

Atavist (introductory text)

A warrior woman takes blow after blow from encircling enemy soldiers, but as she weakens and bloodies, she becomes all the more harder to kill - striking faster, evading easier, and dying less and less. A cornered dog may lash out, but a cornered atavist is a nightmare to finish off. With caution foregone, the woman wounds her left arm and a spray of blood cuts down the line of soldiers. Another foe comes near, but finds her only stronger than she was before.

An orc throws everything he has into each blow, trading blood for blood in an effort to sacrifice for a victory - but he knows it will not come. He stills and opens his mind to the alien forces coursing through his ichor, his body erupts in aberrant strips of flesh that cover him in the very image of true horror.

The fireball rounds the corners of the maze, the wizard's foul magics chasing the atavist down the halls - but a bloodletting of his right arm gives him the power he needs to dodge the fiery current.

No matter their upbringing, their race, their culture or even time, atavists are united by their ability to make use of their own vitality. If any bloodlines of this magic ever existed, they are long forgotten now. Atavists exist against a culture of purification, feudalism, and mercantilism - they are the old ways which once again reemerge in contemporary society.

Proficiencies

Armor: Light armor, medium armor, shields
Weapons: Simple weapons, six martial weapons of your choice
Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics,

Athletics, Deception, Insight, Intimidation, Investigation, Survival

Rend Ichor

You can let out your own blood to deliver death. You have a rend die - a d6 - which powers certain features. When you rend, you roll this die and lose hitpoints equal to the result, which can't be reduced in any way. You can't rend more than once to a feature unless the effect says as much. When a feature says that you can rend to a roll, it means you can rend yourself and add the result of the rend die to the roll.

You can rend yourself to the damage roll of any melee attack. The attack must use a weapon proficiency or spell you gain from the Atavist class. You can rend any number of times per turn. On critical hits, you roll double the rend dice but only lose hitpoints from the first set you roll.

At 7th level, you can roll up to 2d6 for your rend dice. At 14th level, you can roll up to 3d6, and up to 4d6 at 20th.

Unstopping Heart

Twice per turn, when rending would reduce you to 0 hitpoints, you are instead reduced to 1. Additionally, with any roll of 18 or higher on a death saving throw, you regain 1 hitpoint.

Hardened Viscera

At 2nd level, your body takes on traits of the most resilient ancient life.

You gain proficiency in death saving throws and your hit point maximum can't be reduced.

While you aren't wearing heavy armor, you can reduce any damage you take by 2. This damage reduction increases to 4 at 7th level and 6 at 15th level.

Martyr's Blood

At 3rd level, your body has regained such properties of health that you can focus it for yourself and others toward healing. As an action, you can touch a willing creature and rend yourself. It is cured of up to as many nonmagical diseases as the result of the rend roll.

Avenging Attack

Starting at 5th level, you can make an avenging attack as a reaction - make a weapon attack against any creature within range. You can make this reaction when an attack hits you, you fail a save, you miss an attack roll or fail the skill contest of an attack.

At 11th level, you can make two weapon attacks as part of this reaction.

Greater Viscera

At 7th level, your body takes on even more ability to endure and resist.

You double your proficiency bonus for death saving throws and you can rend to Strength, Dexterity, and Constitution saving throws.

When you take damage from a creature other than you, your next rend within the next minute doesn't lose you hitpoints.

Sanguine Sacraments

Starting at 14th level, you begin to unravel hallowed secrets of the union within between supernatural and the natural. This union is your sacrament. During a long rest, prepare one 5th-level spell from the atavist spell list to be your sacrament.

You can cast this sacrament spell or an aspect spell of the same level once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you can prepare and cast more sacrament spells in this way: one 6th-level spell at 17th level and one 7th-level spell at 20th level. You regain all uses of your Sanguine Sacraments when you finish a long rest.

Nigh Immortality

At 20th level, your spirit is tied to your very blood. Your aging slows to an imperceptible halt, which only completes after ten thousand years. If a drop of your blood remains upon death, you can regrow from that drop over the course of one week.

If you die due to old age, or you are killed due to the *disintegrate* spell or similar effects, your body lacks enough blood remaining to revive from.

Atavistic Aspects

The color of atavists lie in their paths and the source of their power. Ancient families would have developed techniques and passed them down, but no one inherits this power from a name anymore: they make their own names and the power of the atavist chooses them for a purpose.

Bloodied Aspect

This atavist is one who thrives on an empty stomach and wounded physique, who gains adrenaline and spirit from proximity to death. These bloodied aspect atavists tend toward extreme masochism; they are often only happy when they feel the weight of the wounds that cover their skin.

Bloodied Aspect Spells

1	Lesser Bloodsight
2	Hold Person
3	Redwood Expansion
4	Death Ward
5	Exsanguinate
6	Haemorrhaging Rupture
7	Marrowmelt

Wounded Nature

Choose one of the following features, which is active as long as you are below your maximum hitpoints:

Alacrity. You hover in and out of a foe's reach. When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Chaotic. You forgo normal control for the high results of chaos. Your rend dice are d8s instead of d6s.

