

Great Jagras

BondSoul, Common

Ability DC: 10+CON

- **Base:**

Devour(1/day): Target one medium or smaller creature you are grappling. creature must make a Strength save vs. the DC or be swallowed by spectral jaws and enters a pocket demiplane, where it is blinded and restrained for 1 minute unless you end the effect early with a bonus action. while you have a creature swallowed, you gain an additional damage die on all strength-based weapon attacks. The bound creature can repeat the save at the end of each of it's turns.

- **Tier 1:**

Devour(2/day): while a creature is swallowed, in addition to previous effects, it also takes 1d6 acid damage each round it is swallowed. you may also forgo the acid damage and extra damage die to attacks to increase the duration to an hour.

- **Tier 2:**

Devour(2/day): you may now target large or smaller creatures with devour. acid damage increases to 3d6 per round, you now gain 2 additional damage dice to strength-based weapon attacks.

- **Tier 3:**

Devour(3/day): Acid damage is increased to 6d6 per round, you now gain 3 additional damage dice to strength-based weapon attacks.

Great Maccao

BondSoul, Common

ability DC: 10+DEX

To hit modifier: STR/DEX

- **Base:**

Deadly Leap: base jumping distance increased by 15ft; if the Bonder jumps at least 15ft as part of its movement, it does not provoke opportunity attacks and can make a single melee attack on any creature within 5ft of the landing point dealing an additional 2d8 of the weapons base damage.

- **Tier 1:**

Deadly Leap: if a creature is hit with the attack, it must make a Strength or Dexterity save(its choice) or be flung 5ft backwards and knocked prone. if the target creature is gargantuan or larger, it makes the save with advantage.

- **Tier 2:**

Bonder gains an extra 10ft of base movement speed

Deadly Leap: damage is increased to 3d8. leap distance is increased to 25 feet. targets that are knocked prone are now knocked back 10ft

- **Tier 3:**

Deadliest Leap: damage is increased to 4d8, you can now make two melee attacks instead of one.

Pukei-Pukei

BondSoul, Common

save DC: 10+CON

To hit modifier: DEX

- **Base:**

You gain resistance to poison damage, if you are already resistant you become immune to poison damage, as well as the poisoned condition.

Poison Spit(1/Long rest): you spit a large globule of poisonous liquid at a target in range. make a ranged attack against a target creature within 30 feet that you can see. on a hit the creature takes 1d6 poison damage and must make a CON save or be poisoned for 1. if the target becomes poisoned from this effect, roll a d4 and the target also suffers an additional status ailment. it can repeat the saving throw at the end of each of its turns to end the effect early

1-stunned

2-deafened

3-paralyzed

4-blinded

5-restrained

6-petrified(this does not suspend the afflicting poison)

- **Tier 1:**

Poison spit(1/long rest): damage increased to 3d6 poison damage, range increased to 40ft. creatures that are immune to the poisoned effect still make a saving throw with advantage against the additional condition.

- **Tier 2:**

Poison spray: you now roll a d6 instead of a d4 when rolling for an additional condition. In place of a normal poison spit, you can instead spray the poison in a 15-foot cone, requiring only the CON save for both damage and effects.

- **Tier 3:**

Poison spray: damage increased to 5d6 poison damage, creatures with immunity to poison are now only resistant to poison spray, while those that are resistant no longer have resistance to poison spray.

Tetsucabra

BondSoul, Common

to hit modifier: DEX

- **Base:**

You gain a burrowing speed of 10 feet

Dig(1/short rest): You dig a boulder out of the ground with a pair of spectral lower tusks. you can then toss the boulder as a ranged weapon attack with a range of (30/60), dealing 2d8+DEX bludgeoning damage on a hit.

