the weakened maghyr may be left facing their manifested kadhah.

Appearance

Born human, a maghyr may come from any of the cultures and ancestries of Valerna, and their appearance can be just as varied. Once a maghyr comes into their power, however, their body often becomes lean and muscular. Many maghyr become deathly pale as they become more powerful, and they may develop fangs or blackened claws after years of feeding on others.

Maghyr Names

Maghyri use the human names common to the region or culture to which they were born. Maghyr in Tyveria, or those outside Tyveria who pledge loyalty to a Tyverian Maghyri house, take the name of their house as a surname, adding the term “id” before it, in the style of the noble houses of that realm.

Maghyr Traits

Suggested Ability Score Increase. Your Strength score increases by two, and your Charisma score increases by 1.

Aspect Affinity. You are a creature of Id. You gain one mote of affinity in Will.

Age. Maghyri age like a typical human, and are considered adults by their late teens or early twenties. As a maghyr increases in power, however, their aging slows, until they become effectively immortal and cannot die of old age.

Size. Maghyri vary in height, from 4 feet to over 6 feet tall. Your size is Small or Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. As a maghyr, you have honed your senses with Id. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

Awaken Blood. You have the ability to awaken blood, which you need to make use of your power. Once per day, you may use an action to create one dose of awakened blood by empowering fresh blood within 15 feet of you. To do so, you need blood freshly drawn from a living creature within the past hour. This can be blood spilled in the heat of battle, or blood drawn from a creature for this express purpose. If drawing blood from a willing creature, the

creature takes 1 hit point of damage for each dose of blood drawn, which cannot be healed until they complete a long rest. You may craft a number of doses of awakened blood equal to your proficiency bonus. Awakened blood can be used as a spellcasting focus for your blood sorcery, and you can cast through any awakened blood within 15 feet of you as if you were in the awakened blood's space.

Additionally, you can use awakened blood to push you past the limits of your abilities. As a bonus action, you may consume a number of doses of awakened blood and gain one of the following benefits:

- For the next minute, you may add the same number to any one attack roll, saving throw, or ability check.
- You regain one spell slot of a level equal to the number of doses you consumed.

If you use your awakened blood in either of these manners, you must immediately roll for a Kadhah Manifestation (see below), adding a modifier equal to the number of doses of awakened blood you consumed.

Blood Sorcery. As a maghyr, you have some innate blood mastery. You know the *blood whip* cantrip. When you reach 3rd level, you may cast the *blood pact* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *charm person* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 7th level, you can cast the *dominate person* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Bite. You may make a Bite attack, an unarmed strike that deals 1d4 piercing damage. If your Bite hits a living creature, you may choose to deal an additional 1d4 necrotic damage to consume the same number of doses of blood from the creature. The creature's hit point maximum is reduced by an amount equal to the necrotic damage taken until it finishes a long rest. If you are consuming blood from a willing creature, you may continue dealing necrotic damage to feed in subsequent rounds without repeating the attack.

Maghyr Weakness. Despite your many abilities as a maghyr, you have a number of weaknesses:

Bloodlust. You must drink blood to maintain yourself and your power, and hold the kadhah at bay. When you utilize any of your blood sorcery, if you have not consumed a dose of blood within the past 24 hours or a dose of awakened blood within the last 48 hours, you immediately roll for a Kadhah Manifestation (see below). For each additional 48 hours you have gone without consuming blood, you gain a +1 modifier to the roll.

Compelled Sorcery. When you complete a long rest, if you have not used your blood sorcery within the past 24 hours, you must immediately roll for a Kadhah Manifestation (see below). For each additional 48 hours you have gone without using your blood sorcery, you gain a +1 modifier to the roll.

Kadhah Manifestation. Each maghyr's kadhah is constantly watching and waiting for the opportunity to strike them down. When the GM calls for it, roll percentile dice. If you roll a number equal to or lower than your character level, your kadhah immediately appears in an unoccupied space within 15 feet of you. Once a kadhah manifests, it attacks you and your allies relentlessly until you die or it dies.

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GM Guidance: The Maghyr and the Kadhah

The relationship between a maghyr and their kadhah is a careful dance of power and control. As the GM, you may call for a Kadhah Manifestation roll any time you think it's appropriate, including when you think a maghyr character is abusing their powers or rejecting their nature. Examples of this include: casual, flippant use of blood sorcery (like using a blood whip to reach a goblet across the room instead of walking) or a refusal to accept blood freely given.

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Tánaidd

Tánaidd are human shapeshifters with a strong connection to K'aab, the Source aspect of Vaala, known to guide life and death.

Source-Gifted

Many humans display a particular affinity for K'aab, and such a tie manifests in many ways. Such a human often develops nature-related powers as they grow, from speaking with animals to healing others. Source-gifted humans are seen as blessed children in most places they're born, but some cultures shun them as witch-spawn and force them to hide their powers or flee their homeland. Other communities celebrate these Source-gifted children, and treat their birth as a blessing.

Animal Spirited

The tánaidd's affinity for Source gifts them with the ability to take on an animal form. This animal form remains the same throughout the tánaidd's life, representing an individual's personal, specific guardian tána spirit. In some regions, tánaidd tend to live together according to their tána spirit, forming jaguar-kin cities or deer-kin towns. While there are communities for almost every animal in Valerna, the best-known tánaidd societies include the ocelinn jaguar-kin, cúhinn canid-kin, maame deer-kin, and mun kisuut bat-kin of Nahuac; the langa wolf-kin of the Fai woods; and the ríma elk-kin of Ysval.

Appearance

Many tánaidd appear as typical humans, but their skin can be much darker or much paler than the normal human spectrum. They may also have bestial features, such as slitted pupils, pronounced canines, or antlers.

Tánaidd Traits

Suggested Ability Score Increase. Your Wisdom score increases by 2 and your Dexterity score increases by 1.

Aspect Affinity. You are a creature of K'aab. You gain one mote of affinity in Source.

Age. Tánaidd mature slowly, being considered adults by 21 years, and living up to 300 years.

Size. Tánaidd stand as tall as average humans, typically between 4 feet and 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

The Gift. You have proficiency in one Wisdom skill of your choice.

K'aab Power. When you reach 5th level, you may cast the *enhance ability* spell on yourself once per day. You need no material components to cast this spell in this manner.

Tána Spirit. As a tánaidd, you have awakened your tána spirit, allowing you to take on the shape of an animal. Choose one animal from the Tána Spirit table below. You gain an additional benefit from your chosen spirit, as shown in the table.

As an action, you can shift between the form of the chosen animal and your own. As a personal aesthetic choice, your animal form may be fully beast-like or a hybrid of human and animal features. You can remain in animal or human form indefinitely. If you fall unconscious or drop to 0 hit points, you retain the shape you were in that moment. While in animal form, you gain Darkvision out to 60 feet, your base speed increases by 10 feet, and your unarmed attacks deal 1d4 piercing or slashing damage; otherwise, your statistics remain the same.

Tána Spirit

Tánaidd often group together by tána spirit, forming communities based on their guardian. Below are the most common types of shapeshifters and their descriptions.

Cúhinn Canid-kin. The canid-kin have their own state in Cucáinn, a very small ápal in East Nahuac. Every cuhinn, from the rare and robust wolf-kin to the wise and nomadic coyote-kin, can be found throughout Nahuac, living in harmony with their neighbors within and outside their ápal.

Maame Deer-kin. The mysterious deerkin live somewhat apart from Nahuac society, rarely interacting outside their ápal, a bare and arid plain along the Eastern Coast of the Sea of Nahuac. There, they live as isolated, hardened tribes that hunt, forage and live even closer to nature than other Náhuinn peoples.

Mun Kisuut Bat-kin. The bat-kin live in a remote ápal in the thickest forests of East Nahuac. They are often adopted as spies, messengers, and aerial troops by the armies of other states.

Ocelinn Jaguar-kin. The mightiest and most numerous tánaidd in Nahuac are the ocelinn, which rule three of the top five Nahuac cities, including the capital.

Tána Spirit	Benefit

Cuhinn canid-kin	Your Wisdom score increases by 1 point.
Maame deer-kin	Your Dexterity score increases by 1 point.
Mun Kisuut bat-kin	You gain a fly speed of 40 feet.
Ocelinn jaguar-kin	Your Strength score increases by 1 point.

Dwarf

Dwarves are stout and short creatures of the earth. They have a strong inner connection to Vaala, manifesting its aspects in their natural, physical form.

Forged from Vaala

According to dwarven legend, whereas most mortal peoples began their existence spontaneously when they were born from the essence of the Protogons after the Second Age, dwarves were made (forged, they would say) by an unnamed, surviving Protogon during the Age of Mortals. The purpose of their creation is unknown, and debate about the nature of their existence is a favorite pastime of dwarven scholars.

Dwarf Traits

Your dwarf character has an assortment of inborn abilities, part and parcel of your dwarven nature.

Suggested Ability Score Increase. Your Constitution score increases by 2.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Darkvision. All dwarves originated as subterranean creatures, and thus have superior vision in dim lighting. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Combat Training. You have proficiency with the battleaxe, light hammer, and warhammer.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Stonecunning. Whenever you make an Intelligence (history) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Subrace. There are several subraces of dwarves across Valerna. One of them, nwoda, is found below.

Nwoda

Sky dwarves, or nwoda, are Fai beings, with more access to the Dream aspect of Vaala than any other dwarven lineage and most peoples other than elves.

When the Dreambleed swept through Valerna, it destroyed the lush and teeming region of Enkhara, decimating the kingdoms of the sphinxes and leaving behind a parched and arid desert. In the wake of this catastrophic change, however, a great floating crystal was formed, later known to legend as the Apa Una'jawahm—the Great Birthstone. From this birthstone, the nwoda emerged, establishing cities on the ideals of freedom and order based on the rule of law.