Reflexive. Your agility and bulk are unparalleled. You can rend to Strength and Dexterity ability checks.

In addition, choose one of the following features, which is active as long as you are below half your hitpoint maximum (rounded up):

Serrated Strike. Your blade's edge sharpens in a coat of blood. When you roll the maximum on a weapon's damage die, add an additional 2d6 to the damage (no matter how many dice you rolled maximum on). If you roll the maximum on any serrated d6, add another 2d6, and so on.

Thickened Humors. Your Hardened Viscera damage reduction increases by 3.

Unceasing Flow. Your blood runs like water. When you rend yourself and add the result to a weapon damage roll, the result is doubled—you both take and apply double the rend result.

Blood In My Eye

Beginning at 6th level, you can rapidly expend your vitality. You can rend any number of times to initiative checks and can rend after you see your initiative roll.

Deathbound Vitality

At 10th level, you score a critical hit on a d20 roll of 18 or higher while you are below half your hitpoint maximum (rounded up).

Murderous Aspect

Lethal Accuracy

Beginning at 3rd level when you choose this aspect, you have a way with the blade even other atavists cannot match. You can rend yourself any number of times to attack rolls, and you can do so after you see the result but before you know whether it hits or misses. If you hit in this way, the target cannot regain any hitpoints until the end of its next turn.

Murderous Aspect Spells

1	Withering Necrosis
2	Pass Without Trace
3	Counterspell
4	Locate Creature
5	Deface
6	True Seeing
7	Finger of Death

Skirmisher

Also at 3rd level, you become highly effective at hunting enemies. You gain expertise with the Stealth and Survival skills and can take the Dash, Hide, and Search actions as bonus actions.

Lethal Strike

Beginning at 6th level, you can rip a creature apart with a killer's instinct. You can force an attack you roll at 27 or above to be a lethal strike. When you rend to a lethal strike, you double your rend dice to the damage roll. You only lose hitpoints from the first set you roll.

If you rend to an attack roll and it does not increase your attack to 27 or above, you can add it to the damage instead if you still hit without the rend.

Evasion

Starting at 10th level, you can completely evade some of the most dangerous effects. 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 saving throw, and only half damage if you fail.

Destined Death

Beginning at 18th level, you can deliver to others the inevitable destiny of all beings. Your Humansbane feature extends to creatures of all types and automatically slays creatures at 27 or fewer hitpoints.

When you deal damage to a creature, you can deliver destined death and add 27 to the damage roll.

You can deliver destined death three times and regain all expended uses when you finish a long rest.

Demonic Aspect

Fiendish Constitution

Beginning at 3rd level when you choose this aspect, you have the character of a demon. You count as a demon for any effects, you can't be poisoned and have resistance to poison damage, and you can speak, read, and write Abyssal.

Demonic Aspect Spells

1	Chaos Bolt
2	Darkness
3	Through the Fire and Flames*
4	Incinerate Dead*
5	Immolation
6	Eyebite
7	Fire Storm

Demon's Pyre

Also at 3rd level, you can enter a demon's pyre at the start of your turn. You can exit it at any time (no action required). The demon's pyre gives you great demonic might, changing your eye color and iris shape to that of your choice.

While in the pyre, you can't be frightened, and creatures within 5 feet of you other than those of your choice take 1d4 fire damage when you enter the pyre and at the start of each of your turns. This increases to 2d4 at 6th level, 3d4 at 10th, and 4d4 at 18th.

When one or more creatures take fire damage from your demon's pyre, you can expend one spell slot to deal additional fire damage. The extra damage is 2d4 for a 1st-level slot, plus 1d4 for each spell level higher than 1st, to a maximum of 5d4.

The demon's pyre lasts up to 1 minute. You can use this feature a number of times equal to your Constitution modifier and regain all expended uses when you finish a long rest.

Hellfire

At 6th level, when you rend to an attack while in the demon's pyre, you can change the damage of the attack to fire damage. You can rend to the damage of your demon's pyre, affecting all creatures damaged by the pyre.

Archdemon's Pyre

At 10th level, the radius of your pyre extends to 15 feet. Fire damage you deal ignores resistances and you have resistance to fire damage.

Demonic Royal

Cruorwrought Aspect

Veinweaver

Also at 3rd level, you can drain the blood of one Small or larger corpse within 30 feet of you as a bonus action. If you do, you can create a weapon of blood without losing any hitpoints within the next minute.

Also as a bonus action, you can destroy one Small or larger corpse within the same range, and blood falls as rain in a 30-foot sphere centered on you until the end of your next turn. The rain heavily obscures you from other creatures within the sphere.

Cruorwrought Aspect Spells

1	Heart's Desire
2	Hold Person
3	Lesser Consumption
4	Salt in the Wound*
5	Dominate Person
6	Death of the Author*
7	Greater Consumption

Anomalous Aspect

Your blood flows from the cosmic bliss of the void, the hidden old gods, the horrific beings beyond comprehension and the tears of blood that flow from your eyes and the eyes of those who witness you.