- **Tier 1:**

Boulder Shield(1/short rest;shared with boulder toss): instead of throwing the boulder, you can use the spectral jaws to hold it in front of you like a shield, granting a +3 to AC. the Boulder itself has an AC of 10 and 5hp and resistance to nonmagical Piercing, slashing, or bludgeoning damage, it is destroyed when reduced to 0hp

- **Tier 2:**

Your burrowing speed increases to 20ft

Dig(2/short rest): damage increased to 3d8+DEX, range increased to (60/120)

Boulder Shield: AC increased to 15, HP increased to 30

- **Tier 3:**

Dig(2/short rest): damage increased to 4d8+DEX, range increased to (120/300)

Boulder shield: now grants +5 to AC, HP increased to 50

Volvidon

BondSoul, Uncommon

to hit modifier: STR/DEX

DC: 11+STR

- **Base:**

Tongue(1/short rest): make a melee attack against a target creature within 15 feet, dealing 1d10+STR/DEX slashing damage on a hit. a large or smaller creature is grappled. until the grapple ends, the target is restrained.

- **Tier 1:**

Tongue(1/short rest): as a bonus action, you can pull a grappled target 10 feet towards you.

- **Tier 2:**

Tongue(2/Short rest): damage increased to 2d10+STR/DEX

- **Tier 3:**

Rollout(Recharge 5-6): a spectral ball forms around you, and you can move double your movement speed in a straight line. if you pass through a space occupied by a creature, the target must make a DEX save or take 6d6 bludgeoning damage and is knocked prone. if the target is huge or larger, it is not knocked prone and stops the movement at them.

Zamtrios

BondSoul, Uncommon

DC: 11+STR

- **Base:**

Ice armor(1/long rest): as a bonus action, you coat yourself in ice, gaining a +2 to AC, but incurring a -10ft penalty to movement for 1 minute.

- **Tier 1:**

Expand(1/day): as a bonus action, you swell in size to 1 size category larger and gain a 1d4 bonus to all weapon attacks, as well as resistance to bludgeoning damage. this also removes the ice armor if it is currently active.

- **Tier 2:**

Ice armor(1/long rest): gain +3 AC

Ice Drill: if ice armor is active, you gain a 30ft burrow speed. if burrowed, you can use an action to unburrow in a space occupied by another creature. the creature is pushed out of your space and must make a DEX save or be knocked prone and take 3d6+STR slashing damage plus 3d6+STR piercing damage.

- **Tier 3:**

Expand(2/day)

Water Torrent: while expanded, you can shoot a jet of water in a 30-foot cone. each creature in the area must make a DEX save or take 7d8 cold damage. doing this ends expand early.

Tobi-Kadachi

BondSoul, Uncommon

- **Base:**

You gain a 30ft glide speed. You lose 5ft of altitude for every 10ft of movement. At the end of your turn you fall to the ground if you are still in the air.

- **Tier 1:**

Wounded fury: while below half health(rounded down), all weapon attacks deal an additional 1d6 lightning damage

- **Tier 2:**

Wounded fury: damage increased to 3d6

- **Tier 3:**

You gain immunity to lightning damage

Wounded fury: damage increased to 5d6

Royal Ludroth

BondSoul, Uncommon

DC: 10+CON

- **Base:**

Royal Decree(1/day): as an action, you can summon 1d4 spectral Ludroth to fight for you, they can be directly controlled and move at the end of your turn.

- **Tier 1:**

Mucus Spit(1/short rest): you launch a glob of mucus at a target creature within 30ft. target must make a DEX save or take 3d6 bludgeoning damage.

- **Tier 2:**

Royal decree(1/Day): you now summon 1d6 Ludroth

Mucus Spit(recharge 5-6):

- **Tier 3:**

Mucus Spit(Recharge 5-6): now deals 10d6 bludgeoning damage and applies waterblight for 1 minute

Brachydios

Bondsoul, Rare

- **Base**

Slime Mold: Your body now begins producing an explosive green substance in various places. Your unarmed strikes and natural weapon attacks now apply a charge of Blast, up to a maximum of 4. As an action, you can make a high-pitched noise that causes all charges of Blast to detonate on all creatures within 20ft, dealing 1d4 fire damage per charge of Blast on a creature.