Birthstones

Called “jawahm,” birthstones are sacred to sky dwarves, for they cannot be born outside of them. The nwoda clans once lived together in the Great Birthstone, until the tyranny of the ruling Amasi dwarves ended in a rebellion that culminated in the splitting of the Great Birthstone by the Zumari clan. When the Great Birthstone was split, its fragments were scattered across the Enkharan Desert and beyond. The remaining four clans each claimed a cluster as their own: the sapphire Kuti clan, the ruby Yaku clan, and the amethyst Yuman clan all remained in the Enkharan Desert, while the emerald Zumari clan exiled themselves and their birthstone to Tyveria out of shame after the destruction of the Apa Una'jawahm.

Beneath the scattered birthstone clusters, the desert began to flourish. Gemstone forests grew, and with them came water, fertile ground, and strange beasts. Nomadic peoples of all types were drawn to these oases, and formed great cities, each with a clan's birthstone floating in the sky above.

Now, the nwoda have a rich, far-ranging society based on flying, trade, and exploration, which reaches every corner of Valerna thanks to their floating ships.

Crystal Flight

Birthstones give the nwoda their innate ability to levitate by rejecting gravity through Fai. They call this power yahum ('floating'), and it is the same magic that they use to make their shard-ships fly.

Appearance

Nwoda are taller than the average dwarf, and tend to be more stout and muscular than humans. Their heads are ringed with gems and crystals instead of hair or beards. Their skin is darker than those of other dwarves, ranging from a sunkissed gold to a deep, ruddy brown.

Nwoda Clans

Today four major Nwoda clans remain.

The **Yaku**, or the Ruby Clan, have reddish crystal growths in their bodies, and are known for their flamboyant style and dedication to self-expression.

The **Kuti**, or the Sapphire Clan, sport crystalline hair and beards of brightest blue, and are famous for their exploration and discoveries.

The **Yuman**, or the Amethyst Clan, are known for their deep purple body crystals, and for their wisdom and leadership abilities.

The **Zumari**, or the Emerald Clan, sport greenish crystal growths and live in the Tyverian Empire as pirates and smugglers.

Nwoda Names

Sky dwarves respect the clan naming customs of standard dwarves.

Masculine Names: Aabu, Abumbulu, Adebu, Adege, Ademe, Adisu, Adetu, Alatu, Amada, Amatuma, Anza, Awal, Ayebu, Ayoku, Bara, Binkeke, Dwaru, Ghaliya, Gwanu, Kiku, Kumaru, Kuyu, Mahamu, Moa, Mosu, Olala, Olalu, Oluwaru, Oku, Pasu, Saba

Feminine Names: Abido, Abisi, Adaso, Alemosi, Anuwu, Arasi, Aymo, Ayoto, Bawo, Dami, Damo, Daso, Ezoye, Hajaro, Hajjo, Jawamo, Kyado, Lolo, Maho, Momo, Momoso, Olo, Pasai, Paso, Shado, Tao, Tosi

Clan Names: Kuti, Yaku, Yuman, Zumari

Nwoda Traits

Suggested Ability Score Increase. Your Dexterity score increases by 1.

Aspect Affinity. You are a creature of Fai. You gain one mote of affinity in Dream.

Age. Nwoda live up to 300 years and are considered mature by 21.

Size. Nwoda are the tallest of their race, with most standing at about 5 feet tall. Your size is Medium.

Natural Flight. You have a flying speed of 20 feet. Additionally, you can hover; if your speed is reduced to 0 while flying, you continue to float in place. If you are knocked prone, you can stand without using your movement.

Sky Traveler. You have proficiency in air vehicles and navigator's tools.

Elf

Elves claim to be the first people of Valerna, born from the magic of Protogons during the earliest ages of history. They ruled western Valerna from their fabled Ellari Kingdoms, enchanted realms built out of Dream magic, and their wizard-lords wrote reality as they saw fit through their ancient art of dreamshaping. For millennia these realms withstood dragon incursions, human invasions and monster attacks, until a magical cataclysm known as the Dreambleed destroyed the ancient world, and elven civilization with it.

After the Dreambleed struck, many elves escaped Valerna, by sea or by the dark paths of the subterranean world, and were lost to history. The few surviving ellari kingdoms were

forced to strike a truce with their human neighbors, founding the joint human-elf states that would become the Kingdom of Allaria. Today, no large-scale elven nations remain on Valerna outside of Allaria in the Westerlands, and the Sikarian Dominion in the North Sea; but elves can be found everywhere as traveling artists, daring explorers, dedicated researchers, or mighty wizards.

Elf Traits

Your elf character has a variety of natural abilities, the result of thousands of years of elven refinement.

Suggested Ability Score Increase. Your Dexterity score increases by 2.

Speed. Your base walking speed is 30 feet.

Darkvision. Elves spend much of their time beneath the stars and the moon. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Fai Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they meditate deeply, entering a sleep-like trance for 4 hours a day. While meditating, you can dream. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Subrace. Once, there was only one elven people. Across the eras, they diverged into separate branches. The oldest of these branches, the ellari, are listed below.

Ellari

The ellari, or silver elves, were the first of their people, and so perhaps, if their claims are true, the first of all Valernian peoples. According to legend, they were dreamed into being by the lingering power of the Protogons, and established rich and harmonious cities across the realm.

Once, glorious ellari kingdoms dotted Valerna, each more splendid and peaceful than the rest. But they fell during the cataclysm known as the Dreambleed, and they dwindled as other peoples rose to power. Today most ellari live in human or allai realms, save for small forest clans that retain their ancestral identity at a much smaller scale.

The Curse of Dreams

All ellari have the ability to share their dreams with others of their kind, a gift they once used to communicate and establish bonds across their civilization. The elven magic of dreamshaping is, in fact, based on this ability.

Sadly, dreams were one of the most common gateways for the devastating force known as the Null to manifest into the world. After the global conflict known today as the First Null War, the Allarian Kings blamed silver elves both for the Null Invasion and the Dreambleed itself, using the ellari's pupil-less "null-eyes" as so-called proof of their allegedly innate tendency toward nightmare and unlife. Thus, most silver elves in Valerna were forcefully subjected to the Dreamless Treatment, a magical drug that inhibited their ability to communicate through dreams

and cut off their connection to Fai. This practice lasted for centuries until the rise of the ellari Dragon Queen, who abolished the treatment and restored rights to the oppressed ellari.

Rebellion and Tradition

While they can be found all across the Westerlands, ellari are most numerous in Allaria, where they are free citizens by law, but still vassals in practice. Most Allarian silver elves live as and among humans, and many still carry the effects of the Dreamless Treatment across generations of their ancestry.

A few silver elves managed to establish hidden forest communities during Allarian rule, and never submitted to the Allai's civilization or their Dreamless Treatment. Today, these settlements are no longer outlaws, though they still refuse Allarian rule, and many urban-dwelling ellari are seeking their freedom in these remote communities rather than in the cities where their ancestors suffered.

Dreaming Trance

While the ellari meditate like most elves, they dream like other mortal creatures. However, ellari, by their very nature, are more in control of the dream and are aware of where the dreaming begins and reality ends. They can often bend their dreams to their will, and can cast magic that affects their dream realm as if it were the real world. An ellari is comfortable in their dreams, and can actively choose the focus of the dreams, using them to gain insights into their allies, their foes, and even themselves.

Appearance

Most ellari have pale skin and white hair, which they traditionally decorate with natural dyes. Their eyes have solid irises with no pupils.

Ellari Names

Silver elves retain the naming customs of the ancient ellari kingdoms. They prefer descriptive names, with meanings such as 'bright star', or 'blade of grass'. Some have adopted or received allai names.

Masculine Names: Adamai, Aelei, Arlaii, Aunai, Bali, Breonai, Daraei, Ei, Eldai, Endu, Ennai, Feali, Finnai, Galai, Hanai, Iannai, Idai, Kelai, Lannai, Maladi, Malei, Malekei, Mali, Manali, Mannai, Menassai, Minei, Nai, Qai, Qi, Taei, Tarai, Vali, Yi, Ynai, Zai

Feminine Names: Adyse, Aie, Allae, Alde, Alyme, Anyse, Arle, Aunne, Edae, Ende, Ennae, Elyse, Galae, Hannae, Ile, Laenne, Malae, Manise, Mawe, Namae, Nie, Nisse, Qie, Senide, Teryane, Terye, Ynise, Yunne, Xe, Zie, Zielle

Ellari Traits

Suggested Ability Score Increase. Your Wisdom score increases by 1.

Aspect Affinity. You are a creature of Fai. You gain one mote of affinity in Dream.

Age. Ellari can live up to 400 years, and are considered mature by 50 years.

Size. Ellari tend to be slender, standing around 5 feet tall. Your size is Medium.

Dreamsharing. While meditating during a long rest, your dreams become gateways to the minds of others. You can cast the *dreamwalking* spell once as a 1st level spell using this trait and regain the ability to do so when you finish a long rest.

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Dreaming in Valerna

In the world of Dragonbond, dreams are not merely nightly distractions, but are a potential avenue for connection and interaction. For those with the aptitude for dreamshaping, dreams are doorways to step through and windows into the minds of the dreamers. Elves such as the ellari, the faari, and other Fai-based creatures can manipulate their dreams and the dreams of others in order to communicate, uncover secrets, or even travel via the dreaming and emerge far across the realms.

The average Valernan may go their entire life without feeling the touch of dreamshaping on their slumbering mind. But adventurers are not average mortals, and would do well to guard their dreams from prying eyes and grasping fingers.