Your mind is affected by the void, its blood stirs within you. Roll or choose one of the quirks below to embody this affect.

Anomalous Affect

1	At the edge of your consciousness lies many voices speaking in indecipherable tongues.
2	The stars feel ever in motion to you, and now so close to new alignment.
3	The current pantheon of gods are fickle and immature children.
4	Pleasures of the flesh hold no appeal for you.
5	You sleep in the day and are active at night.
6	You have vague memories of an eternal life among the stars.
7	Fear and love, anger and joy do not concern you or your life. Emotions are the qualities of lesser beings.
8	Feelings turmoil within you, your consciousness is a small bird flying over a vast ocean of emotion.

Anomalous Aspect Spells

1	Dissonant Whispers
2	Misty Step
3	Hypnotic Pattern
4	Dimension Door
5	Modify Memory
6	Planar Ally
7	Teleport

Aberrant Resilience

At 3rd level, you gain a supernatural prescience in combat. When you aren't wearing armor, your AC equals 13 + your Intelligence modifier. You always count as an aberration for any effects.

Arc of the Void

Finally at 3rd level, aberrant blood within you desires to overflow and grasp the world. You can enter the arc of the void at the start of your turn. It lasts for 1 minute and you gain the following benefits:

- Three tentacles erupt from your body. As a bonus action, you can attempt to grapple up to a number of creatures within 15 feet of you equal to your number of tentacles.
- You can squeeze any number of creatures grappled by you at once as an action. Each creature automatically takes 2d6 + your Intelligence modifier in force damage. You can rend to the damage of the squeeze, affecting all grappled creatures at once.
- You immediately gain temporary hitpoints equal to your Intelligence modifier and once more at the start of each of your turns.

The arc of the void can't be ended early. If combat ends before the arc does, you spend the remainder instinctually ravaging the corpses of opponents in a state of cosmic bliss. A friendly creature can take an action to attempt to break you out, making a Wisdom (Insight) or Charisma (Persuasion) check against your spell save DC.

You can enter the arc of the void a number of times equal to your Intelligence modifier. You regain all expended uses of this feature when you finish a long rest.

At 6th level, a fourth tentacle erupts from your body in the arc. You gain a fifth at 10th level and a sixth at 18th.

Soul of the Stars

Beginning at 6th level, you have telepathy to a range of 120 feet. You can rend to Intelligence checks and saves.

Cosmic Grip

Also at 6th level, the tentacles of your arc of the void increase in strength. You can throw any number of creatures grappled by you as an action up to 60 feet away from you. The creatures take 2d6 + your Intelligence modifier in force damage and land prone if their Dexterity score is lower than your spell save DC. You can rend to the damage of the throw, affecting all thrown creatures at once.

Cosmic Eye

Beginning at 10th level, you learn to open your cosmic eye while you are in the arc of the void once per arc. This eye creates an area of antimagic, as in the *antimagic field* spell, in a 15-foot cone. You can open your cosmic eye during your arc at the start of your turn, deciding which way the cone faces. The open eye requires concentration, as if you were concentrating on a spell, and it ends at the end of the arc or when you lose concentration (whichever comes first). The cone works against your own magic.

Eldritch Reality

Beginning at 18th level, you can reach the very stars. As an action, choose up to twenty creatures you can see or hear within 120 feet of you. A legendary creature in its lair can make a Charisma saving throw against your spell save DC to resist the effect; if it succeeds, you choose whether or not to continue the feature without that creature.

Otherwise, you and the chosen creatures are transported to a demiplane of eldritch abomination. It appears as an endless void, filled only by stars which numb the mind and instill cosmic bliss in the heart. An endless plain of thin water over rock provides the only ground. You and the chosen creatures remain here for up to 10 minutes unless you choose to return early as an action or fall unconscious.

While in the Eldritch Reality, you can grapple targets with your tentacles up to 120 feet away from you, throw targets as far, have 120 flying speed, and shed all of your creature types for aberration instead.

Once you transport to the Eldritch Reality, you can't do so again until you finish a long rest.

Deathly Aspect

Death and its power is the natural opposite of atavism. For most atavists, death is their only threat and their eternal struggle: even the most powerful cannot completely escape it. Atavists of a deathly aspect embrace necromantic power, forsaking their claim to the living and all it entails. They release their heat in exchange for a cold heart.

Deathly Aspect Spells

1	Animate Dead Familiar*
2	Shadow Blade
3	Lesser Hellfire Orb*
4	Animate Dead Swarm*
5	Antilife Shell
6	Circle of Death
7	Finger of Death

Chilling Guile

Beginning at 3rd level when you choose this aspect, your attacks chill your quarry to their bones. When you hit a creature, you can chill it, dealing additional cold or necrotic damage (your choice) equal to your rend dice. While chilled, a creature's speed is halved and it is too cold to speak. Any creature can take an action to warm itself back up while chilled, dispelling the effect. It otherwise stays chilled for 1 minute.

