

THE PENDRAGON

Destined by the Arcane

Some say it's the blood of dragons flowing through their veins. Others claim that it is the blessing of gods, the strength of their royal stock, or perhaps a force of will unnatural in its strength. Regardless of origin, those who come to be known as Pendragons are warriors mythical as they are arcane.

A Pendragon is called to a Mythic Weapon whose grandeur is without compare. This weapon will have turned away all others, and though it may not be sentient, the destiny this weapon can achieve is only possible in the hands of those so chosen.

When you took up your Mythic Weapon, it unlocked within you an innate arcaneness. Those intelligent to such matters realized that by helping you understand these powers, they could send you into the world to achieve great — or horrible — things. Such is the curse of those called to educate. Through their tutelage, you learned to manipulate the arcaneness unlocked within, and so you became a Pendragon in true.

Destiny is to a Pendragon as an oath is to a Paladin, or respect of the wilds is to a Ranger. Pendragons are inspired to seek this destiny through use of their honed intelligence, arcane knowledge, and martial skill so as to find victory afield in various theaters of war.

Pendragon Table

Level	Proficiency Bonus	Features	Sorcery Points	Cantrips known	Prepared Spells	Spell Limit
1	+2	Spellcasting, Mythic Weapon	2	1	2	1st
2	+2	Arcane Tactics, Sorcerous Recovery	2	2	3	1st
3	+2	Legendary Knighthood	3	2	4	1st
4	+2	Ability Score Improvement	3	3	4	1st
5	+3	Arcane Assault	7	3	5	2nd
6	+3	Aegis, Legendary Knighthood Feature	7	3	5	2nd
7	+3	New Arcane Tactics, Syncretic Myths	9	3	6	2nd
8	+3	Ability Score Improvement	9	4	6	2nd
9	+4	Red Ravager	14	4	7	3rd
10	+4	Magical Secrets, Second Sorcerous Recovery	14	4	7	3rd
11	4+	Legendary Knighthood Feature	16	4	9	3rd
12	+4	Ability Score Improvement	16	5	9	3rd
13	+5	Strengthened Aegis	19	5	10	4th
14	+5	New Arcane Tactics	19	5	10	4th
15	+5	Legendary Knighthood Feature	22	5	11	4th

16	+5	Ability Score Improvement	22	6	11	4th
17	+6	Additional Magical Secrets	27	6	12	5th
18	+6	Limit Break, New Arcane Talent	27	6	13	5th
19	+6	Ability Score Improvement	32	6	14	5th
20	+6	Crowned Majesty	32	6	15	5th

Class Features

As a Pendragon, you gain the following class features.

Hit Points

Hit Dice: 1d10 per Pendragon level

Hit Points: 1d10 + your Constitution modifier

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

Proficiencies

Armor: All Armors, and Shields

Weapons: Simple and Martial Weapons

Tools: An artisan's tool of your choice

Saving Throws: Constitution, Intelligence

Skills: Choose 2 from Arcana, Acrobatics, Athletics, Animal Handling, History, Insight, Intimidation, Investigation, and Perception

Equipment

You start with the following equipment in addition to your background:

- A longsword or any martial weapon
- A longbow or any simple or martial ranged weapon
- A shield and either chain mail or scale mail
- A diplomat's pack or an explorer's pack

Mythic Weapon

1st level Pendragon feature

Destiny or fate has seen you cross paths with a mythic weapon — a legendary armament either prophesied for greatness or born from an equally fantastic act. That weapon chose you to be its wielder and unlocked your innate arcaneness, turning you into a Pendragon.

Pick one of the mythic weapons from the options below. You cannot change your choice at any point. Your mythic weapon always counts as magical for purposes of resistances and vulnerability. Additionally, you always know your mythic weapon's location.

For another creature to use your mythic weapon, it must have either killed you or kept it away from you for a month and a day. If your mythic weapon is lost for any reason, roll 1d20 whenever you finish a long rest. On a 15+, fate brings your mythic weapon back to you.

Mythic Cantrips

Your mythic weapon teaches a unique cantrip described in the weapon descriptions below. Whenever you use that cantrip with your mythic weapon, it deals additional damage equal to spellcasting ability modifier.

Blade in the Stone

You wield a mythical sword that you pulled free from its prison when none else could. This weapon can be any sword from the standard equipment list; alternatively, it can be a dagger as well. Your Blade in the Stone can deal another type of damage of your choice whenever you damage another creature or object. Make your choice from: acid, cold, fire, lightning, poison, thunder, or radiant. You cannot change your decision once it's made.

When you choose this mythic weapon, you learn the *dragon blade* cantrip.

Dragon Blade

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: S, M (a melee weapon that deals slashing damage)

Duration: Instantaneous

You brandish the weapon used in this spell's casting and make an attack with it against a creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects + an additional 1d12 damage of your weapon's type.

Cantrip Upgrade: At 5th level, the additional damage dealt by this cantrip increases to 2d12. It increases again at 11th level (to 3d12) and 17th level (to 4d12).

Bow That Shoots the Sun

You wield a mythical bow that is legend to have struck down targets none else could. This weapon can be any type of bow or crossbow from the standard equipment list. Your Bow That Shoots the Sun has a range of 600 feet and doesn't suffer disadvantage on attacks at long range.

When you choose this mythic weapon, you learn the *mighty shot* cantrip.

Mighty Shot

Evocation cantrip

Casting Time: 1 action

Range: Self (30-foot radius)

Components: S, M (a ranged weapon that uses ammunition)

Duration: Instantaneous

You brandish the weapon used in this spell's casting and make an attack with it against a creature within 30 feet of you. Your weapon attack targets every creature between you and your target.

Cantrip Upgrade: At 5th level, you can make a second attack with this cantrip that also targets every creature between you and your original target. You can make a third attack at 11th level and a fourth attack at 17th level.

Hammer That Breaks the World

You wield a heavy that was too heavy for anyone else to lift save those who are worthy. This weapon can be any type of bludgeoning weapon from the standard equipment list, including clubs or mauls. Your Hammer That Breaks the World also has the *thrown* property with a range of 30 feet. The hammer returns to you after you've made a ranged weapon attack with it.