- **Tier 1**

Slime Trap(1/Long Rest): as an action, you can repeatedly strike the ground to place a 10ftX10ft puddle of slime containing 5 charges of Blast. Any creature that passes through this area must make a DEX save or gain a charge of Blast from the puddle. Once the puddle has no more charges remaining, it dries up and vanishes. If you detonate your blast charges and the puddle is within range, it detonates as well, dealing damage to each creature within the puddle equal to the number of charges remaining in the puddle.

- **Tier 2**

Slime Mold: maximum number of charges increased to 8.

Slime Trap(1/Long Rest): slime puddles now hold 9 charges of blast.

- **Tier 3**

Immortal Reactor(1/week): as an action, you can begin to ruthlessly smash the ground, with Slime Mold flying everywhere until the end of your next turn. Every creature within a 60ft radius must make a DEX save or gain 10 charges of blast, taking only 5 on a successful save. Additionally, you create a crater in the ground within the radius that is 10ft deep and contains a Slime Trap that also fills the area.

Zinogre

BondSoul, Rare

DC: 11+WIS

- **Base:**

Fulgurbug Charge(1/day): you gather Fulgurbugs to yourself and give yourself a lightning aura. as an action, you can explode in a burst of Fulgurbugs in a 10ft radius. each creature in the area must make a STR save or take 6d6 lightning damage and be pushed back 10ft. for 1 minute afterwards whenever a creature ends its turn within 5ft of you, they take 1d6 lightning damage.

- **Tier 1:**

Fulgur Swarm: while under the effects of Fulgurbug charge, you can select three 5ft squares to have your Fulgurbugs gather around. Each creature that begins it's turn in one of these spots must make a DEX save or take 2d8 lightning damage. you can use a bonus action at the end of your turn to move one of these swarms up to 30ft.

- **Tier 2:**

Fulgurbug Charge(1/day): initial damage increased to 8d6, aura damage increased to 2d6.

Fulgur Swarm: damage increased to 3d8, you can now create four swarms.

- **Tier 3:**

Fulgurbug Charge(1/day): initial damage increased to 11d6

Fulgur Swarm: you can now move two swarms as a bonus action.

Gore Magala

BondSoul, Very Rare

DC: 12+CON

- **Base:**

Frenzy Sense: you have blindsight up to 20ft. as a bonus action, you can emit a pulse of Frenzy Virus and increase your blindsight to 120ft until the end of your next turn. all creatures in the area must make a CON save or gain one charge of Frenzy

- **Tier 1:**

Frenzy Dash(1/short rest): as a bonus action, you can move up to your movement speed without provoking opportunity attacks. each creature you move through must make a DEX save or take 3d6+CON necrotic damage

- **Tier 2:**

Frenzy sense: your passive blindsight increases to 30ft. bonus action blindsight increases to 320ft

Virus Wave(1/day): you release a necrotic pulse in a 30ft radius. each creature in the area must make a DEX save or take 7d8 necrotic damage and gain a charge of Frenzy

- **Tier 3:**

Virus Wave (1/Long Rest): damage increased to 14d8 necrotic damage and now grants two charges of frenzy on a failed save, with one on a success.

you also permanently gain the effects of the Frenzy Virus, without the *Impaired Healing* or *Suppressed Immunities* effects.

Shagaru Magala

Bondsoul, Legendary

DC: 13+CON

- **Base:**

Frenzy Sense: you have blindsight up to 40ft. as a bonus action, you can emit a pulse of Frenzy Virus and increase your blindsight to 240ft until the end of your next turn. all creatures in the area must make a CON save or gain one charge of Frenzy

- **Tier 1:**

Frenzy Dash(1/short rest): as a bonus action, you can move up to your movement speed without provoking opportunity attacks. each creature you move through must make a DEX save or take 4d6+CON necrotic damage and gain a charge of Frenzy

Apex Control(1/day): once per day, you can target a slain monster with a Challenge rating equal to or less than your player level and infect it with the Frenzy Virus. It then returns to life under your control, gaining the properties of the Apex state.