Once you chill a creature, you can't chill the same target again until you finish a long rest.

Undead Constitution

Also at 3rd level, you have the character of an undead. You gain resistance to necrotic and cold damage and you count as an undead for any effects.

Death Resilience

Starting at 6th level, when you are reduced to 0 hitpoints and don't die outright, you can expend one or more hit dice to regain hitpoints. Roll it and add your Constitution modifier to regain the amount.

You can't use this feature if you are reduced to 0 by radiant damage. You can expend up to three hit dice in this way and can't do so again until you finish a short or long rest.

Cloak of Unlife

Beginning at 10th level, you can shield your undead summons from the living world's hate against them. When your *animate dead familiar* or, later, your *animate dead swarm* take damage, you can take that damage instead.

Additionally, when you cast *animate dead familiar*, you can rend to grant it temporary hitpoints equal to the result.

Knight of Entropy

At 18th level, you can embody the pinnacle of your deathly aspect as an action. You gain 180 temporary hitpoints and add the *Death Knight* statistics to your own until these temporary hitpoints are lost:

You increase your AC, ability scores and saving throws to the *Death Knight's* if any of yours were lower. You gain its immunities and senses. You gain its Magic Resistance and Marshal Undead features. You gain its hellfire orb action, its parry reaction, and you can add the 4d8 necrotic damage of its longsword attack to all your weapon attacks. You instantly prepare all its spells, they count as Atavist spells for you, and they do not count against the number of spells you can prepare each day.

Once you take this action, you can't do so again until you finish a long rest. While you have at least 1 of these temporary hitpoints remaining, you are immune to exhaustion and do not age.

ANIMATE DEAD FAMILIAR

1st-level necromancy (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (10 gp worth of embalming materials, incense, and herbs that must be consumed by fire in an iron brazier)

Duration: Instantaneous

You animate an undead familiar with the form of a corpse that you touch during the casting of this spell. This may be a part of a humanoid's body such as a skull, hand, or foot, or the corpse of any Tiny creature such as a snake, owl, cat, bat, or raven.

The familiar uses the Dead Familiar statblock. It has speeds and senses befitting its form: an undead owl has the same flying as walking speed and darkvision, a skull has 0 speed, etc. The DM decides the extent of its speeds and senses that befit its form.

It acts on your turn and obeys your commands. When it drops to 0 hitpoints and does not fall to 1 instead with Undead Concentration, it dies and can be reanimated with this spell if a majority of the familiar remains. It understands languages it knew in life but cannot speak; you can communicate with it telepathically while it is within 100 feet of you.

If you cast this spell while you already have a dead familiar, the previous one dies.

Finally, when you cast a necromancy spell, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. It uses your spellcasting ability for all of its spell attack rolls and save DC. If the spell requires concentration, you must concentrate on it.

Dead Familiar

Tiny undead

Armor Class: 12 + your proficiency bonus

Hitpoints: 2 times your level

Speed: 30 ft. (default)

STR	DEX	CON	INT	WIS	CHA
1	10	10	6	6	6

Damage Resistances: necrotic, poison

Senses: passive Perception 8

Undead Concentration. If the dead familiar would be reduced to 0 hitpoints, it can make a concentration saving throw, as if it were concentrating. On a success, it falls to 1 hitpoint instead. It can't make a save against radiant damage or damage from a critical hit.

ACTIONS

Melee attack. The dead familiar squeezes, pokes, claws, bites, or physically attacks in its befitting manner. Make a melee spell attack. Hit: 1d6 necrotic damage.

LESSER HELLFIRE ORB

3rd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You hurl a magical ball of hellfire that explodes at a point you can see within range. Each creature in a 10-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 3d6 fire damage and 3d6 necrotic damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable corpses in the area that aren't being carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the fire damage or the necrotic damage (your choice) increases by 1d6 for each slot level above 3rd.

ANIMATE DEAD SWARM

4th-level necromancy

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)

Duration: Instantaneous

This spell creates a swarm of undead servants. Choose piles of bones or corpses (but not mixed) of Medium or Small humanoids within range. Your spell imbues the targets with a foul mimicry of life, raising it as an undead swarm. The targets become a swarm of skeletons if you choose piles of bones or a swarm of zombies if you choose corpses.

On each of your turns, you can use a bonus action to mentally command a swarm you made with this spell if the swarm is within 120 feet of you (if you control multiple swarms, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the swarm will take and where it will move during its turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the swarm only defends itself against hostile creatures. Once given an order, the swarm continues to follow it until its task is complete. It acts on your turn in combat.

The swarm is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the swarm for another 24 hours, you must cast this spell on the swarm again before the current 24-hour period ends. This use of the spell reasserts your control over up to two swarms you have animated with this spell, rather than animating a new one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over one additional swarm for each slot level above 4th. Each of the swarms must come from different corpses or piles of bones.