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New Classes

Dragon Hunter

The massive maw of the crimson dragon opens and blasts a torrent of steel-melting fire only for the flames to deflect from the shield of the armored hunter.

Glowing eyes searching the gloom, the colossal wyrm fails to notice the hunter cloaked in shadows, blade raised to strike.

The rampaging dragon stops, gore dripping from its fangs as a lone figure steps into view. The grinning hunter gestures toward the scaled terror in an unmistakable invitation to battle.

Dragons are the greatest threat to the world, descending from the Red Moon to feast on the vaala within the people of Valerna. The repeated catastrophes of the assaults of these wyrms inspires a dedicated cadre of warriors determined to stop their devastations. To stand against a dragon, an individual needs to be incredibly brave, powerful, desperate, deluded, or perhaps a combination of these traits. Those who follow this path all have stories to tell of friends or family lost to dragon claw or fiery breath. Whether their motivation is to protect or seek revenge, these hunters are often all that stand between the dragons and their innocent victims.

As a Dragon Hunter, you seek out and destroy your draconic foes wherever you find them. By channeling your connection to vaala into your martial traditions, you've mastered the skills

needed to take the fight to the dragons and craft powerful magical items from the corpses of the fallen wyrms.

CLASS FEATURES

As a dragon hunter you gain the following class features.

Hit Points

Hit Dice 1d10 per dragon hunter level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per dragon hunter level after 1st

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: Leatherworker's tools or Tinker's tools

Saving Throws: Intelligence and one saving throw determined by your choice of Hunting Lodge

Skills: Choose three skills from Arcana, Athletics, Insight, Intimidation, Nature, Perception, Stealth, and Survival.

Equipment

You start with the following equipment, in addition to the equipment granted by your background.

- (a) scale mail or (b) studded leather armor
- (a) a longsword or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A light crossbow and 20 bolts

Table: Dragon Hunter

Level	Class Features	Forms Known	Spells Known	Spell Slots per Spell Level				
				1st	2nd	3rd	4th	5th
1st	Chosen Prey	–	–	–	–	–	–	–
2nd	Spellcasting, Draconic Awareness	–	2	2	–	–	–	–
3rd	Hunting Lodge, Dragoncrafting	2	3	3	–	–	–	–
4th	Ability Score Improvement	2	3	3	–	–	–	–
5th	Extra Attack	2	4	4	2	–	–	–
6th	Lodge Feature	3	4	4	2	–	–	–
7th	Draconic Lure	3	5	4	3	–	–	–

8th	Resolute	3	5	4	3	–	–	–
9th	Ability Score Improvement	3	6	4	3	2	–	–
10th	Lodge Feature	4	6	4	3	2	–	–
11th	Hunter's Evasion	4	7	4	3	3	–	–
12th	Ability Score Improvement	4	7	4	3	3	–	–
13th	Extra Attack (2)	4	8	4	3	3	1	–
14th	Repudiate Legend	4	8	4	3	3	1	–
15th	Lodge Feature	5	9	4	3	3	2	–
16th	Ability Score Improvement	5	9	4	3	3	2	–
17th	–	5	10	4	3	3	3	1
18th	Lodge Feature	6	10	4	3	3	3	1
19th	Ability Score Improvement	6	11	4	3	3	3	2
20th	Dragonbane	6	11	4	3	3	3	2

Chosen Prey

1st-Level Dragon Hunter Feature

Through study and diligence, you learn to focus your vaala connection to guide your attacks against specific foes. As a bonus action, you can choose one creature you can see within 90 feet to mark as your chosen prey. For 1 minute or until you lose concentration (as if you were concentrating on a spell), you gain a +1 bonus to weapon attack rolls against that creature.

The bonuses from your Chosen Prey feature increases to +2 at 11th level and +3 at 17th.

Spellcasting

2nd-Level Dragon Hunter Feature

By the time you reach 2nd level, you have learned to channel vaala to cast spells. See Spell Rules for the general rules of spellcasting and the Spells Listing for the dragon hunter spell list.

Preparing and Casting Spells

The Dragon Hunter table shows how many spell slots you have to cast your dragon hunter spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the dragon hunter spell list.

The Spells Known column of the Dragon Hunter table shows when you learn more dragon hunter spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

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

Spellcasting Ability

Intelligence is your spellcasting ability for your dragon hunter spells, since your magic draws on your cunning. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a dragon hunter spell you cast and making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your spellcasting attribute modifier

Spell attack modifier = your proficiency bonus + your spellcasting attribute modifier

Draconic Awareness

2nd-Level Dragon Hunter Feature

As an action, you can expand your awareness, sensing the presence of nearby draconic beings. Until the end of your next turn, you detect the presence of any dragon or draconic creature within 1000 feet of you but not its specific location.

You can use this feature a number of times equal to 1 + your Intelligence modifier. When you finish a long rest, you regain all expended uses.

Vaala Augmentation [Source]. If you spend 2 points from your vaala pool you can determine the brood of dragon you sense. In addition, for every 2 points you spend beyond the first 2, you can expand the range of your Draconic Awareness by another 200 feet.

Hunting Lodge

3rd-Level Dragon Hunter Feature

You officially begin your path as a Dragon Hunter when you choose a Hunting Lodge, the common term for one of several doctrines of dragon hunting loosely based around the preferred techniques they employ. Some dragon hunters join established Lodges, learning their craft in the shelter of the organization. Others are chosen to be apprentices by wandering hunters, and develop their skills as they travel. The lodges are described at the end of the class description. Your choice of hunting lodge determines aspects of your Dragoncrafting feature, which is detailed below. You gain additional hunting lodge benefits at 6th, 10th, 15th, and 18th levels.

Vaala Affinity

Your choice of Lodge also gives you a Mote of Affinity in a Vaala Aspect and bonus vaala pool points, as indicated in the Hunting Lodge entries listed at the end of this class description.

Dragoncrafting

3rd-level Dragon Hunter Feature

A hallmark of the Dragon Hunters is their signature magical items crafted from dragon bones, flesh and other components. Collectively, the art of making these items is known as Dragoncrafting, and combines two elements:

- **Signature Items.** Specially crafted weapons, armor, and items that are capable of being augmented by forma.
- **Skutte.** Components harvested from dragons
- **Forma.** The pattern or instructions for item augments that grant magical enhancements

Signature Items

Signature equipment are items of exceptional quality, typically engraved or decorated with hunting images and the symbols of the lodge. Your choice of Hunting Lodge determines the three signature items you receive, and are detailed in the Hunting Lodge section below.

All signature items have the same statistics as a normal item of their type, but are worth 100gp over the regular cost. If your signature item is lost, or destroyed, you can go to your Hunting Lodge and acquire a replacement for the cost listed above. Otherwise, you can craft a replacement yourself if you have the requisite tools, material and skill.

While you can sell a signature item, it is considered a disgraceful deed and may result in severe punishment from your lodge.

Skutte (Dragon Components)

GMs can certainly choose to use extensive rules on hunting and harvesting monster components. To ease gameplay, however, rather than detail the minutiae of listing the specific number and parts that can be made into which items, these rules use an abstraction called Skutte.

Skutte is a catch-all term for “dragon parts” harvested from a slain dragon and preserved or prepared with a special technique so they can be used for dragoncrafting. Each unit of skutte equals one collection of preserved and prepared dragon parts. The formas listed later indicate how many units of skutte are required during the application process.

Harvesting Skutte. To determine how much skutte can be harvested from a slain dragon, you must spend an appropriate amount of time (indicated on the table below). This time includes the harvesting but also preserving and preparing the parts. Make a DC 10 Survival check. On a failed check, the time required to harvest the skutte is doubled.

At the end of the harvesting time, you prepare a number of skutte depending on the size of the dragon, as indicated in the table below:

Dragon Size	Time to Harvest	Skutte Harvested
Small	30 minutes	1
Medium	1 hour	2
Large	3 hours	3
Huge	8 hours	4
Gargantuan	10 hours	5

Gaining Skutte from Levels in Dragon Hunter. When you learn a new forma from gaining a dragon hunter level, you receive enough skutte to apply that forma once. For example, at 3rd level you gain two formas and enough skutte to apply each of those formas one time.

Other Methods of Acquiring Skutte. The most traditional method of gaining Skutte is to harvest it from slain dragons. Hunting lodges also allow their members to purchase skutte. The price for this varies and is left to the GM to decide. Often a lodge will offer skutte in exchange for accomplishing a task or quest. Some communities or settlements might offer skutte, according to the nature of your campaign.

Forma

You can augment a signature item with magical powers if you have components harvested from slain dragons and “Forma”, a catch-all term for training, special creation patterns, or instinct handed down to each dragon hunter.

You gain 2 forma when you reach 2nd level choosing from the “Forma List” section in your Hunting Lodge, and each time you gain a level in this class you can replace one forma you know with a different one from this feature. You learn additional formas of your choice when you reach certain levels in this class, as shown in the Forma Known column of the Dragon Hunter table.

If a forma requires a saving throw, it uses your spell save DC.

Applying Formas to Signature Items

At the end of a long rest, you can apply one of your formas to a signature item, spending the number of skutte indicated in the description of the forma.

Ability Score Improvement

4th-Level Dragon Hunter Feature

When you reach 4th level, and again at 6th, 9th, 12th, 16th, and 18th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Extra Attack

5th-Level Dragon Hunter Feature

You can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 13th level in this class.

Draconic Lure

7th-level Dragon Hunter Feature

Tapping into your vast knowledge of dragons, you can trick the greatest of wyrms into closing with you. As a bonus action, you choose one dragon you can see within 200 feet to make an Intelligence saving throw. On a failed save, the dragon must use its reaction to move up to its speed in your direction, landing within 5 feet if possible.