When you choose this mythic weapon, you learn the *quaking blow* cantrip.

Quaking Blow

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: S, M (a melee weapon that deals bludgeoning damage)

Duration: Instantaneous

You brandish the weapon used in this spell's casting and make an attack with it against a creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects + an additional 1d6 bludgeoning damage. The target is also disoriented until the end of its next turn.

Cantrip Upgrade: At 5th level, you can make another attack against the same target when you cast this cantrip. You can make a third attack at 11th level and a fourth at 17th. These bonus attacks do not deal additional bludgeoning damage.

Sacred Spear

You wield a spear that is believed capable of skewering even a god in its domain. This weapon can be any spear or weapon with reach, such as a halberd or lance. When you throw your Skewering Godspears, creatures cannot benefit from cover unless they have total cover against it. The spear returns to your hand at the beginning of your next turn.

When you choose this mythic weapon, you learn the *stormride* cantrip.

Stormride

Evocation cantrip

Casting Time: 1 action

Range: Self (30-foot line)

Components: S, M (a melee weapon that deals piercing damage or has the reach property)

Duration: Instantaneous

You brandish the weapon used in this spell's casting and stomp the ground, causing an explosive burst of thundercloud. You're propelled in a line up towards an enemy up to 30 feet away. Your movement ends in that enemy's space and you make an attack with the weapon used in this spell's casting against the target. On a hit, the target suffers the weapon attack's normal effects and is both knocked back 10 feet and staggered.

Cantrip Upgrade: At 5th level, you deal an additional +1d6 piercing damage with the attack made with this weapon, and the target is pushed back an additional 10 feet (to 20 feet total). This increases again at 11th level (to +2d6 damage and 30 feet total) and 17th level (to +3d6 piercing damage and 40 feet total).

Sorcery

1st level Pendragon feature

Your mythic weapon has unlocked your innate arcaneness, giving you the natural ability to produce spells. Fated teachers or other mentors helped teach you the skills necessary to properly wield this power.

Inspired by LaserLlama's Alternate Sorcerer

This Sorcery feature was heavily inspired by the Alternate Sorcerer class designed by LaserLlama. While some aspects have been changed for this class, the work he did to polish his Alternate Sorcerer helped pave the way for the Pendragon to be a reality. Find his Alternate Sorcerer here:

<https://www.gmbinder.com/share/-M2ZGCOtpShGn-0ruzB5>

Cantrips

You know one cantrip of your choice from the Pendragon spell list. Rather than choose, you may start with the *mage hand* cantrip. Whenever you gain a Pendragon level, you may change one of your cantrips with another Pendragon cantrip of your choice.

You learn additional Pendragon cantrips as seen on the Pendragon table.

Sorcery Points

The Pendragon table shows the number of Sorcery Points that you have to cast the Pendragon spells you know of Level 1 and higher. To cast a Pendragon spell, you must expend the amount of Sorcery Points indicated in the table below.

You regain all expended Sorcery Points each time you finish a long rest. For example, as a 1st level Pendragon, you can cast the spell *burning hands* at Level 1 by spending 2 Sorcery Points.

Points to Slots Table

Spell Level	Cost
Cantrip	0
1	2
2	3
3	5
4	6
5	7

Prepared Spells of Level 1+

You prepare the list of spells to level 1 and higher that are available for you to cast with this feature. To start, choose two level 1 spells from the Pendragon spell list. Rather than choosing, you may start with *Arcane Phalanx*, *Armor of Arthur*, and *Zephyr Strike*. The number of spells on your list also increases as you gain Pendragon levels, as shown in the Prepared Spells column of the Pendragon table.

Whenever that number increases, choose additional spells from the Pendragon spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you can cast, as seen on the Max Spell Level column. For example, if you're a level 6 Pendragon, your list of prepared spells can include five Pendragon spells of level 1 or 2 in any combination.

If another Pendragon feature gives spells that you always have prepared, those spells don't count against the number of spells on the list you prepare with this Spellcasting feature, but those spells otherwise follow the rules in this feature.

Changing Your Prepared Spells

Whenever you gain a Pendragon level, you can replace one spell on your list with another Pendragon spell for which you have spell slots.

Spellcasting Ability

Intelligence is your spellcasting ability for the spells you cast with your Pendragon features.

Spellcasting Focus

You can use your Mythic Weapon as a Spellcasting Focus for the spells you cast with your Pendragon features.

Arcane Tactics

2nd, 6th, 14th, and 18th level Pendragon feature

Surviving conflict to achieve victory requires tactical acumen. In a world with dragons and sorcerers, arcane tactics convergently evolved out of necessity. These tactics oftentimes leverage allies with spellcasting or other magical powers.

You learn two Arcane Tactics from the options below. Each feature is an always-on effect. You learn an additional tactic at 6th level (for three total), 14th level (for four total), and 18th level (for five total).

During a long rest, you can swap one of your prepared Arcane Tactics for another of your choice.

List of Tactics

1. ***Arcane Barrage.*** When both you and an ally damage the same creature with a cantrip or spell in the same round, that creature's initiative is decreased by an amount equal to your Proficiency bonus starting the following round (to a minimum of 0).
2. ***Bewitched Focus.*** When you would lose concentration on a spell, you can instead spend a Pendragon spell slot to maintain concentration.
3. ***Ceremonial Combat.*** When you make a weapon attack as part of a spell, you can subtract your attack roll by -5 to increase the damage of the attack by +10 — the result of you taking time to add incantations and additional ceremonial elements to your casting of the spell. You must decide to do this before you roll the attack. However, if you miss, the target can use its reaction to make an attack of its choice against you.
4. ***Empowering Incantations.*** When an ally casts a spell that you can see within 60 feet, you can use your reaction to recite an empowering incantation, increasing the power of the spell. If you do so, the spell's caster can reroll any damage dice that result in a 1 or 2. The caster must use the new results.
5. ***Ensorcell Terrain.*** When you cast a spell that requires a saving throw, you can choose to imbue it into a piece of Small or larger terrain that you can see within 60 feet. When a creature moves within 5 feet of that terrain, you can use your reaction to detonate the spell.

Any target of this spell rolls its saving throw with disadvantage.