SWARM OF ZOMBIES

Huge swarm of Medium undead, lawful evil

Armor Class 8

Hitpoints 67 (7d12+21)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	17 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses type passive Perception ##

Languages understands all languages they spoke in life but can't speak

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium creature. The swarm can't regain hit points or gain temporary hit points.

Undead Swarm's Fortitude. If the swarm takes 10 or more damage at once, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the swarm takes half damage instead.

Undead Swarm's Vigor. When a creature moves into or within the area of the swarm and hasn't disengaged, it takes 1d6 bludgeoning damage for every 5 feet it travels.

ACTIONS

Multiattack. The swarm makes two attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 15 (4d6) bludgeoning damage, or 7 (2d6) bludgeoning damage if the swarm has half its hitpoints or fewer.

SWARM OF SKELETONS

Huge swarm of Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hitpoints 51 (6d12+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	6 (-2)	9 (-1)	5 (-3)

Damage Resistances piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages they spoke in life but can't speak

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium creature. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The swarm makes two attacks with its shortwords.

Shortwords. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 15 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half its hitpoints or fewer.

Shortbows. *Shortbows. Ranged Weapon Attack:* +4 to hit, range 80/320 ft., any creature within 10 feet of a point within range. *Hit:* 15 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half its hitpoints or fewer.

Chivalrous Aspect

You are the atavist who seeks to redeem your people through honor - or perhaps it is atavism who seeks to redeem their honor through you. You master the finer aspects of training and learn to endure the oppression atavists face to a greater degree. You know that your redemption will not be a selfish effort, but one that improves the world so marred by dishonor.

Chivalrous Aspect Spells

1	Compelled Duel
2	Lesser Restoration
3	Daylight
4	Banishment
5	Geas
6	True Seeing
7	Crown of Stars

Extra Training

Beginning at 3rd level, you gain proficiency with all martial weapons and heavy armor. You can reduce damage with your Hardened Viscera feature even while wearing heavy armor.

Fighting Style

Also at 3rd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting. When you roll a 1 or a 2 on the damage for an attack you make with a melee weapon that you are holding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Aura of Honor

At 3rd level, you and friendly creatures within 10 feet of you can move up to half their speed as part of making an opportunity attack. Additionally, the same creatures can make opportunity attacks against hostile creatures they can see when hostile creatures move into friendly creatures' reach as well as move out.

At 18th level, the range of this aura increases to 30 feet.

Retribution

At 6th level, avenging attacks count as opportunity attacks for you, and friendly creatures within your Aura of Honor can take one avenging attack as if they had the feature.

Forceful Resilience

At 10th level, you can endure forces against your body. You can't be moved against your will or grappled unless you fail a roll by 5 or more. If you would automatically be moved or grappled, you can instead make a Strength or Dexterity saving throw against a DC of the DM's choice.

Restoration of the Heart

Beginning at 18th level, your very heart refuses to lose and continues at any cost. The first time you would fall unconscious at 0 hitpoints, you instead are restored to your hitpoint maximum. Friendly creatures within your Aura of Honor regain half as many hitpoints as you.

Once you are restored to your hitpoint maximum, you can't be restored again with this feature until you finish a long rest.

Sky Aspect

Yours is a spirit that reaches beyond the physical, encompasses all the world, and wishes to soar where others walk. With great sacrifice you may yet fly.

Sky Aspect Spells

1	Feather Fall
2	Skywrite
3	Lightning Bolt
4	Ice Storm
5	Cloudkill
6	Wind Walk
7	Eolian Gale*

Flying Rend

Beginning at 3rd level when you choose this aspect, you can rend to create wings of blood as an action if you aren't wearing armor or wielding a shield. You gain a flying speed of 10 times your total rend result in feet per pair of wings. Your wings of blood last for 1 minute and you can't create more wings of blood for the duration.

Your wings require concentration, as if you were concentrating on a spell.

At 6th level, you can rend twice when you create wings of blood to create four wings. At 18th, you can rend three times to create six wings.

Soaring Abandon

Also at 3rd level, while in flight, you can forgo the damage reduction of your Hardened Viscera until the start of your next turn. While foregone, you can rend to ranged attacks and add Hardened Viscera's reduction number to their damage rolls.

Additionally, when you roll the maximum on any rend die while in flight, add one additional 1d6 to the result (no matter how many dice you rolled maximum on). If you roll the maximum on the 1d6, add another, and so on.

Whirling Armor

Finally at 3rd level, while in flight, your Armor Class equals 8 + your Dexterity modifier + your Constitution modifier.

At 6th level, this increases to 10 + your Dexterity and Constitution modifiers, and 12 + your two modifiers at 18th.

Screaming Gale

At 6th level, you can add your Dexterity modifier to the damage you deal with your Atavist spells while in flight.

You can rend to create wings of blood at the start of your turn instead of taking an action.

Floating Mind

At 10th level, you cannot be charmed, frightened, or controlled by any means while in flight.

Floating Spirit

Beginning at 18th level, you can enter the ethereal plane at the start of your turn for 1 minute. You can affect reality on the material and ethereal planes while there.