Vaala Augmentation [Will]. For every 3 points you spend from your vaala pool, the range of your Draconic Lure feature expands by 100 feet. When you expand the range of this feature you no longer need to have line of sight on the dragon, but you must be aware a dragon is present. If there are multiple dragons within range, this targets the nearest one.

Resolute

8th-Level Dragon Hunter Feature

Exposure and training has fortified your spirit. You are immune to any effect that imparts the Frightened condition.

Vaala Augmentation [Source]. If you spend 3 points from your vaala pool, you can project a 10 foot aura around yourself. Any creature within that radius is also immune to being frightened. If you spend 5 points from your vaala pool, your aura expands to 20 feet.

Hunter's Evasion

11th-Level Dragon Hunter Feature

You learn to mostly avoid the dragon's deadly breath weapon and other effects that damage an area. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the save, and only half damage if you fail.

Vaala Augmentation [Source]. If you spend 4 points from your vaala pool when you fail your Dexterity saving throw with this feature, you can reroll the dice, but you must use the new result.

Repudiate Legend

14th-Level Dragon Hunter Feature

You tap into your connection with vaala to deny your foes their legendary capabilities. When a target you can see attempts to use a Legendary Action, you can use your reaction to suppress it.

If the legendary action costs 1 point, it is suppressed, has no effect, and the legendary action point is wasted.

If the legendary action costs 2 or more points, you must succeed on an ability check using your spellcasting ability (the DC equals 10 + the foe's proficiency bonus).

Vaala Augmentation [Will]. If you spend 5 points from your vaala pool when a nearby target uses a Legendary action, you gain a special additional reaction you can use only for this feature, allowing you to use this feature an additional time in the same round. Each use of this augmentation costs 5 vaala points.

Dragonbane

20th-Level Dragon Hunter Feature

You've reached the pinnacle of dragon slaying might. When you enter battle with a dragon or draconic creature, you can use an action to gain the following benefits for 1 minute:

- You are immune to the breath weapon of a single dragon you can see.
- When a dragon hits you with an attack, you gain resistance to all damage from subsequent attacks made by that dragon for the rest of the turn.

Once you use this feature, you must finish a long rest before you can use it again.

Vaala Augmentation [Dream]. While your Dragonbane feature is active, you can use your reaction to spend points from your vaala pool and regain 1d8 hit points for every point you spend.

Hunting Lodges

Dragons are very difficult to defeat and dragon hunters utilize a variety of different methods to bring down their prey. Hunters gravitate toward other hunters who share their particular style. Many of these so-called "Hunting Lodges" exist in Valerna, but three of the most significant ones are described below.

Bastion Lodge (Will)

In Valerna, the threat of dragons is never a distant one. Countless lives have been lost to draconic incursions. The members of the Bastion Lodge, called "Bulwarks", believe that the safest method of defeating a dragon lies in withstanding or enduring their powerful attacks. As a member of this august order you master techniques that harness the will aspect of vaala.

Bastion lodges are beautiful manors or marble guildhouses, well staffed and well funded by their grateful neighbors. The members see their style of dragon hunting as the most effective way to protect others from dragons.

Vaala Mote and Increased Vaala Pool

When you select this Hunting Lodge, you gain a Mote of Affinity in Will. Additionally, you can add 2 points to your vaala pool.

Lodge Benefits

3rd-Level Bastion Lodge Feature

You gain proficiency with Constitution saving throws, and you learn the *resistance* cantrip using your Intelligence as your spellcasting modifier.

In addition, you may add the Bastioned forma to your list of available forma. This is a special forma only taught by your Hunting Lodge, and if you choose this forma, it counts against the number of forma you know.

Bastioned (Forma)

Signature Item: Armor, Item, Shield, Weapon

Crafting Cost: 1 skutte

While the signature item with this forma is in your possession, you have advantage on saving throws to resist the poisoned condition. Moreover, if you fail a saving throw, you can immediately reroll the failed save. You must use the new roll regardless of its success or failure. Once you use this reroll ability you must finish a short rest before you can use it again.

Bastion Lodge Signature Items

3rd-level Bastion Lodge Feature

Your lodge offers you a choice from a select number of signature equipment. These items are specially prepared so they can gain magical properties by applying forma to them. If your signature equipment is lost or destroyed, you can acquire a new one at your Lodge for the usual price of an item of its type plus 50%.

At 3rd level, you may choose one item from your Lodge Signature Item List. You gain an additional item for free at 6th, 10th, 15th and 18th levels. Some items are not available until you reach certain Dragon Hunter levels, as indicated below.

Bastion Lodge Signature Items

Level	Items
3rd	Heavy armor, Shield, One-handed Melee Weapon
6th	One of the above
10th	One of the above, or Ring or Gauntlets
15th	One of the above

18th

One of the above, or a Helmet

Selective Resistance

6th-level Bastion Lodge Feature

You learn to prepare yourself for the various elemental attacks used by the draconic broods. When you finish a long rest you can choose one damage type. Until you finish another long rest, you have resistance to that damage.

Vaala Pool Augmentation [Will]. When you choose a damage type, for every 6 points you spend from your vaala pool, you can touch one friendly creature and give it resistance to the same type of damage.

Defensive Strike

10th-level Bastion Lodge Feature

The first time on your turn you hit a creature with a weapon attack, for every 10 points of damage you choose to forgo, you gain a +1 AC bonus until the beginning of your next turn.

Vaala Pool Augmentation [Will]. If you spend 4 points from your vaala pool while making your Defensive Strike, you can give a friendly creature within 10 feet of you a bonus to AC equal to half the bonus you receive from this feature. The bonus to the friendly creature's AC ends at the beginning of your next turn.

Vaala Revelation

14th-Level Bastion Lodge Feature

Your continued focus on your chosen path has opened your eyes to a deeper understanding of vaala. You gain another Mote of Affinity in Will, and 2 additional points to your vaala pool.

Cleaving Barrier

15th-level Bastion Lodge Feature

Just as the stone diverts the stream, you can channel your will to deflect the area effect attacks of your foes. As a reaction when a foe you can see casts a spell or uses a feature that causes damage in a cone or line, you can present your shield to divert the damage. You take damage normally, but creatures behind you in a 30-foot cone beginning in your square are not affected by the attack. Creatures not protected by this effect, take damage from the cone or line as normal.

Vaala Pool Augmentation [Will]. When you use your Cleaving Barrier, if you spend 5 points from your vaala pool you can increase the size of your cone of protection to 60-feet.

Supreme Bulwark

18th-level Bastion Lodge Feature

By wrapping the power of your will around your body, you fortify yourself against injury. You gain resistance to all damage types. You are immune to the damage type you choose with your Selective Resistance feature.

In addition, as a bonus action you can regenerate hit points for 1 minute. While this effect is active, you regain hit points equal to your proficiency bonus plus your Constitution modifier at the start of each of your turns. Once you use this aspect of this feature, you must finish a short or long rest before using it again.

Vaala Pool Augmentation [Will]. If you spend 6 points from your vaala pool when you activate the regenerative aspect of this feature, the amount of hit points regained at the start of each of your turns increases by 10.

Reaver Lodge (Source)

Dragons are well armored, powerful and have numerous protections that must be overcome in order to defeat them. Informally known as “Edges”, the members of the Reaver Lodge follow a martial tradition that teaches techniques to weaken and debilitate draconic foes. You are a member of this august order. The skills and maneuvers you master as a reaver tap into the source aspect of vaala, manipulating the raw elements of life.

Reaver lodges are usually fortified estates, redoubts or small keeps removed from urban centers or in isolated wildernesses. The members of this lodge tend to be more concerned with results rather than cultural niceties.

Vaala Mote and Increased Vaala Pool

When you select this Hunting Lodge, you gain a Mote of Affinity in Source. Additionally, you can add 2 points to your vaala pool.

Lodge Benefits

3rd-Level Reaver Lodge Feature

You gain proficiency with Strength saving throws, and you learn the *true strike* cantrip using your Intelligence as your spellcasting modifier.

In addition, you may add the Reaver forma to your list of available forma. This is a special forma only taught by your Hunting Lodge, and if you choose this forma, it counts against the number of forma you know.

Reaver (Forma)

Signature Item: Armor, Item, Shield, Weapon

Crafting Cost: 1 skutte

While the signature item with this forma is in your possession, you have advantage on your Initiative rolls. Moreover, you can use a reaction to immediately add 1d10 to your initiative. If this moves you in the initiative order, you immediately do so, possibly taking

your turn before others. You continue to use your new initiative until the end of the encounter. Once you use this initiative ability you must finish a short rest before you can use it again.

Reaver Lodge Signature Items

3rd-level Reaver Lodge Feature

Your lodge offers you a choice from a select number of signature equipment. These items are specially prepared so they can gain magical properties by applying forma to them. If your signature equipment is lost or destroyed, you can acquire a new one at your Lodge for the usual price of an item of its type plus 50%.

At 3rd level, you may choose one item from your Lodge Signature Item List. You gain an additional item for free at 6th, 10th, 15th and 18th levels. Some items are not available until you reach certain Dragon Hunter levels, as indicated below.

Reaver Lodge Signature Items

Level	Items
3rd	Medium Armor, Ranged Weapon, Two-handed Melee Weapon
6th	One of the above
10th	One of the above, or Bracers or a Ring
15th	One of the above
18th	One of the above, or a Rod

Damage Malediction

6th-level Reaver Lodge Feature

As an action, one creature of your choice within 60 feet that you can see must make an Intelligence saving throw. On a failed save, the target gains a weakness to one damage type of your choice for 1 minute. At the end of each of its turns, the target can repeat the saving throw, ending the effect on a success.