6. **Magic Feint.** When you miss a weapon attack made with a cantrip, you can use your bonus action to cast that cantrip again on the same target.
7. **Predict Arcane Phenomenon.** When a creature uses a magical effect that forces a saving throw on you or an ally you can see within 30 feet, you can use your reaction to make an Intelligence (Arcana) check against the effect's DC. If you succeed, you figure out what the magical effect is, and you and any allies that can hear you have advantage on the saving throw against it. A creature with this advantage loses it the first time they succeed on the saving throw. The same effect from the same creature cannot be predicted like this more than once in a 24 hour period.
8. **Reckless Casting.** When you make a weapon attack as part of a spell, you can choose to gain advantage on the attack roll. If you do so, you have disadvantage on saving throws until the beginning of your next turn, and attacks against you have advantage for this same duration.
9. **Sorcerous Opening.** When you damage a creature with a cantrip, an ally adjacent to the target can use their reaction to make a weapon attack against that target.
10. **Soul Rending.** When you damage a creature with a spell, it has disadvantage on the next saving throw it makes against any magical effect before the beginning of its next turn.
11. **Surprise Spell.** When a creature adjacent to you succeeds on a saving

throw against an ally's spell, you can use your reaction to cast a cantrip with a casting time of 1 action on the target.

12. **Warp War.** On your turn, you can spend all of your movement to instead teleport to an empty space you can see up to half your movement away (rounded up).

Sorcerous Recovery

2nd and 10th level Pendragon feature

Your Mythic Weapon replenishes its powers when you need it most. If you spend at least 1 minute communing with your Mythic Weapon, which can be done as part of a short rest, you regain a number of Sorcery Points equal to Proficiency bonus + half your Pendragon levels (rounded down).

You have one use of this ability. You gain a second use at 10th level. You regain all extended uses when you finish a long rest.

Legendary Knighthood

3rd, 7th, 11th, and 15th level Pendragon feature

Your training and magical ability leads to you developing the powers of one of the Legendary Knighthoods. These knighthoods are not usually complete factions; instead, they are unofficial bands of heroes across time that display the same traits you have. Choose your Legendary Knighthood from: Abysswalkers, Dragoons, Knights of the Round, or Spellblades, each of which is detailed at the end of this class description.

Your Legendary Knighthood grants you features at 3rd level, and again at 7th, 11th, and 15th levels.

Knighthood Spells

Each Legendary Knighthood has a list of Knighthood Spells that you learn at the Pendragon levels noted in your Knighthood's description. Your Knighthood Spells count as Pendragon spells for you, but they do not count against your total number of Prepared Spells.

Ability Score Improvement

4th, 8th, 12th, 16th, and 19th level Pendragon feature

At 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, you can not increase an ability score above 20 with this feature.

Arcane Assault

5th level Pendragon feature

When you take the Attack action, you can make two attacks instead of one as part of the action. If the first attack hits, you can replace the second attack with a cantrip targeting that same creature.

Aegis

6th and 13th level Pendragon feature

As a bonus action, you can spend a Sorcery Point to place an Aegis on you or an ally that you can see within 30 feet. Your Aegis could be an arcane shield inscribed with runes, a flower crown of divine blooms, or anything else that you decide.

When you place your Aegis, both you and your target gain a bonus to your respective AC

scores equal to half your Proficiency bonus (rounded down). This Aegis remains for 1 minute or until you are incapacitated.

You can place your Aegis on another ally that you can see within range by using another bonus action and spending a Sorcery Point.

When you do so, the previous creature wearing your Aegis loses the bonus to their AC.

Syncretic Myths

7th level Pendragon feature

When you are attuned to a magic item that is the same weapon type as your Mythic Weapon, you can choose to transfer the magic item's powers into your Mythic Weapon. Doing so requires an hour of meditation, which can be done during a short or long rest. When this hour is finished, the magical item loses its special properties and your Mythic Weapon instead gains those properties.

Your Mythic Weapon can only have the properties of a single magic item combined with it. If you add another magic item's properties to your Mythic Weapon, the first set of properties disappear.

Arcane Secrets

10th and 17th level Pendragon feature

You have studied magical knowledge from a wide spectrum of disciplines. Choose two spells from the Bard, Sorcerer, Warlock, or Wizard spell lists. A spell you choose must be of a level you can cast, as shown on the Pendragon table, or a cantrip. The chosen spells count as Pendragon spells for you and are not included in the number in the Prepared Spells column of the Pendragon table.

You learn two additional spells from any classes at 17th level.

Limit Break

18th level Pendragon feature

You push yourself beyond your limits so that you may rise to the challenge of your impossible destiny. At the start of your turn, you can declare that you are using your Limit Break. When you do so, you can replace both of your attacks made through Arcane Assault with cantrips you know or spells you have prepared. When taking this special action, you are no longer bound by the rule preventing you from casting two leveled spells on your turn.

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

Crowned Majesty

20th level Pendragon feature

You have become the pinnacle of what it means to be a Pendragon. Your Constitution and Intelligence scores both increase by +2, to a maximum of 22 each. Additionally, when you use your Limit Break, you may forgo both of your attacks through Arcane Assault to instead cast a Bard, Sorcerer, Warlock, or Wizard spell of 8th level or lower. This spell counts as a Pendragon spell when you cast it.

LEGENDARY KNIGHTHOODS

Subclass	Summary
Abysswalker	Manipulate shadow to blind and terrify your enemies
Dragoon	Dive upon your enemies like a dragon on the hunt
Knight of the Round	Become the archetypical knight and fight with guile and poise
Spellblade	Combine spells with devastating weapon attacks

ABYSSWALKER

Those who join this legendary knighthood have drowned in evil, curses, and every other wicked thing imaginable. Despite struggling so mightily against the darkness, they adapt, eventually learning to overcome it.

Abysswalkers are Pendragon dark knights who use the monstrous ways of the dark to achieve a destiny of their own making. While not typically evil, many find it hard to trust an Abysswalker, on account of their quasi-monstrous nature.

Abysswalker Spells

3rd level abysswalker feature

Whenever you gain a level in this class, you can replace one spell from this feature with another spell of your choice of the same level, so long as it is a necromancy spell.