While on the ethereal plane, you lose only 1 hitpoint when you rend, instead of losing the result of the rend dice.

Once you exit the ethereal plane, you can't enter it again until you finish a long rest.

Earthen Aspect

Your is the aspect of the earth, the breathing of the soil, the worms that feast on the corpses of battle and the fungi that feast on them all. Earthen atavists are perhaps the most opposed to undeath, the most aware of their own place in the cycle of life, and the most dutiful in carrying out the cycle against immortality.

Earthen Aspect Spells

1	Absorb Elements
2	Earthbind
3	Entomb*
4	Conjure Woodland Beings
5	Dream
6	Disintegrate
7	Call Behir*

Derelict Devour

Beginning at 3rd level when you choose this aspect, your body can decay and decompose living and nonliving matter.

As an action, you can devour a corpse no larger than your size. You gain 10 temporary hitpoints, or 12 if the corpse was undead. You can only eat one corpse per day.

At 6th level, you gain double the number of temporary hitpoints, and triple at 18th.

Deathsbane

Also at 3rd level, you can cut down undead with single blows. Whenever you hit an undead with an attack and rend to its damage, the undead is instantly slain if the damage reduces its hitpoints to 10 or lower.

At 10th level, the undead is instantly slain if it has 15 or fewer hitpoints remaining. At 14th level, it increases to 20, and 25 at 18th level.

Chain to the Earth

At 6th level, you gain the Chain to the Earth action. When you take it, all creatures within a 10-foot radius cylinder centered on you must make a Strength saving throw against your spell save DC. The cylinder extends upward 30 feet. Chains of mycellia erupt from the earth. Creatures failing the save become grappled and knocked prone by the chains, pulled to the ground if they were above. They remain grappled until the start of their next turn.

You can spend spell slots to amplify the effect of this feature. Each level of spell slot you spend expands both dimensions of this spell by 20 feet, and you can expend any number of spell slots at once.

Inevitable Will

At 10th level, you know the *remove curse* spell, which doesn't count against the number of atavist spells you know. When you remove any curses with it, you gain 12 temporary hitpoints. You can use it to remove the curses of non-legendary, non-artifact magic items.

Restoration of the Spirit

Beginning at 18th level, you know how to reverse the magic of undeath. As an action, you can touch an undead target within melee range. It can make an Intelligence saving throw to resist the effect. On a failure, its former life is restored. You devour its undeath as with your Derelict Devour feature as if it were an undead corpse, even if you have already eaten a corpse on this day.

If a creature succeeds on its saving throw against this effect, you can't use this feature on that creature again for 7 days.

For every creature you purge of undeath, you can rend once without losing any hitpoints. You can rend in this way even if you have already rended once to the roll.

If your body is raised as an undead, you can purge the undeath at will and fully revive.

Ichorous Aspect

The blood of your veins is divine. Perhaps there is a long lost demigod far in your ancestry, perhaps many. Your blood is the most harvestable of any atavist and the most hunted after, but with it comes the ability to heal, something entirely lost to all other atavists except in the most limited ways. There is a heavy weight on your shoulders and much may need to be cast away for your ambitions.

Ichorous Aspect Spells

1	Bless
2	Lesser Restoration
3	Beacon of Hope
4	Aura of Life
5	Greater Restoration
6	Heal
7	Divine Word

Cast Away

Beginning at 3rd level when you choose this aspect, you can cast away pieces of yourself to reach perfection and gift them to friends and foes alike on the battlefield. You count as a celestial for any effects and you gain the following actions.

Heal Ally. You can rend to a friendly creature you can see or hear within 60 feet of you, healing the target for the rend result. This action has no effect on undead or constructs.

Harm Foe. A hostile creature you can see or hear within 60 feet of you must make a Strength saving throw against your spell save DC. On a failure, you can rend to the target, and it loses hitpoints equal to the rend result. This action has no effect on celestials or constructs.

At 10th level, these actions become bonus actions for you.

Saint of the People

Also at 3rd level, you can cure magical diseases with your Martyr's Blood feature as well as nonmagical. Whenever you cure nonmagical diseases, you gain temporary hitpoints equal to the number of diseases cured at once by one rend. Curing magical diseases grants you three times as many temporary hitpoints.

Rid the World

Starting at 6th level, you can sacrifice much in the world to achieve your ideals. When creatures take damage or lose hitpoints due to one of your actions, you can rend to the roll (once more, if you already could). One affected creature loses hitpoints equal to the result of the rend.

Sanguine Sacrifice

Starting at 10th level, your spirit takes on physical immanence and your flesh takes on the power of magic. You can cast a spell you have prepared even if you do not have a slot remaining by sacrificing your flesh. You must sever a part of your body as large as a hand and lose hitpoints equal to your level + the level of the spell.

A spirit version of the flesh appears in its place, allowing you to act as normal. You can regrow sacrificed flesh over 7 days. You can have up to 7 pieces of your flesh severed at once.