- **Tier 2**

Frenzy sense: your passive blindsight increases to 60ft. bonus action blindsight increases to 400ft

Virus Wave(1/day): you release a necrotic pulse in a 40ft radius. each creature in the area must make a DEX save or take 8d8 necrotic damage and gain a charge of Frenzy

- **Tier 3**

Virus Wave (1/Long Rest): damage increased to 16d8 necrotic damage and now grants two charges of frenzy on a failed save, with one on a success.

you also permanently gain the effects of the Frenzy Virus, without the *Impaired Healing* or *Suppressed Immunities* effects.

Valstrax

BondSoul, Legendary

DC: 13+DEX

- **Base:**

you have a fly speed of 40 that stacks with any additional fly speeds you receive from Valstrax armor pieces.

Ignition Jets(1/day): as an action, you can ignite your wings and wreath yourself in exhaust flames in a 10ft radius. each creature caught in that area must make a DEX save or take 4d8 necrotic damage. eating a Dragonfell berry can restore your use of this feature, but will afflict you with Dragonblight for 1 minute after each use.

- **Tier 1:**

Wyvern Ignition: as a bonus action, you can cause high-velocity jets of flame erupt from any two-handed weapon you are wielding, causing it to deal an additional die of its base damage as well as 1d8 of necrotic damage on a hit.

- **Tier 2:**

Ignition Jets(1/day): radius increases to 15 feet and now deals 5d8 fire damage on a failed save.

Dragon Rush(recharge 5-6): you move up to half your fly speed in a straight line, during this move you may move through other creatures without provoking attacks of opportunity. Any creatures you move through must succeed on a DEX save or take 1d8+DEX slashing damage plus 2d6 necrotic damage and are knocked prone on a failed save.

- **Tier 3:**

Around the World: Your fly speed increases to 90ft. Additionally, you can overexert your Thrusters to move at blindingly fast speeds. if you are at least 100ft above the ground in the air, as an action you can burst forward in a straight line at 100mph. for every 100 miles you travel this way, you gain 1 point of exhaustion, which is cured on a long rest.

Ignition Jets(1/day): radius increased to 30 feet and now deals 9d8 fire damage on a failed save.

Dragon Rush(Recharge 5-6): damage increased to 4d8+DEX slashing and 4d6 fire damage

Xeno' Jiiva

BondSoul, Legendary

DC: 13+CON

To hit: DEX

- **Base:**

Energy Pull: You can absorb magical energy from the ground to heal your wounds. While on the ground, roll a d6. On a 3-6 you can use an action to roll a number of Hit dice equal to $\frac{1}{3}$ your character level without expending their uses. On a 1-2 the ability backfires and you instead take 3d8 force damage. After you successfully heal, you gain a level of 'Energized', which lasts until you complete a long rest.

- **Tier 1:**

Blue Flames: you can expend a use of Energized to make a ranged spell attack with a range of 30ft. On a hit, the target takes 2d8 force damage and is afflicted with Dragonblight until the end of their next turn.

- **Tier 2:**

Blue flames: damage increased to 4d8 force damage

Blue burst: you expend a number of energized levels to release a burst of energy from the ground around you in a 30ft radius. All creatures in the area must make a DEX save or take 1d10 force damage per level of Energized you spend.

- **Tier 3:**

Energy Pull: now only backfires on a 1.

Blue flames: damage increased to 6d8

Blue burst: now affects a 60ft. Radius.

Safi'jiiva

BondSoul, Legendary

DC: 13+CON

- **Base:**

Siphon Energy: You can absorb magical energy from the ground to heal your wounds. While on the ground, you can use an action to heal for 1d8 hit points. After you successfully heal, you gain a level of 'Energized', which lasts until you complete a long rest.

- **Tier 1:**

Emperor's flame: you can expend a use of Energized to make a ranged spell attack with a range of 40ft. On a hit, the target takes 3d8 force damage and is afflicted with Dragonblight until the end of their next turn. You can expend an additional charge of Energized to increase the damage by 1d8 and extend the duration of Dragonblight by 1 minute.

- **Tier 2:**

Siphon Energy: healing increased to 2d8.