Pendragon Level	Spell Name
3rd	Arms of Hadar, Hex
5th	Darkness, Shadow Blade
9th	Summon Shadowspawn, Waves of Darkness*
13th	Shadow of Moil
17th	Negative Energy Flood

Bloody Darkness

3rd level Abysswalker feature

As a bonus action, you can ignite the magic within your Mythic Weapon by spending a Sorcery Point. When you do so, your Mythic Weapon becomes wreathed with stretching voids, screaming faces, or a similarly disturbing aura. Your Mythic Weapon remains in this state until you finish a short or long rest or are incapacitated.

When you damage a creature with your ignited Mythic Weapon, that creature is blinded by streams of darkness until the end of its next turn. You can only blind one creature in this way on your turn.

Expertise

3rd level Abysswalker feature

You gain proficiency in the Animal Handling and Intimidation skills. Choose one of these two skills. When you make an ability check with it, you add double your Proficiency bonus to this check.

Starting at 11th level, you add double your Proficiency bonus to the check of the other skill as well.

Aegis of the Unknown

6th level Abysswalker feature

When you place an Aegis onto an ally, you cover that ally in an aura composed of the fear of the unknown. An enemy that damages you or your ally while wearing this Aegis must succeed on a Wisdom saving throw against your spell save DC or else be frightened of both of you until the end of its next turn. If the enemy succeeds on this saving throw, it is immune to it for the next 24 hours.

Additionally, your ally is immune to the frightened condition while wearing this Aegis.

Umbral Greaves

11th level Abysswalker feature

You gain a pair of enchanted greaves forged in the shadows of a dark and disturbed land.

When you move, you can spend a Sorcery point to activate these greaves. For the next hour, you can move through shadows Medium or larger and exit from another shadow of that size that you can see within 60 feet.

You can also remain in the shadow for a number of minutes equal to your PB. While inside the shadow, nothing can see you, but you can see and hear things through the shadow as if it were a window.

Drowning Abyss

15th level Abysswalker feature

When you hit a creature with a weapon or spell attack, you can choose to knock them into their own shadow. If you do so, the creature suffers half the damage of your attack, is restrained inside of their shadow, and gains the benefits of total cover. While restrained in this way, the creature is considered to be suffocating.

At the start of each turn, the creature can make a Strength saving throw to end this effect and emerge from its shadow. If it dies while within its own shadow, its body and its shadows both disappear. This effect requires concentration, as if it were a spell.

Once you've used this feature, you cannot use it again without finishing a long rest.

DRAGOON

While some whisper that Pendragon's blood is that of a dragon's, none are more certain of that than the Dragoons. Joining this legendary knighthood means your body has become a conduit for sorcerous power. You leap into the air, lifted by your very own magic, and crash down upon whatever stands in your way. Dragoons are often sought out by mercenaries or other armies who wish to augment their forces with the Dagoon's mythic power. Often times, these forces make both an emotional and monetary appeal for the Dagoon's aid.

Dragoon Spells

3rd level dragoon feature

Whenever you gain a level in this class, you can replace one spell from this feature with another spell of your choice of the same level, so long as it is an evocation spell.

Pendragon Level	Spell Name
3rd	Absorb Elements, Cause Fear
5th	Dragon's Breath, Earthbind
9th	Dragonlance, Fly
13th	Elemental Bane
17th	Summon Draconic Spirit

Dragon Dive

3rd level Dragoon feature

When you make a weapon attack using your Mythic Weapon, you can spend a number of Sorcery Points equal to that spell's level - 1 (minimum of 1) to turn the attack into a Dragon Dive.

When you make a Dragon Dive, you jump 30 feet into the air and land in a creature's space that you can see up to an additional 30 feet away. When you land in the target's space, you immediately make your weapon attack against them. You suffer no fall damage when using this ability.

On a hit, the target suffers the maximum possible damage from the cantrip or spell and is knocked prone 5 feet away from you. On a miss, the target can use its reaction to either make an Opportunity Attack against you or to move up to half its speed away from you in a direction of its choice. If it takes an Opportunity Attack against you, you must move 5 feet away from it, regardless of whether it hits or not.

Expertise

3rd level Dragoon feature

You gain proficiency in the Acrobatics and Athletics skills. Choose one of these two skills. When you make an ability check with it, you add double your Proficiency bonus to this check.

Starting at 11th level, you add double your Proficiency bonus to the check of the other skill as well.

Worm-Winged Aegis

6th level Dragoon feature

When you place an Aegis onto an ally, you both grow a transient pair of elemental wings. Creatures with these wings can spend 10 feet of movement to jump 5 x their level in a direction of their choice. They also subtract 100 feet when calculating fall damage (to a minimum of 0).

Lancet

11th level Dragoon feature

You gain a precise, sharp knife enchanted with the magic of a dragon's hoard. Whenever you damage a creature with your Dragon Dive, you can use your bonus action to cut your target with this Lancet. When you do so, you regain 1 Sorcery Point.

Dragonrise

15th level Dragoon feature

While under the effect of your Aegis, both you and your ally gain a flying speed of 60 feet. Additionally, you both become immune to one of the following damage types: acid, cold, fire, lightning, or poison.

KNIGHT OF THE ROUND

The classic legendary knighthood are those who sit at the Roundtable. It is said the first Pendragon created an organization dedicated to chivalry, loyalty, and the establishing of their own kingdom. Pendragons who become Knights of the Round themselves exemplify these traditional values. They seek to gather strong allies to aid them, and believe that one's destiny can only be achieved through the aid of good friends. Knights of the Round are often sought out by smallfolk to help with local problems — a chance for them to see something special in action.

Roundtable Spells

3rd level knight of the round feature

Whenever you gain a level in this class, you can replace one spell from this feature with another spell of your choice of the same level, so long as it is an abjuration spell.

Pendragon Level	Spell Name
3rd	Ceremony, Command
5th	Find Steed, Zone of Truth
9th	Crusader's Mantle, Daylight
13th	Staggering Smite
17th	Circle of Power

Expertise

3rd level Knight of the Round feature

You gain proficiency in the History and Persuasion skills. Choose one of these two skills. When you make an ability check with it, you add double your Proficiency bonus to this check.