Saint of the Divine

Beginning at 18th level, the divine blood within you comes to ascend. You count as a titan for any effects. At the start of your turn, you can begin Solar Ascension.

Solar Ascension. Until the start of your next turn, you instantly regrow any severed body members, become Large, gain 243 temporary hitpoints and add the *Solar* statistics to your own: You increase your AC, speeds, ability scores, saving throws and spell save DC to the *Solar's* if any of yours were lower. You gain its immunities, senses and languages. You gain its Divine Awareness, Angelic Weapons and Magic Resistance features. You gain its healing touch action, its legendary actions, its slaying longbow action, and its flying sword (any melee weapon) action. You instantly prepare all its spells, they count as Atavist spells for you, and they do not count against the number of spells you can prepare each day.

At the start of your next turn, the ascension ends. Track one death save failure, which lasts until you finish a long rest. You may take this action any number of times. On your third failure, you die.

Witchwoden Aspect

The night's moon and the fires beneath it, the darkened starlit sky and the burning dreams of those below - these are yours, these ancient stars of humanoids' past. Practices long diminished, ways of life long forgotten - your relationship to the world is what you are. As above, so below.

Witchwoden Aspect Spells

1	Find Familiar
2	Moonbeam
3	Fireball
4	Shooting Star*
5	Awaken
6	Magic Jar
7	Flower Moon*

Familiar Touch

Beginning at 3rd level when you choose this aspect, you have an established coordination with the familiar of your find familiar spell. Its form becomes solid and you can't change its form when you cast find familiar, though you can change its creature type between celestial, elemental, fey, and fiend whenever you cast the spell.

You can dismiss and reappear your summon as a bonus action, and your familiar's size increases to Small if it were smaller. Its maximum health increases to 3 if it were lower and increases by 1 for each atavist level you gain.

Additionally, your familiar acts on your turn in combat, can attack, and gains the witchfire attack. You can rend to the damage of your familiar's attacks.

Witchfire. Make a ranged spell attack against a creature you and your summoner can see or hear within 60 feet of you. On a hit, the target takes fire damage equal to your summoner's rend dice. You sling motes of colorful flames.

An Improved Familiar

The familiar of the witchwoden aspect gains its own features, improves its own ability scores and changes its health. It is recommended that you use a second character sheet for your familiar to better organize all of its information.

Sight of the Night

Also at 3rd level, your familiar gains darkvision out to a range of 150 feet.

Incantation of Flame

Finally at 3rd level, you can control spells you cast in a manner becoming a witch. When you cast a spell with a somatic component that lacks a verbal component, you can cast it with a verbal instead of a somatic component.

Sight of the Flame

At 6th level, your familiar can see invisible creatures and objects out to a range of 30 feet.

Familiar Youth

Also at 6th level, you can reappear your summon to Medium size, and the 100 foot ranges of the find familiar spell increase to 150 feet. Its maximum health increases to 12 and increases by 2 for each atavist level you gain. It gains your Ability Score Improvement feature once.

Incantation of Night

Beginning at 10th level, while you and your familiar can see or hear each other, you can cast spells without any somatic or verbal components.

Additionally, you can deliver spells of any range through your familiar, instead of only spells with a range of touch.

Familiar Adolescence

Also at 10th level, you can reappear your summon to Large size. Its maximum health increases to 30 and increases by 3 for each atavist level you gain. It gains your Ability Score Improvement feature once again. Additionally, it gains the witchclaw attack.

Witchclaw. Make a melee spell attack against a creature you and your summoner can see or hear within 5 feet of you. On a hit, the target takes damage equal to your summoner's rend dice + their Constitution modifier. You magically deal bludgeoning, piercing, or slashing damage (you choose befitting your form).

Familiar of Night and Flame

Starting at 18th level, your connection with your familiar reaches the height of your bond. You can reappear your summon to Huge size. Its maximum health increases to 72 and increases by 4 for each atavist level you gain. It gains your Ability Score Improvement feature one last time.

Additionally, it gains your Unstopping Heart and Rend Ichor features. Its rend dice are 2d6. Your familiar becomes an adventurer of its own: when it drops to 0 hitpoints, it either disappears outright (if it takes massive damage) or falls unconscious. When it starts its turn with 0 hitpoints, it makes death saving throws.

You are no longer bound by distance to see and hear through your familiar or to deliver spells through your familiar, but it must be on the same plane of existence.

SHOOTING STAR

4th-level evocation

Casting Time: 1 action

Range: Self (120-foot line)

Components: S

Duration: Instantaneous

A star shoots out from your eye to pierce through the space before you. The first creature in the spell's line length must make a Constitution saving throw or take 4d6 force, 4d6 radiant, and 4d6 piercing damage, or half as much damage on a success. On a failure, the star pierces through the creature and on to the next creature in the line, which must make the same save, suffering the same damage or half. The star continues until a creature in the line succeeds, winking out in its body, or until it travels the spell's line length and fades away.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell's line length increases by 30 feet for each slot level above 4th.