You can only have one Damage Malediction active at a time. You can use this feature three times, regaining all expended uses when you finish a long rest.

Vaala Pool Augmentation [Source]. If you spend 3 points from your vaala pool when using this feature, the target has disadvantage on its Intelligence saving throws when repeating the saves at the end of its turns.

Weakening Strike

10th-level Reaver Lodge Feature

The first time on your turn you hit a creature with a weapon attack, for every 10 points of damage you choose to forgo, the damage bonus of each of the target's attacks is reduced by 5 until the beginning of your next turn.

Vaala Pool Augmentation [Source]. If you spend 4 points from your vaala pool when you make your Weakening Strike, any time the target rolls the maximum on any damage die before the beginning of your next turn, it must reroll that die. The target must use the new roll even if it is the maximum again.

Vaala Revelation

14th-Level Reaver Lodge Feature

Your continued focus on your chosen path has opened your eyes to a deeper understanding of vaala. You gain another Mote of Affinity in Source, and 2 additional points to your vaala pool.

Hunter's Presence

15th-level Reaver Lodge Feature

Your prowess at dragon hunting invokes fear and trepidation in your foes. As an action, you can force each dragon-type creature of your choice that is aware of you within 60 feet of you to make a Wisdom saving throw. On a failed save, the draconic creature becomes frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature succeeds on the saving throw, or the effect ends for it, the creature is immune to your Hunter's Presence for the next 24 hours. Once you use this feature, you must finish a short or long rest before you can use it again.

Vaala Pool Augmentation [Source]. When you use this feature, for every 5 points you spend from your vaala pool, the range of your Hunter's Presence increases by 10 feet.

Equalizing Transformation

18th-level Reaver Lodge Feature

By harnessing your connection to the source aspect of vaala you can even the playing field against your foes. As an action, you magically grow larger along with anything you are wearing or carrying. Any item you drop returns to its normal size immediately.

For 1 minute, your size increases by two categories, from Medium to Huge, and your weight is multiplied by 64. Moreover, you gain the following benefits:

- Your Strength becomes 24, if it isn't already higher.
- You have advantage on Strength checks and Strength saving throws.
- When rolling damage for weapons enlarged in this manner, roll three times the normal number of dice. For example, a Huge sized longsword would deal 3d8 slashing damage instead of 1d8.

You can use this feature a number of times equal to half of your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Vaala Pool Augmentation [Source]. If you spend 10 points from your vaala pool while activating this feature, you grow to Gargantuan size. You have all of the benefits listed above plus your Strength becomes 26, your weight is multiplied by 8, and you roll four times the normal number of damage dice (instead of three times).

Shadow Lodge (Dream)

If a dragon can see you, it can hurt you. The members of the Shadow Lodge, called “Shades”, use stealth to keep from being detected while attacking their draconic targets. As a member of this secretive order you study disciplines that harness the dream aspect of vaala.

Shadow lodges are hidden redoubts and lairs in both urban and rural environments, typically disguised as innocuous businesses or hidden beneath street or hill. The members of this lodge tend to be quiet and reserved, watching everything with a practiced eye before fading into the shadows.

Vaala Mote and Increased Vaala Pool

When you select this Hunting Lodge, you gain a Mote of Affinity in Dream. Additionally, you can add 2 points to your vaala pool.

Lodge Benefits

3rd-Level Shadow Lodge Feature

You gain proficiency with Dexterity saving throws, and you learn the *minor illusion* cantrip using your Intelligence as your spellcasting modifier.

In addition, you may add the Shadowed forma to your list of available forma. This is a special forma only taught by your Hunting Lodge, and if you choose this forma, it counts against the number of forma you know.

Shadowed (Forma)

Signature Item: Armor, Item, Shield, Weapon

Crafting Cost: 1 skutte

While the signature item with this forma is in your possession, you have advantage on Dexterity (Stealth) checks to move quietly, and creatures have disadvantage on Wisdom (Perception) checks to discern your location. Moreover, you can use a bonus action to magically teleport to an unoccupied space you can see within 30 feet. Once you use this teleporting ability you must finish a short rest before you can use it again.

Shadow Lodge Signature Items

3rd-level Shadow Lodge Feature

Your lodge offers you a choice from a select number of signature equipment. These items are specially prepared so they can gain magical properties by applying forma to them. If your signature equipment is lost or destroyed, you can acquire a new one at your Lodge for the usual price of an item of its type plus 50%.

At 3rd level, you may choose one item from your Lodge Signature Item List. You gain an additional item for free at 6th, 10th, 15th and 18th levels. Some items are not available until you reach certain Dragon Hunter levels, as indicated below.

Shadow Lodge Signature Items

Level	Items
3rd	Light armor, Finesse Weapon, Cloak
6th	One of the above
10th	One of the above, or a Ring
15th	One of the above
18th	One of the above, or a Mask

Ghost Stride

6th-level Shadow Lodge Feature

You learn to move quietly enough to avoid even the enhanced senses of dragons. Your speed increases by 10 feet. Moreover when you move you can't be detected with blindsight, you have no discernable scent or odor, and you can't be tracked by magical means.

Vaala Pool Augmentation [Dream]. If you spend 3 points from your vaala pool while using the Dash action you do not trigger opportunity attacks.

Gloaming Strike

10th-level Shadow Lodge Feature

The first time on your turn you hit a creature with a weapon attack, for every 10 points of damage you choose to forgo, you can reduce the attack bonus for each of your target's attacks by 2 until the beginning of your next turn. For example, if you choose to reduce your damage by 30 points, your target's attack bonus would be reduced by 6. Reductions from multiple attacks do not stack.

Vaala Pool Augmentation [Dream]. If you spend 4 points from your vaala pool while making your Gloaming Strike, the penalty to the target's attack bonus lasts for an additional round.

Vaala Revelation

14th-Level Shadow Lodge Feature

Your continued focus on your chosen path has opened your eyes to a deeper understanding of vaala. You gain another Mote of Affinity in Dream, and 2 additional points to your vaala pool.

Shadowform

15th-level Shadow Lodge Feature

The quasi-real realm of the shadows is but a thought away. As a reaction when you are attacked by a threat you can see, you can become as insubstantial as a shadow until the end of your attacker's turn. When your attacker's turn ends, you return to solidity in the same spot you left.

Vaala Pool Augmentation [Dream]. If you spend 5 points from your vaala pool while in your Shadowform, you can choose to reappear in an unoccupied spot within 60 feet of your former position.

Sidereal Step

18th-level Shadow Lodge Feature

You learn the highest art of your hunting lodge, the ability to become a shadow but still touch the normal world. As an action, you assume your shadowform (see Shadowform above), and in doing so you step outside of the boundaries of time itself. For 1 round, you can make minor changes to the creatures within 120 feet, appearing as a flickering shadow seen out of the corner of the eyes. You can't be attacked by any means while under the effect of this feature. At the beginning of your next turn you reappear in the space you vanished from, and the effect ends. Once you use this feature, you must finish a Long Rest before using it again.

During the round, for each creature in the initiative order, you can choose one of the following effects:

- Move a creature up to 15 feet in any direction you choose.
- Grant or remove the benefits of Hide to a creature.
- Force a spellcaster to make a Concentration check with a DC equal to spell save DC.
- Increase or reduce a creature's speed by 30 feet.
- Bonus or penalty to a saving throw or skill check equal to your Intelligence modifier.
- Bonus or penalty to an attack roll equal to your Intelligence modifier.

Vaala Pool Augmentation [Dream]. For every 6 points you spend from your vaala pool while interacting with a creature while in Sidereal Step, you can increase or reduce the damage of one successful attack by an amount equal to twice the number of points you spent.

Forma

The forma are presented in alphabetical order.

Bonemarrow Lamination (Forma)

Signature Item: Item

Crafting Cost: 1 skutte

While the signature item applied with this forma is in your possession, your hit point maximum increases by 10.

Additional Forma. For each additional Bonemarrow Lamination you apply to the same item, your hit point maximum increases by an additional 10.

Brood Reliquary (Forma)

Signature Item: Armor, Item, Shield, Weapon

Crafting Cost: 2 skutte cost

You imbue your signature item with fragments of each brood. While you wield the signature weapon, or while you hold or wear the signature armor, shield or item, you can use an action to roll an Intelligence (Arcana) check with a DC equal to the CR of a dragon you can see. If you succeed, you can give all friendly creatures that can hear you within 30 feet of you a 1d6 bonus to damage that brood of dragon. This bonus lasts for 1 minute. Once you use the power of this forma, you can't use it again until you finish a short rest.

Colossus Climber (Forma)

Signature Item: Item

Crafting Cost: 1 skutte

While this signature item is in your possession, you have advantage on ability checks and saving throws to scale and stay on top of creatures larger than you.

Draconis Supremis (Forma)

Signature Item: Weapon

Crafting Cost: 3 skutte cost

When you wield a Draconic Supremis weapon and you score a critical hit on a creature you selected with your Chosen Prey feature, the target must make a Constitution saving throw. On a failed save the target is stunned until the end of your next turn. On a successful save, the target takes 10d10 necrotic or radiant damage (your choice). Once you use this feature, you must finish a short rest before using it again.

Dragonblood Etching

Signature Item: Weapon

Crafting Cost: 1 skutte

Your weapon is enhanced with the blood of a dragon. Choose one damage type, your weapon deals an extra 1d6 of this damage type on a successful hit.

Additional Forma. For each additional Dragonblood Etching you apply to the same weapon, the damage bonus increases by 1d6.

Dragonbone Reinforcement

Signature Item: Armor, Shield, Item

Crafting Cost: 1 skutte

When you apply this forma, choose one saving throw. While you are wearing or holding this signature item, you have advantage on the chosen saving throw.