Starting at 11th level, you add double your Proficiency bonus to the check of the other skill as well.

Master-at-Arms

3rd level Knight of the Round feature

As a bonus action, you can ignite the innate arcaneness within your Mythic Weapon. When you do so, you gain the following benefits until you finish a short or long rest or are incapacitated:

- You learn one Fighting Style of your choice from the Fighter's Fighting Style feature
- You learn one maneuver of your choice from the Battlemaster's Maneuvers list; you can use this maneuver once per turn, and you use your spell save DC for any required saving throws
- If you are using the Weapon Mastery rules, you may additionally gain access to the weapon masteries available for your Mythic Weapon

Avalon's Aegis

6th level Knight of the Round feature

While your Aegis is on an ally, you and that ally are both enraptured by the healing powers of your Mythic Weapon. When either one of you start your turn with lower than half your maximum hit points, you regain hit points equal to half your level (rounded up).

Invisibility Cloak

11th level Knight of the Round feature

You gain a cloak of invisibility. You can activate it by spending a Sorcery Point as a bonus action on your turn. If you do so, you become invisible until you attack another creature or cast a spell.

Royal Weapon

15th level Knight of the Round feature

When you ignite your Mythic Weapon using your Master-at-Arms feature, you gain the following additional benefits:

- You attacks are considered to be critical hits on an 18, 19, or 20
- You cannot suffer disadvantage on attacks made with your Mythic Weapon
- When you score a critical hit with your Mythic Weapon, you regain 1 Sorcery Point

SPELLBLADE

Spellblades have forsaken their destiny. Or rather, they believe destiny only awaits them in arcane lore and occult secrets. Pendragons in this legendary knighthood are constantly chasing down magical secrets long since forgotten. They are nown dungeon-divers and are considered experts on lore and spellcraft. Naturally, this leads to them blending their martial and magical powers together on a deeper level then other Pendragons, earning them their epithet.

Spellblade Spells

3rd level Pendragon feature

Whenever you gain a level in this class, you can replace one spell from this feature with another spell of your choice of the same level, so long as it is an enchantment spell.

Pendragon Level	Spell Name
3rd	Charm Person, Sleep
5th	Blindness/Deafness, Hold Person
9th	Haste, Hypnotic Pattern
13th	Polymorph
17th	Hold Monster

Expertise

3rd level Spellblade feature

You gain proficiency in the Arcana and Investigation skills. Choose one of these two skills. When you make an ability check with it, you add double your Proficiency bonus to this check.

Starting at 11th level, you add double your Proficiency bonus to the check of the other skill as well.

Spellstrike

3rd level Spellblade feature

As a bonus action, you can choose to imbue a spell with a casting time of 1 action into your Mythic Weapon. When you do so, you must spend Sorcery Points equal to the spell's cost + 1.

If you land a successful attack against a creature or object with your Mythic Weapon before finishing a short or long rest, you cast the spell as part of landing the attack. If the spell requires an attack roll, it automatically hits. If the spell requires a saving throw, the target makes the save with disadvantage. If the spell has an area-of-effect, it instead only affects the target you damaged with your Mythic Weapon.

Once a spell is cast in this way, its powers leave your Mythic Weapon.

Mysterious Aegis

6th level Spellblade feature

While wearing your Aegis, an ally that is casting a spell of Level 1 or higher can consume the aegis to increase the spell's level by 1 (to a maximum of 9th level). Once the Aegis is consumed, both you and the ally lose the benefits it granted to your respective AC scores.

Mageslayer's Ring

11th level Spellblade feature

You gain an enchanted ring that can wrangle the magic of enemy sorcerers. When a creature adjacent to you casts a spell, you can use your reaction to spend Sorcery Points equal to the spell's level, allowing your ring to consume the spell. For the next minute, all of your attacks with your Mythic Weapon deal an additional 1d8 force damage.

If the spell is of a level you can cast, you can cast it on your turn as an action by spending 2 Sorcery Points. Otherwise, the spell disappears from your ring after 1 minute. When the spell disappears, your Mythic Weapon loses its bonus 1d8 force damage.

Spell Assault

15th level Spellblade feature

When you imbue a spell into your Mythic Weapon using Spellstrike, you can choose to instead imbue either +2 or +3 additional Sorcery Points. If you do so, you can use Spellstrike an additional time (or two more times for +3 additional SP) before the spell disappears.

Pendragon SPELLS

Bold = New Spell

Cantrips

- Booming Blade
- **Cleave**
- **Crescent Slash**
- **Deflect**
- Greenflame Blade
- Lightning Lure
- Mage Hand
- Minor Illusion
- **Moonfall**
- Prestidigitation
- **Rivers of Blood**
- Sword Burst
- **Transient Moonfang**
- True Strike
- **Vacuum Slice**
- **Weapon Shift**

1st Level

- Absorb Elements
- **Arcane Phalanx**
- **Armor of Arthur**
- **Barbaric Roar**
- Burning Hands
- Caustic Brew
- Color Spray
- **Dancing Blade**
- Detect Magic
- **Earthshaker**
- Earthtremor
- Expeditious Retreat
- Faerie Fire
- False Life
- Feather Fall
- Fog Cloud
- Grease
- Hellish Rebuke
- Ice Knife
- Identify

- Jump
- Magic Missile
- Protection From Good & Evil
- **Scattershot**
- Silent Image
- **Skypiercing Moonfang**
- Sleep
- Thunderwave
- Witch Bolt
- Zephyr Strike

2nd Level

- Acid Arrow
- Arcane Scorch
- **Bestial Assault**
- Blur
- **Call the Storm**
- Cloud of Daggers
- Darkness
- Darkvision
- Earthen Grasp
- Enlarge/Reduce
- Levitate
- Locate Object
- Mirror Image
- **Mist Raven**
- Misty Step
- **Nebula**
- Scorching Ray
- Shatter
- Snowball Storm
- **Waves of Darkness**

3rd Level

- Conjure Barrage
- Counterspell
- Dispel Magic
- **Dragonlance**

- Elemental Weapon
- Erupting Earth
- Fly
- **Gravitas**
- Haste
- **Headshot**
- Lightning Bolt
- Major Image
- Magic Circle
- Protection From Energy
- Sleet Storm
- Slow
- Tidal Wave
- Thunder Step