Suppressed Power: your full potential is sealed away. While you are below half of your Maximum hit points, you can use an action to release your power and enter a supercritical state. While in the supercritical state, all damage dealt by you is doubled, while all damage taken by you is halved. This transformation lasts for 1 minute, but it must be concentrated upon as if one were concentrating on a spell.

- **Tier 3:**

Sapphire Star of The Emperor(1/day): you draw upon all of your power for one final devastating attack. This ability cannot be used unless you are in your Supercritical state, but does not receive any bonuses from it. As an action you rise 10ft from the ground and begin to emit intense heat and light until the start of your next turn. Each creature that starts its turn within 30ft of you must make a DEX save or take 9d6 fire damage, or half as much on a success. At the beginning of your next turn, you can choose to either end the ability, which also ends your Supercritical state, or you can use an action to release a bead of concentrated energy that falls to the ground. Upon impact the bead explodes and each creature in a 60ft radius must make a DEX save or take 16d6 fire damage and 16d6 force damage, or half as much on a success.

Ahtal-Ka

BondSoul, Legendary

DC: 13+WIS

To hit: DEX

- **Base:**

Golden Silk(1/day): you can produce thick strands of gold colored silk to defend yourself. As an action, you can place 60ft worth of silk that cannot be traveled through, attaching each end to a wall or raised structure. The webbing can be divided into as many separate pieces as desired, though you cannot have more than 60ft out at a time, and both ends must be attached to another surface. The Silk can be attacked and destroyed, and has an AC of 18, HP 30, is vulnerable to fire damage; immunity to bludgeoning, poison and psychic damage.

- **Tier 1:**

Reel In: when a creature attacks or otherwise makes contact with you Golden Silk, you can use your reaction to ensnare them in the web. The target creature must make a Strength save against or be Grappled. Creatures grappled in this way can make either an Athletics check or an Acrobatics check at the end of their turns to escape.

- **Tier 2:**

Spiderweb Burst(Recharge 6): Make a Ranged attack against all enemies within 30ft. On a hit the target is restrained and can make a Strength save at the end of each of their turns to break free.

- **Tier 3:**

Ahtal-Neset(1/day): Your Golden Thread explodes outwards, pulling together a massive construct that you control from within. The Construct is Huge size, has an AC of 20, HP equal to five times your player level, and two slam attacks that deal 4d12+your Strength modifier bludgeoning Damage. While Ahtal-Neset is active you are restrained in it's center and given full cover against attacks. At the beginning of each of your turns you regain 2d8 hit points while inside Ahtal-Neset. If you are removed from the Neset or end the effect as a bonus action the Neset is destroyed.

Fatalis

BondSoul, Artifact

DC:

- **Base:**

King's Aura(1/Long Rest): You stand above all others in the natural order. Passively, you gain immunity to the frightened condition and once per day you can cause creatures with a CR rating equal to half your Character level or below to be forced prone for 1 minute.

- **Tier 1:**

Crimson Shift(1/day): you hold a barely contained rage that seeks to be let free. When you take half of your Max HP in damage or more from a single source before the start of your next turn, you explode with rage that alters your very being. The transformation lasts for 1 minute, while it is active you gain resistance to fire and slashing damage, all of your melee attacks deal an extra 1d10 fire damage, and all creatures within a 10ft radius take fire damage equal to your character level. Flammable objects within the radius also ignite.

- **Tier 2:**

Black Flames: your flames have a cursed, unnatural strength to them. Any fire damage dealt by you also reduces the targets max HP by the same amount.

- **Tier 3**

White Shift(1/day): ancient draconian power wells up within you, causing your hair to turn white. As an action, you trigger a transformation that lasts for 1 minute. During this time you gain resistance to necrotic and piercing damage, and can target up to three creatures with bolts of dragon energy as a bonus action. Each targeted creature must make a Dexterity save or take 4d10 necrotic damage and be afflicted with Dragonblight until the end of their next turn. If Crimson Shift activates while this transformation is active, White Shift ends.