Additional Forma. For each additional Dragonbone Reinforcement you apply to the same item, you must choose a different saving throw.

Dragonhair Mesh (Forma)

Signature Item: Armor, Shield, Item

Crafting Cost: 4 skutte

While you are wearing or holding this signature item, you regain 1d6 hit points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the missing limb regrows and returns to full functionality after 1d6+1 days if you have at least 1 hit point the whole time.

If you use a bonus action, you can choose to immediately heal 50 hit points. Once you use this function, none of the powers of the Dragonhair Mesh can be used until you finish a long rest.

Fang's Edge (Forma)

Signature Item: Weapon

Crafting Cost: 2 skutte

The first time you hit a creature you selected with your Chosen Prey feature with a Fang's Edge weapon on your turn, you automatically deal the maximum damage possible for that weapon, not including any magical enhancements or extra damage. For example, a dragon hunter making a Vital Strike with a greatsword would deal 12 points of slashing damage (instead of rolling 2d6) before adding any bonus damage from magic or class features.

Additional Forma. For each additional Fang's Edge you apply to the same weapon the automatic maximum damage applies to one additional attack.

Great Wurm's Contingency (Forma)

Signature Item: Item

Crafting Cost: 4 skutte

While this signature item is in your possession, if you are reduced to 0 hit points you immediately regain half of your maximum hit points. However, you have disadvantage on all die rolls until you finish a long rest. Once you use the power of this forma, it can't be used again until you finish a long rest.

Heartstring Aegis

Signature Item: Armor, Shield

Crafting Cost: 2 skutte

While you are wearing or holding the signature item, any critical hit against you becomes a normal hit.

Rending Claw (Forma)

Signature Item: Weapon

Crafting Cost: 3 skutte

When you hit a creature you selected with your Chosen Prey feature with a Rending Claw weapon, the target must succeed on an Intelligence saving throw or all attacks against it have advantage until the beginning of your next turn.

Scalebane (Forma)

Signature Item: Weapon

Crafting Cost: 1 skutte

When you hit a creature you selected with your Chosen Prey feature with a Scalebane weapon, the target's armor class is reduced by 1 until the beginning of your next turn. The effects of hits by the same scalebane weapon stack, so subsequent attacks continue to reduce the target's AC.

Additional Forma. For each additional Scalebane you apply to the same weapon, the amount of AC that is reduced on a weapon hit increases by 1.

Scaled (Forma)

Signature Item: Armor, Shield

Crafting Cost: 1 skutte

The signature item becomes magical and you have a +1 bonus to AC while wearing it.

Additional Forma. For each additional Scaled you apply to the same item, the bonus to AC increases by 1.

Weakening (Forma)

Signature Item: Weapon

Crafting Cost: 3 skutte

When you hit a creature you selected with your Chosen Prey feature with an Anointed weapon, the target must make an Intelligence saving throw. On a failed save, the target loses its resistance to one damage type of your choice until the end of your next turn. If the target is immune to the damage type you selected, it instead is resistant to that damage until the end of your next turn. A target can only be subjected to one weakening effect at a time.

Wingbind (Forma)

Signature Item: Weapon

Crafting Cost: 2 skutte

When you hit a creature you selected with your Chosen Prey feature with a Wingbind weapon, the target must succeed on an Intelligence saving throw or its flying speed (if any) is reduced to 0 feet until the end of your next turn. An airborne creature affected by this safely descends at 60 feet per round until it reaches the ground or the effect ends.

Winged (Forma)

Signature Item: Item

Crafting Cost: 2 skutte

While the signature item with this forma is in your possession, you gain a fly speed equal to half of your normal speed. The forma's flying power lasts for 4 hours, usable all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land.

Additional Forma. For each additional Winged forma you apply to the same item, your flying speed increases by 10 feet.

Wyrmforged (Forma)

Signature Item: Weapon

Crafting Cost: 1 skutte

Your signature weapon becomes magical, and you have a +1 bonus to attack and damage rolls made with it.

Additional Forma. For each additional Wyrmforged forma you apply to the same weapon, the bonus to attack and damage increases by 1.

Dragon Hunter Spell List

1st-level spells Bane Command Comprehend Languages Cure Wounds Detect Evil and Good Detect Magic Faerie Fire Heroism Hunter's Mark Jump Longstrider Protection from Evil Shield of Faith 2nd-level spells Blindness/Deafness Blur Branding Smite Darkvision Enhance Ability Invisibility Misty Step Pass Without Trace Protection from Poison Silence Spider Climb 3rd-level spells Beacon of Hope Bestow Curse Blink Dispel Magic Fly Haste Meld Into Stone Nondetection Slow Wind Wall Vampiric Touch	4th-level spells Death Ward Divination Faithful Hound Fire Shield Freedom of Movement Greater Invisibility Locate Creature Resilient Sphere Stoneskin 5th-level spells Dispel Evil and Good Hold Monster Greater Restoration Legend Lore Mislead Telepathic Bond Wall of Force
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New Subclasses

Monk: Way of the Eightfold Path

In Valernian spiritualism, the Eight Directions represent the natural cycles of the world and the flow of vaala through all living things. The monks who follow the Eightfold Path embark on a journey of the spirit, each following a different route toward enlightenment. The Way of the Eightfold Path began with the Fándred Order of Nahuac, but versions of it have spread across Valerna. The Eight paths are philosophies of the spirit and nature. Each monk of the order chooses one of these Paths to follow, displaying powers and abilities specifically related to that aspect. Eightfold monks bear trinkets or tattoos of their path and most wear gray-green hoods, a symbol of their pledge to follow the tenets of the tradition.

As a monk of the Eightfold Path, you choose your spiritual route, and it is one unique to you, though others certainly share similar pathways. You will unlock many abilities and powers during your life-long journey toward ultimate enlightenment.

The Tenets of the Eightfold Path

Each of the Eight Paths of Fándred represents a tána aspect or spiritual animal totem, as well as a philosophical guideline.

The Leaf is the path of Perception. To understand the world and protect it, you must always be aware. Monks of the Leaf excel in investigations and tracking. Their animal is the Wolf.

The Claw is the path of Bravery. In the struggle against injustice, you must be stalwart and without fear. Monks of the claw have great willpower and determination. Their animal is the Jaguar.

The Wind is the path of Movement. As the breeze is unchained, so too must you be free of roots or attachments, be they a place, a people or an identity. Wind monks have incredible speed, both when traveling and when fighting. Their animal is the Deer.

The Moon is the path of Understanding. Knowing only the foolish accept as true that which they view but once, you must always seek the truth below the surface. Monks of the Moon possess nearly supernatural insight and abhor falsehoods. Their animal is the Snake.

The Lightning is the path of Strength. It is not enough to merely stand in the way of adversity, you must always act decisively and without hesitation. Monks of the Lightning follow the most militaristic branch of the Eightfold Path, and are known for their ruthlessness. Their animal is the Hawk.

The Feather is the path of Teaching. You must find peace within, for only by knowing oneself can you lead others to the truth. Feather monks demonstrate instinctive leadership, inspiring heroism in their companions. Their animal is the Eagle.

The Branch is the path of Protection. As we are greater together than alone, you must stand for others and aid those in need. Monks of the Branch heal with a touch and magically shield the helpless. Their animal is the Bear.

The Stone is the path of Endurance. Be direct and resolute in the stream of adversity and hardship will part around you like water. Stone monks toughen their bodies and minds to withstand anything that might assail them. Their animal is the Boar.

Source Mote and Increased Vaala Pool

When you adopt this path at 3rd level, you gain a Mote of Affinity in Source, and you can add 2 points to your vaala pool.

Initiate's Insight

3rd-level Way of the Eightfold Path Feature

Though the road you follow has eight branches, all lead toward the truth, and you must select one to be your path. You make or receive a physical representation of your chosen pathway. An amulet, trinket or tattoo are traditional options. You choose one of the eight paths described below, and gain its feature.

- **The Leaf.** You gain advantage on Perception checks. As a reaction, you can spend 1 ki point to gain advantage on a saving throw against becoming Blinded or Deafened.
- **The Claw.** You gain advantage on Athletics checks. As a reaction, you can spend 1 ki point to gain advantage on a saving throw against becoming Frightened.
- **The Wind.** You gain advantage on Acrobatics checks. As a reaction, you can spend 1 ki point to gain advantage on a saving throw against becoming Restrained or Incapacitated.
- **The Moon.** You gain advantage on Insight checks. As a reaction, you can spend 1 ki point to gain advantage on a saving throw against illusion effects.
- **The Lightning.** You can add your proficiency bonus to your Initiative rolls. As a reaction, you can spend 1 ki point to gain advantage on any saving throw that might cause you to fall Prone.
- **The Feather.** You gain advantage on Persuasion checks. As a reaction, you can spend 1 ki point to gain advantage on a saving throw against becoming Charmed.
- **The Branch.** You gain advantage on Medicine checks, and on saving throws against effects that deal bludgeoning, piercing or slashing damage.
- **The Stone.** You gain advantage on Survival checks, and on saving throws against becoming Poisoned or gaining Exhaustion.

Ki Smite

6th-level Way of the Eightfold Path Feature

When you hit a creature with an unarmed strike, you can spend 1 ki point to deal extra damage to the target equal to your Martial Arts die. You can use this feature only once on each of your turns. When you reach 12th-level in this class, the extra damage from your Ki Smite increases to twice your Martial Arts die.

Vaala Pool Augmentation [Source]. If you spend 3 points from your vaala pool when you make your Ki Smite, the target must succeed on a Constitution saving throw against your Ki Save DC or be knocked prone.