4th Level

- **Arcane Grandeur**
- Banishment
- **Death Blaze**
- Dimension Door
- Elemental Bane
- **Festival of War**
- Locate Creature
- Resilient Sphere
- **Soul Snipe**

5th Level

- Animate Objects
- Arcane Hand
- **Arcane Reversal**
- Conjure Volley
- Cone of Cold
- **Deathblow**
- Destruction Wave
- Far Step
- Hold Monster
- Legend Lore
- Steel Wind Strike
- Teleportation Circle
- Wall of Force

NEW SPELLS

Cantrips

Crescent Slash

Evocation cantrip

Casting Time: 1 Action

Range: Self (5-feet radius)

Components: S, M (a melee weapon that deals slashing damage)

Duration: Instantaneous

You brandish the weapon used in this spell's casting and make an attack with it, causing slashing force to spin around you. Every creature that is adjacent to you is targeted by your attack.

Cantrip Upgrade: At 5th level, you can make another attack when using this cantrip. You can make a third attack at 11th level, and a 4th attack at 17th level.

Deflect

Abjuration cantrip

Casting Time: Reaction

Range: Self

Components: S, M (a melee weapon with a cost of at least 1 sp)

Duration: Instantaneous

When you are targeted by a melee attack, you can cast this cantrip as a reaction. When you do so, make an attack roll against your attacker, and add your spellcasting ability modifier to the attack roll. If your attack roll is equal to or greater than your enemy's, you reduce the damage by 1d8 and split the remainder between yourselves.

Cantrip Upgrade: At 5th level, the incoming damage is reduced by an additional +1d8 (for 2d8 total). This increases to 3d8 at 11th level and 4d8 at 17th level.

Moonfall

Evocation cantrip

Casting Time: 1 Action

Range: 15 feet radius

Components: S, M (a melee weapon with a cost of at least 1 sp)

Duration: Instantaneous

You smash the weapon you used in this spell's casting into the ground, creating a gravity well centered on yourself. Enemies within range must succeed on a Strength saving throw or else suffer 1d6 force damage and be pulled 10 feet close to you. An enemy pulled into a space adjacent to you falls prone as well.

Cantrip Upgrade: At 5th level, the damage of this cantrip increases by +1d6 and the range increases to 5 feet (for 2d6 force damage and 20 feet total). This damage and range increases again at 11th level (for 3d6 force damage and 25 feet total) and 17th level (for 4d6 force damage and 30 feet total).

Rivers of Blood

Necromancy cantrip

Casting Time: 1 Action

Range: Self (5-feet radius)

Components: S, M (a melee weapon worth at least 1sp)

Duration: Instantaneous

You brandish the weapon used in this spell's casting and make an attack against a creature

adjacent to you. When you do so, roll 1d12. On a hit, the target suffers your weapon's normal effects + twice the amount of necrotic damage you rolled on the d12. Additionally, you suffer half the amount of damage and one instance of bleeding that goes away at the end of your next turn.

Cantrip Upgrade: At 5th level, your target begins to bleed for 1 minute. It suffers another instance of bleeding at 11th level (for two total) and 17th level (for three total).

Transient Moonfang

Evocation cantrip

Casting Time: 1 Action

Range: Self (5-feet radius)

Components: S, M (a melee weapon that deals slashing damage)

Duration: Instantaneous

You sheath the weapon used in this spell's casting and make a quickdraw attack against a creature adjacent to you. When you make this attack, decide if you are slashing vertically or horizontally. On a hit, the creature suffers the normal effects of the attack in addition to the following:

- **Vertically:** The target suffers 1d6 radiant damage and is knocked prone
- **Horizontally:** The target suffers 1d10 radiant damage.

Cantrip Upgrade: At 5th level, the damage for both options increases by +1d6 and +1d10 respectively. They increase again at 11th level (for 3d6 and 3d10 total) and 17th level (for 4d6 and 4d10 total).

Vacuum Slice

Evocation cantrip

Casting Time: 1 Action

Range: Self (60-feet radius)

Components: S, M (a melee weapon that deals slashing damage)

Duration: Instantaneous

You raise the weapon used in this spell's casting and then make an attack with it against a target within 60 feet. On a hit, the target suffers the weapon's normal effects + an additional 1d6 slashing damage and is impaired until the end of their next turn.

Cantrip Upgrade: At 5th level, you can make another attack using this cantrip's effects. You can make a third attack at 11th level, and a fourth at 17th level.

Weapon Shift

Transmutation cantrip

Casting Time: 1 Bonus Action

Range: Touch

Components: S, M (a weapon worth at least 1 sp)

Duration: Instantaneous

The weapon you use for this spell's casting transforms into another weapon with a lower damage die (to a minimum of 1d4). When you cast this cantrip again on the same weapon, it reverts to its original form.

Cantrip Upgrade: Starting at 5th level, you can make a single attack with the transformed weapon as part of the casting. At 11th level, the damage for this special attack adds your spellcasting ability modifier to it.

Level 1 Spells

Arcane Phalanx

Level 1 conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: S, M (a melee weapon worth at least 1 sp)

Duration: Concentration, up to 1 minute

When you cast this spell, move the weapon used in its casting above your head in an arc. You create three replicas of the weapon that float above you. When an enemy enters a space adjacent to you or ends its turn there, it must succeed on a Constitution saving throw as one of your swords blasts into it. On a failure, the creature suffers 2d6 force damage, or half as much on a success.

At Higher Levels: When you cast this spell using a spell slot of Level 2 or higher, you create an additional replica weapon for each spell level above 1.

Armor of Arthur

Level 1 abjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V, M (wearing armor worth at least 1 sp)

Duration: 1 hour

You enchant the armor used for this spell's casting, transforming it into a more impressive and arcane appearance. You gain 5 temporary hit points. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 damage of a type of your choice, choosing from: acid, bludgeoning, fire, lightning, piercing, psychic, radiant, or slashing.

At Higher Levels. When you cast this spell using a spell slot Level 2 or higher, both the temporary hit points and the damage increase by 5 for each slot.