Disciple's Discovery

11th-level Way of the Eightfold Path Feature

As you follow your chosen tradition, your spirit reaches deeper into vaala, the source of all. The token of your path magically becomes larger or more ornate, or you receive a second similar symbol of your dedication.

You gain a magical benefit based on the path you selected with your Initiate's Insight feature.

- **The Leaf.** As a bonus action, you gain tremorsense to a range of 120 feet until the beginning of your next turn.
- **The Claw.** As a bonus action, you remove any effect causing the frightened condition from all creatures within 15 feet of you. If you remove the condition from a creature, you can make one extra attack this turn when you use your Attack action.
- **The Wind.** As a bonus action, you magically enhance your movement this round. For every 10 feet you move, you can magically teleport 30 feet to a place you can see. You retain this ability until the beginning of your next turn.
- **The Moon.** As a bonus action, you gain truesight to a range of 120 feet until the beginning of your next turn.
- **The Lightning.** As a bonus action, you can charge your blows with vaala's unending strength. When you make an unarmed strike, any target you hit, and all creatures within 5 feet of that target except for you, must make a Strength saving throw against your ki save DC or be knocked prone. You retain this ability until the beginning of your next turn.
- **The Feather.** As a bonus action, an aura of heroism radiates from you in a 30-foot radius, and moves with you until the beginning of your next turn. Each nonhostile creature in the aura (including you) has advantage on their first attack on their turn.
- **The Branch.** As a bonus action, you can touch a creature and restore a number of hit points equal to 4d6 plus your proficiency bonus, or remove one level of Exhaustion. You retain this ability until the beginning of your next turn.
- **The Stone.** As a bonus action, you gain immunity to all damage types, except for force and psychic damage, until the beginning of your next turn. If you use ki points to use this feature again (see below), you must spend 6 ki points.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend 3 ki points to use it again.

Vaala Revelation

14th-level Way of the Eightfold Path Feature

Your continued focus on your chosen path has opened your eyes to a deeper understanding of Vaala. You gain another mote of affinity in Source, and 2 additional points to your Vaala pool.

Eightfold Master

17th-level Way of the Eightfold Path Feature

Your mind stretches beyond the limitations of paths to begin the final steps toward true enlightenment. At the end of a long rest, you can choose two of the paths described in this subclass, gaining the benefits from both of the selected paths. Each time you finish a long rest you can choose the same paths or new ones.

Vaala Pool Augmentation [Source]. As an action, you can spend 6 points from your vaala pool and change one of your paths for a different one.

Rogue: Crimson Hawk Spellblade

You are a member of the Crimson Hawks, the preeminent criminal organisation in all of Valerna. As a spellblade, you have combined your knack for stealth and subterfuge with arcane abilities, allowing you to slip in and out of secure locations without a trace and giving you a deadly edge against your enemies.

Will Mote and Increased Vaala Pool

When you choose this archetype at 3rd level, you gain 1 mote of affinity in Will, and you can add 2 points to your Vaala pool.

Spellcasting

3rd-level Crimson Hawk Spellblade Feature

You gain the ability to cast spells.

Cantrips. You know the message cantrip.

Spell Slots. You have a number of spell slots equal to your Proficiency bonus. All of your spell slots are the same level, as indicated by the Spellblade Spells table. To cast one of your spellblade spells, you must expend a spell slot. You regain all expended spell slots when you finish a long rest.

For example, when you are 5th level, you have three 3rd level spell slots. To cast the 2nd-level spell invisibility, you must spend one of those slots, and you cast it as a 3rd-level spell.

Spellcasting Ability. Intelligence is your spellcasting ability for your spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for these spells or when making an attack roll with these spells.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Spellblade Spells

You gain access to these spells at the rogue levels listed. Once you gain access to one of these spells, you always have it prepared.

Rogue Level	Spells	Spell Slot Level
3rd	invisibility, spider climb	2nd
5th	knock, pass without trace	3rd
7th	dimension door, greater invisibility	4th
9th	modify memory, passwall	5th

Blood for Blood

3rd-level Crimson Hawk Spellblade Feature

When you are engaging in two-weapon fighting and make an off-hand attack with your bonus action, this attack can benefit from your Sneak Attack even if you have already used your Sneak Attack this turn.

Once you use this feature, you may not use it again until you finish a short or long rest.

Vaala Pool Augmentation [Will]. For every 2 Vaala points you spend when you make an Attack action, you may use this feature an additional time before resting.

Poisoner's Constitution

9th-level Crimson Hawk Spellblade Feature

You gain proficiency with the poisoner's kit. You are immune to poison damage and cannot be poisoned. Additionally, you have advantage on Intelligence (Investigation) and Wisdom (Perception) checks to detect the presence of poison in food or drink.

Deadly Accuracy

13th-level Crimson Hawk Spellblade Feature

You know just where to hit to make it hurt. When you roll damage for an attack, you can reroll a number of dice equal to your Dexterity modifier. You must use the new result, even if it was lower than the original roll.

Once you use this feature, you cannot use it again until you finish a short or long rest.

Vaala Pool Augmentation (Will): When you hit with an attack, you can spend 4 Vaala points to immediately regain the use of this feature.

Vaala Revelation

14th-level Crimson Hawk Spellblade Feature

Your continued focus on your chosen path has opened your eyes to a deeper understanding of Vaala. You gain another mote of affinity in Will, and 2 additional points to your Vaala pool.

Portent of Death

17th-level Crimson Hawk Spellblade Feature

You can mark a target for death, instilling them with a primal terror and allowing you to track them at great distances. Choose a creature you can see within 90 feet of you. The creature must succeed on a Wisdom saving throw. On a failure, they become frightened of you for the next 24 hours.

For the duration, any attacks you make against the marked creature are made with advantage, and you know the distance and direction to the marked creature as long as the two of you are on the same world. If the creature is moving, you know the direction of its movement.

If the marked creature takes damage from you or your allies, it can repeat the saving throw, ending the effect on a success.

Vaala Pool Augmentation [Will]. When you activate this feature, you may spend 5 Vaala points to impose disadvantage on the target's saving throws against this feature.

Sorcerer: Blood Sorcery

Your innate magic comes from the primal power of Id—the Will aspect of Vaala. Perhaps you were born Will-chosen, with a particularly strong tie to Id, or perhaps another blood sorcerer empowered you, infusing you with innate abilities to control and manipulate the blood, minds, and emotions of others. Many maghyri are born with some blood sorcery, but anyone with a potent connection to Id may spontaneously develop these powers at any point in their life.

Will Mote and Increased Vaala Pool

When you choose this origin at 1st level, you gain 1 mote of affinity in Will, and you can add 2 points to your Vaala pool.

Blood Magic

1st-level Blood Sorcerer Feature

Your ties with Id gives you access to specialized magic. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose from the list below in addition to the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell. These spells are sorcerer spells for you.

Spell Level	Spell
cantrip	blood whip
1st	boil blood, command
2nd	enthrall
3rd	vampiric touch
4th	compulsion
5th	geas, modify memory
6th	circle of death, harm

Force of Will

6th-level Blood Sorcerer Feature

Starting at 6th level, when you cast an enchantment or blood magic spell, you double your Charisma modifier for the purposes of calculating your spell attack modifier or spell save DC for the spell.

Blood Draw

6th-level Blood Sorcerer Feature

Starting at 6th level, you cause a foe's blood to flow freely, draining them of life. When you deal piercing or slashing damage to a creature, you may cause them to begin bleeding. A bleeding creature takes an additional 1d4 necrotic damage at the beginning of their turn for 1 minute or until they are healed or use an action to staunch their wound. This feature has no effect on creatures without blood, such as constructs, elementals, oozes, and undead.

Vaala Pool Augmentation [Will]. When you activate this feature, for every 2 points you spend from your vaala pool, you increase the damage by an additional 1d4.

Vaala Revelation

14th-level Blood Sorcerer Feature

Your continued focus on your chosen path has opened your eyes to a deeper understanding of Vaala. You gain another mote of affinity in Will, and 2 additional points to your Vaala pool.

Absorb Vitality

14th-level Blood Sorcerer Feature

Starting at 14th level, you can manipulate the blood of those around you, drawing it out of their bodies and into your own to replenish some of your health. As an action, you may choose a number of creatures within 60 feet of you, and spend 1 sorcery point per creature chosen. Each target must make a Charisma saving throw against your sorcerer spell save DC. On a failure, a creature takes 2d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. This feature has no effect on creatures without blood, such as constructs, elementals, oozes, and undead.

Vaala Pool Augmentation [Will]. When you activate this feature, the damage increases by 1d6 and the range of the spell increases by 30 feet, to a maximum of 150 feet, for every 5 Vaala points you spend.

Blood Thrall

18th-level Blood Sorcerer Feature

You are immune to necrotic damage. Additionally, you may attempt to dominate a creature, turning it into a blood thrall at your command. As an action, you can target a creature you can see within 120 feet of you and spend 5 sorcery points. The creature must succeed on a Charisma saving throw against your sorcerer spell save DC. On a failure, the creature is charmed by you for the next 8 hours. Before the end of the duration, you may spend an additional 5 sorcery points to extend the duration of the charm by an additional 8 hours.

While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same world. 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 its 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.

You may only have one creature charmed in this way at a time. If you successfully charm another creature using this feature, this effect ends on any other creatures. If the charmed

creature takes damage from you or your allies, it can repeat the saving throw, ending the effect on a success.

Vaala Pool Augmentation [Will]. When you use this feature, if you spend 6 Vaala points you may increase the number of blood thralls you may have charmed by you by 1.

Wizard: Makaab Weaving

As a Makaab weaver, you have a deep understanding of the environment and Source magic. Through your mastery of K'aab and its intricate patterns, you can shape the physical world as you see fit, coaxing nature into the form you desire. This study is found primarily in Nahuac, where they have a profound reverence for the natural world.