Barbaric Roar

Level 1 evocation

Casting Time: 1 Action

Range: 5 feet

Components: S, V

Duration: Instantaneous

You release a barbaric and primal roar backed with arcane force. A creature of your choice that is adjacent to you must make a Constitution saving throw. On a failure, it suffers 2d6 thunder damage, slides backwards 5 feet, and is both staggered and deafened. On a success, it instead suffers half the damage.

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

Dancing Blade

Level 1 enchantment

Casting Time: 1 Action

Range: 15 feet

Components: S, M (a melee weapon worth at least 1 sp)

Duration: Instantaneous

You enchant the weapon used in this casting with devious arcane force. Upon doing so, you can make up to three attacks against creatures you can see within 15 feet. On a hit, each creature suffers the weapon's normal effects + your spellcasting ability modifier in bonus damage of the weapon's type.

At Higher Levels: When you cast this spell using a spell slot of Level 2 or higher, the range increases by +5 feet and you can make an additional attack for each spell level above 1.

Earthrend

Level 1 evocation

Casting Time: 1 Action

Range: 30 feet

Components: S, M (a melee weapon worth at least 1 sp)

Duration: Instantaneous

You savagely strike the ground with the weapon used in this spell's casting. Every creature within 30 feet must succeed on a Dexterity saving throw as fissures open up beneath them. On a failure, they fall 10 feet (or further if they were suspended). A creature suffering fall damage in this way takes 1d8 damage instead of 1d6, lands prone, and is crippled until the end of their next turn.

Invisible Armament

Level 1 enchantment

Casting Time: 1 Bonus Action

Range: Touch

Components: S, M (a weapon worth at least 1 sp)

Duration: Concentration, 10 minutes

The entirety of the weapon used in this spell's casting veils itself in light, wind, or some other obscuring element, making it impossible for anyone other than yourself to know what your weapon looks like. This frustrates the defenses of your enemies. As a result, attacks with this weapon cannot suffer disadvantage, and your critical hit range expands by one (for example, from 20 -> 19 and 20).

At Higher Levels: When you cast this spell using a spell slot of Level 3 or higher, it loses its concentration requirement.

Scatter Shot

Level 1 conjuration

Casting Time: 1 Action

Range: Self (30-foot radius)

Components: S, M (a ranged weapon worth at least 1 sp)

Duration: Instantaneous

You load your weapon and then fire it at the feet of a creature you can see within 30 feet of yourself. The target must make a Dexterity saving throw. On a failure, it suffers three times the damage the weapon used in this spell's casting, including any normal effects the weapon has. On a success, it instead suffers half the damage.

At Higher Levels: When you cast this spell using a spell slot of Level 2 or higher, you add another instance of the weapon's damage to the total result for each spell level above 1.

Skypiercing Moonfang

Level 1 evocation

Casting Time: 1 Action

Range: Self (60-foot radius)

Components: S, M (a melee weapon that deals slashing damage)

Duration: Instantaneous

You brandish the weapon used in this spell's casting and then make a weapon attack with it at a creature within 60 feet of yourself. This results in you firing off a wave of arcane force that strikes the target, dealing your weapon's normal effects + 2d6 radiant damage.

If you hit a creature adjacent to you with this spell, you do a bonus 2d6 cold damage with this attack.

At Higher Levels: When you cast this spell using a spell slot of Level 2 or higher, the radiant and cold damage both increase by 1d6 for each spell level above 1.

Level 2 Spells

Bestial Assault

Level 2 enchantment

Casting Time: 1 Action

Range: Self (10-foot radius)

Components: S, M (a melee weapon worth at least 1 sp)

Duration: Instantaneous

You're overcome with bestial fury, forcing you to leap at an enemy you can see within 10 feet. Make an attack against the target using the weapon in this spell's casting as part of this leap. On a hit, the target suffers the weapon's normal effects + 3d8 force damage. The target is also staggered, and the terrain it is standing on becomes difficult terrain.

At Higher Levels: When you cast this spell using a spell slot of Level 3 or higher, it deals an additional 1d10 force damage for each spell level above 2.

Call the Storm

Level 2 evocation

Casting Time: 1 Action

Range: Self

Components: S, M (a whip or another melee weapon that deals slashing damage)

Duration: Instantaneous

You swing your weapon with reckless abandon, creating a gyrating thundercloud around yourself. Make two attacks using the weapon in this spell's casting. These attacks target any creature adjacent to you and deal an additional 1d8 lightning damage on a hit. Creatures that get hit twice by this damage are also staggered.

At Higher Levels: When you cast this spell using a spell slot of Level 3 or higher, make an additional attack for each spell level above 2.

Mist Raven

Level 2 conjuration

Casting Time: 1 Reaction

Range: Self

Components: S, M (a light weapon worth at least 1 sp)

Duration: Instantaneous

When you are hit by a melee attack, you can use your reaction to disappear in a slash of mist and raven feathers. You reappear in an adjacent empty space. If an enemy is adjacent to you after your teleportation resolves, you can make an attack using the weapon involved in this spell's casting against it.

At Higher Levels: When you cast this spell using a spell slot of Level 3 or higher, you can teleport an additional +10 feet for each spell level above 2.

Nebula

Level 2 conjuration

Casting Time: 1 Action

Range: Self (5-foot radius)

Components: S, M (a sword or flail worth at least 1 sp)

Duration: Instantaneous

You brandish the weapon used in this spell's casting and make an attack with it against an adjacent creature. A beautiful nebula of young stars is born in the wake of your attack. On a hit, the target suffers the weapon's normal effects and has its speed reduced until the beginning of your next turn.

Any creatures adjacent to you at the beginning of your next turn are caught up in the explosion of the conjured nebula. These creatures suffer an additional 4d8 damage of a type of your choosing, picking from: cold, fire, lightning, or radiant.

At Higher Levels: When you cast this spell using a spell slot of Level 3 or higher, the secondary explosion deals an additional 1d8 damage for each spell level above 2.

Waves of Darkness

Level 2 evocation

Casting Time: 1 Action

Range: Self (30-feet radius)

Components: S, M (a melee weapon worth at least 1sp)

Duration: Instantaneous

You ignite the weapon used in this spell's casting with devious and cruel dark energy. Then, you make an attack with this weapon against a creature or object you can see within 30 feet. On a hit, the target suffers 3d8 cold damage and is either blinded or frightened of you until the end of its next turn, your choice.

If you hit a creature that is adjacent to you with this attack, it suffers an additional +1d8 cold damage.

At Higher Levels: When you cast this spell using a spell slot of Level 3 or higher, make an additional attack for each spell level above 2.

Level 3 Spells

Dragon Lance

Level 3 evocation

Casting Time: 1 Action

Range: Self (60-feet radius)

Components: S, M (a weapon with the thrown property worth at least 1 sp)

Duration: Instantaneous

You lift the weapon used in this spell's casting, causing it to combust with elemental energies. Then, you make an attack with the weapon against a creature you can see within 60 feet. On a hit, the target suffers the weapon's normal effects + 8d6 damage of a type you choose, picking from: acid, cold, fire, lightning, or poison.

At Higher Levels: When you cast this spell using a spell slot of Level 5 or higher, make an additional attack for each spell level above 5.

Gravitas

Level 3 evocation

Casting Time: 1 Action

Range: 30-feet radius

Components: S, M (a melee weapon worth at least 1 sp)

Duration: Instantaneous

You smash the ground with the weapon used for this spell's casting and then raise it into the air, reversing gravity for those around you. Enemies or objects of your choice within 30-feet of your location must succeed on a Strength throw or be lifted 30 feet into the air.

You then slam those enemies into the ground, leaving them prone and inflicting 3d6 falling damage and 3d6 force damage.

At Higher Levels: When you cast this spell using a spell slot of Level 4 or higher, you lift targets an additional 10 feet and deal an additional 1d6 force damage for each spell level above 3.

Headshot

Level 3 divination

Casting Time: 1 Action

Range: Self (60-foot radius)

Components: S, M (a ranged weapon that uses ammunition)

Duration: Instantaneous

You prepare the weapon used to cast this spell and glimpse the next 6 seconds of your target's future. Then, you make a weapon attack against the target. On a hit, the target suffers your weapon's normal effects in addition to being crippled until the end of their next turn and suffering an additional 5d6 force damage.

At Higher Levels: When you cast this spell using a spell slot of Level 4 or higher, the attack deals an additional 1d6 force damage for each spell level above 3.

Level 4 Spells

Arcane Grandeur

Level 4 conjuration

Casting Time: 1 Action

Range: Self (15-foot radius)

Components: S, M (a weapon worth at least 1 sp)

Duration: Instantaneous

You brandish the weapon used in this spell's casting, conjuring forth a gigantic version of it. You then make an attack against a target of your choice within 15 feet. On a hit, the target suffers the weapon's normal effects and an additional 10d6 damage of a type of your choice, picking from: acid, bludgeoning, fire, lightning, piercing, radiant, slashing, or thunder.

At Higher Levels: When you cast this spell using a spell slot of Level 5 or higher, you can make an additional attack with the weapon, dealing 5d6 damage of a type of your choice.

Death Blaze

Level 4 necromancy

Casting Time: 1 Bonus Action

Range: Touch

Components: S, M (a melee weapon worth at least 1 sp)

Duration: Concentration, up to 1 minute

The weapon used for this spell's casting ignites in mysterious flames tinged by death. When you damage a creature with this weapon, it suffers an additional 4d8 damage of a type of your choice, picking from: cold, fire, necrotic, poison, or psychic. Additionally, the target's maximum hit points are reduced by the same amount. A creature whose hit points are reduced to 0 in this way is killed.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

Undead creatures suffer the maximum amount of additional damage (32) when struck by this weapon.

Festival of War

Level 4 evocation

Casting Time: 1 Action

Range: 30 feet

Components: S, M (a melee weapon worth at least 1 sp)

Duration: Concentration, up to 1 minute

You brandish your weapon and declare that now begins the Festival of War. You then make a single attack with the weapon, which targets every enemy within range. On a hit, a target suffers the weapon's normal effects and an additional 5d6 damage of the weapon's type.

For the duration of the spell, you can make a special attack in this way two more times.

At Higher Levels: When you cast this spell using a spell slot of Level 5 or higher, you can make this special attack another time for each spell level above 4.

Soul Snipe

Level 4 necromancy

Casting Time: 1 Action

Range: Self (60-feet radius)

Components: S, M (a ranged weapon that uses ammunition)

Duration: Instantaneous

You imbue the weapon used for this spell's casting with dark magic that allows it to wound the soul. Make an attack with this weapon against a creature within 60 feet. On a hit, the target suffers the weapon's normal effects, an additional 6d6 necrotic or radiant damage

(your choice), and cannot cast spells or use magical abilities for the next minute. At the end of each turn, the target can make a Constitution saving throw, ending this effect on a success.

At Higher Levels: When you cast this spell using a spell slot of Level 5 or higher, the attack deals an additional 1d6 damage for each spell level above 4.

Level 5 Spells

Arcane Reversal

Level 5 abjuration

Casting Time: 1 Reaction

Range: Self

Components: S, M (a melee weapon worth at least 1 sp)

Duration: Instantaneous

When you succeed on a save against a Level 5 spell or lower, or to another magical effect, you can cast this spell as a reaction. Reduce the damage you would take, if any, to zero, and the origin of the spell or magical effect is targeted by its own ability. When it makes the saving throw, it uses your spell save DC in place of any other required DCs. If the target fails, the effect ends at the end of their next turn if its duration was longer than 1 round.

Deathblow

Level 5 evocation

Casting Time: 1 Action

Range: Self (special, see description)

Components: S, M (a weapon worth at least 1 sp)

Duration: Instantaneous

You enchant the weapon used in this spell's casting with the power needed to cut your enemy down. Make an attack with the weapon against a creature within that weapon's range.

On a hit, the target suffers the weapon's normal effects + 10d10 force damage. If the target had 50 hit points or fewer when you cast this spell, it instead is immediately killed.

NPCS

Abysswalker

Dragoon

Roundtable Knight

Spellblade

Royal Pendragon

King Arthur