Source Mote and Increased Vaala Pool

When you choose this archetype at 2nd level, you gain 1 mote of affinity in Source, and you can add 2 points to your Vaala pool.

Expanded Spell List

2nd level Makaab Weaving Feature

Your attunement to K'aab allows you to manipulate nature and all its forms. You gain access to some druid spells, as listed in Makaab Weaving Expanded Spell List. These spells are wizard spells for you. The gold and time you must spend to copy one of these spells into your spell book is halved.

Makaab Weaving Expanded Spell List

Spell Level	Spell
Cantrip	druidcraft
Cantrip	produce flame
1st	create or destroy water
1st	entangle
1st	goodberry
2nd	locate animals or plants
2nd	moonbeam
2nd	protection from poison
2nd	spike growth
3rd	call lightning
3rd	daylight
3rd	meld into stone
3rd	plant growth

3rd	Speak with plants
3rd	Water walk
3rd	Wind wall
5th	Commune with nature
5th	Contagion
5th	Tree stride
6th	Transport via plants
6th	Wall of thorns
6th	Wind walk
7th	Fire storm
8th	Earthquake
9th	Storm of vengeance

Weaving

2nd level Makaab Weaving Feature

With a word, you can form branches, vines, rocks, ice, or other naturally-occurring material into a simple form, such as a basket, bowl, or shield. As an action, you coax natural material within 10 feet of you into the shape of your choosing. The item you create must fit within a 2-foot-square space, and must be one solid piece, with no hinges or moveable parts (though, for instance, you may use this feature once to craft a container, and again to craft a lid). The item lasts until it is destroyed or you dispel it with a bonus action.

You can also use this feature to craft rudimentary weapons, such as clubs, mauls, staves, or spears. One use of this feature creates 10 basic arrows or bolts, but they are fragile and break once used, and therefore cannot be recovered.

You must have access to enough natural materials to form the desired object, or this feature fails. You can use this feature a number of times equal to your Intelligence modifier, and you regain all expended uses when you complete a long rest.

Vaala Pool Augmentation [Source]. If you spend 2 Vaala points when you use this feature, the size of the item you can create increases to 5 square feet.

Alter Elements

6th-level Makaab Weaving Feature

You are keenly attuned to the elements, and can twist them to your needs. This feature grants you the following benefits:

- When you cast a spell that deals cold, fire, lightning, necrotic, or thunder damage, you can replace its damage type with another listed type.
- As an action, you can shift a 5-foot-square area of natural material into another state. For example, you can cause water to freeze or turn to steam, or turn rock to mud, clay, or lava.
- As an action, you can touch a weapon and imbue it with one of the following elements: cold, fire, lightning, necrotic, or thunder. For the next minute, the weapon deals an additional 1d8 of the chosen damage type.

You may use this feature a number of times equal to your Intelligence modifier (a minimum of 1). You regain all expended uses when you finish a long rest.

Spell Storing

10th-level Makaab Weaving Feature

You've learned how to imbue a rock, twig, flower bud, nugget of metal, or other natural item with your magic, storing it to access later. Once per day, you can store a spell of 5th level or lower in a natural item by touching the item when the spell is cast. The spell has no effect, other than to be stored in the item. A stone can only hold one spell at a time.

A creature holding the item can cast the spell stored within it. The spell uses the slot level you originally cast it at, as well as your spell save DC, spell attack bonus, and spellcasting ability. The spell cast from the item is no longer stored in it.

Vaala Pool Augmentation [Source]. If you spend 4 Vaala points when you use this feature, you can store a spell of 7th level or lower.

Vaala Revelation

14th-level Makaab Weaving Feature

Your continued focus on your chosen path has opened your eyes to a deeper understanding of Vaala. You gain another mote of affinity in Source, and 2 additional points to your Vaala pool.

Expert Weaver

14-level Makaab Weaving Feature

You have honed your connection with K'aab, and can craft more elaborate creations with your weaving ability.

As a bonus action, you can activate your Expert Weaver feature. This feature lasts for an hour, during which you can use an action to create an item from natural materials, such as wood or stone, within 30 feet of you. The item must fit within a 5-foot cube, and can have simple mechanical aspects such as hinges, levers, and wheels. The item is permanent and cannot be dispelled.

Alternatively, you can use the duration of this feature to construct larger items or structures, such as trebuchets, walls, or buildings formed from woven trees or carved stone. You can form 5 square feet per round.

You can also use this feature to craft more complex weapons, such as crossbows and sharpened swords and axes. One action of this feature creates 20 basic arrows or bolts.

Similar to your Weaving feature, you must have access to enough natural material of the required type to form the desired object. For instance, to craft an iron sword with a wooden hilt, you must have iron or iron ore and wood within range.

Once you use this feature, you cannot use it again until you finish a long rest.

Vaala Pool Augmentation [Source]. If you spend 6 Vaala points when you activate this feature, you can extend its duration by 1 hour.

NEW MAGIC

BLOOD WHIP

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S, M (blood)

Duration: 1 minute

Classes: Instantaneous

You create a whip-like tendril of blood to attack enemies or grab objects within range. Make a ranged spell attack. On a hit, the target takes 1d6 slashing damage and is grappled (escape DC equals your spell save DC). If the grappled target is Large or smaller, you may use a bonus action to pull the target 15 feet closer to you.

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

BLOOD PACT

2nd-level enchantment

Casting Time: 1 minute (ritual)

Range: 60 feet

Components: V, S, M (a drop of blood from each participant)

Duration: Until fulfilled

Classes: Special

You forge a magical bond between two willing creatures within range who enter into an agreement with one-another, sealing the pact with blood. The agreement can be simple, such as agreeing to work together to slay a common foe, or more complex, such as detailed terms for a business agreement. The terms of the agreement can be written or verbal.

If either of the participants breaks the terms of the pact, they become the target of your kadhah, which immediately manifests in an empty space within 10 feet of the target and attacks them. The kadhah fights until it or its target is destroyed. The kadhah manifests in this manner no matter where the target is, or what plane of existence they're on.

At Higher Levels: If you cast this spell using a slot of 3rd level or higher, you may add one additional participant to the agreement per spell slot above 2nd.

/BEGIN SIDEBAR

BLOOD PACTS AND THE BLOOD GEAS

The realm of Tyveria has perfected the art of the blood pact, even going so far as to bind the entire nation of Ysval into one, known as the Blood Geas. Such complicated pacts are difficult to craft, and

require many specially-trained Tyverian blood priests working in concert together over hours, weeks, or even months.

Characters who wish to form more powerful blood pacts may do so (at the GM's discretion) by combining their casting with the casting of other maghyri. Such complex rituals may take awakened blood and vast amounts of time and energy, and have a chance of failing outright, causing the maghyri's kadhahs to manifest. Such pacts should only be attempted by the very experienced—or the very desperate.

/END SIDEBAR

BOIL BLOOD

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: blood sorcerer

You extend your Will to a creature, causing their blood to boil in their veins. The target must make a Charisma saving throw. On a failed save, they take 2d6 necrotic damage, or half as much on a success.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot above 1st.

DREAMWALKING

1st-level divination

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 8 hours

Class: college of nightmares bard, dreamspy rogue

You link your dreams with the dreams of another sleeping creature, allowing you to step into their dreams to converse, spy, or even attack them. To do so, you must cast the spell before a long rest, declaring the target of your spell at the time of casting. The target must make a Wisdom saving throw. On a failure, during your long rest, you may enter your target's dreams, interacting with them as if they were reality. The target may choose to fail this save. If your target is not on the same plane of existence as you, or they are not asleep while you are sleeping, the spell fails.

While in the dream, you may move about, interact with things, and attack and cast spells as if the dream were reality. Your dream-self has the same statistics and abilities as your real self.

If you cast *dreamwalking* while in a dream, you can immediately move to the dream of another sleeping creature.

When the target creature wakes, they remember the dream and any interactions they had with you while in it.

Interacting with the Dream. While within the dream, you may attempt to alter it to suit your needs, changing elements such as the environment, people, and overall feel of the dream. To do so, you must succeed on a Wisdom (Arcana) check equal to 8 + the target's Proficiency Bonus + the target's Wisdom Modifier each time you wish to change something. On a failed save, the dream does not change, and the target has the chance to notice something is amiss (see *Getting Caught*, below).

Getting Caught. An unwilling target may notice you are intruding into their dream and attempt to force you from their mind. If you act in a way unexpected by the target, if you fail an attempt to alter the dream, or if you or your allies attack the target, the target may immediately make a new saving throw. On a success, the dream ends, and you are forced from the dream (see *Ending the Dream*, below).

Dying in the Dream. If you are reduced to 0 hit points while within a dream, the spell ends and you awaken in your body with 1 hit point. If your target is reduced to 0 hit points while you are within their dream, the dream ends and they are reduced to 0 hit points.

Ending the Dream. If the dream ends due to the target waking, dying, dropping to 0 hit points, or succeeding on their saving throw, you are shoved out of the dream and must make a DC 15 Wisdom saving throw. On a failed save, you take 4d10 psychic damage, or half as much on a successful one, and immediately awaken. You may end the dream voluntarily at any point, at which point you awaken. If the dream ends on its own at the end of the duration, you awaken naturally, having finished a long rest.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you may bring one additional creature within range into the dream with you for each slot level above 1st. Additionally, if you cast this spell while in a dream using a spell slot of 7th level or higher, you may immediately step from the target's dream and into the real world, teleporting yourself and anything you're wearing or carrying, as well as any number of creatures of your choice that entered the dream with you, into empty spaces within 20 feet of the target.