Mythical Aspect

You call the weapons of your ancestors into form, to emerge once again in the world bound to their descendants. Perhaps in the far future, someone claiming your blood will call a weapon of yours.

Mythical Aspect Spells

1	Heroism
2	Stand and Deliver
3	Blinding Smite
4	Staggering Smite
5	Holy Weapon
6	Blade Barrier
7	Sphinx's Roar*

Extra Training

Beginning at 3rd level, you gain proficiency with all martial weapons.

Ancestral Recall

Beginning at 3rd level when you choose this aspect, you can recall glimmers of ancient weapons wielded by your ancestors. Choose 3 such weapons below to know. As an action, or when you roll initiative without being surprised, you can recall one of the weapons you know into your hands by speaking its name. It disappears after 10 minutes or until it leaves your grasp. If it has the thrown property, it reappears in your grasp once the outcome of the attack is resolved.

Butterfly. This rapier grants you 10 feet of additional walking speed. When you score a critical hit with it, you can make an additional melee weapon attack once.

Chaosweld. Damage and rend dice rolled with this whip explode: on a maximum die roll for the weapon or rend dice, roll another of that die, which could provoke this feature again.

Dragonscale. This longsword is single edged with a slight curve, has finesse, and deals 2d4 slashing damage

instead of 1d8 when one-handed. It deals an additional 1d6 lightning damage, or 2d6 if the target is in water.

Dunes' Breath. This pair of scimitars are coated in sand. They deal an additional 1d6 slashing damage against creatures who have not taken a turn in combat yet. Whenever you hit a creature with them, your current initiative increases by 1, to a maximum of 30. This change in order only takes effect after the current round ends.

Fire's Bane. This halberd deals an additional 1d6 cold damage. Creatures hit by it have their speeds reduced by 10 feet until the end of their next turn, or reduced by half if they are adapted to live in hot environments.

Fleshrenders. This pair of serrated daggers cause a hit target with flesh to lose 1d6 hitpoints in addition to suffering the weapons' damage.

Frostcutter. This glaive is a scythe. It deals 2d4 slashing instead of 1d10 and has finesse. It deals an additional 2d4 fire damage, or 4d4 additional fire to creatures adapted to live in cold environments.

Giantsfell. This maul deals an additional 1d6 damage for each size larger your target is than you. You can ignore its heavy property.

Graceborne. This greatsword is single edged with a slight curve. It gains the reach and finesse properties. When you make an attack against a creature, it cannot take reactions against you until the start of its next turn.

Heartsrite. This sickle causes hitpoint loss instead of damage. It can serve as part of a somatic focus for atavist spells you cast. If it is used for one of your spells, any creature failing a saving throw against that spell suffers this weapon's damage the first time it fails a save against that spell.

Kingsblade. This longsword scores a critical hit on a d20 roll of 19-20. The first time you hit a creature in a round and deal damage, the next attack that hits it has its damage raised to that of the first kingsblade attack if it were lower, using

radiant damage, including any additional damage from other effects.

Leviathan's Fate. This trident scores a critical hit on a d20 roll of 19-20. Critical hits with this weapon reduce the target's speeds to 5 feet until the end of its next turn, in addition to any other effects.

Mindswail. This pair of shortswords deal an additional 1d6 psychic damage once per turn between them, or 2d6 against charmed or frightened targets. Humanoids reduced to 0 hitpoints with these weapons gain madness if they survive.

Oathbreaker. This flail gains the reach and versatile (2d8) properties. It deals 1d8 additional bludgeoning damage against those who have sworn vows and still keep to them.

Pax Lunaris. This mace deals an additional 1d6 radiant damage. When it hits a shapechanger, it instantly reverts to its original form and can't resume a different form until the end of its next turn.

Queenspoint. This rapier is a greatrapier - it deals 1d10 piercing damage and gains the versatile (1d12) and heavy properties. Whenever you miss an attack with it, you can move up to 5 feet and reroll that attack once against a different creature within your melee range.

Rainshrike. This warpick serves as the hilt and guard of a great and nimble blade. Its melee range is 15 feet, gains finesse, and targets hit beyond 5 feet take 2d6 thunder damage instead of 1d8 piercing. You can rend to attack rolls made against targets in the rain.

Saint's Banner. This lance flies an ancient banner and deals 1d12 + 1d6 radiant damage instead of piercing. You and creatures within 10 feet of you are immune to the poisoned condition while you wield it.

Skinflayer. This greatsword deals an additional 1d6 acid damage, or 2d6 on critical hits. Creatures reduced to 0 hitpoints by this weapon are flayed of skin.

Skypiercer. This pike has a melee range of 15 feet and the thrown (60/120) property. It deals an additional 1d6 damage

to creatures 15 feet or further away from you.

Soulcrusher. This warhammer deals an additional 1d8 necrotic damage. The first time each attack you roll a 1 on the d20 against a target with a soul, you can reroll the d20 and must use the new roll.

Starspear. This spear has 2d6 damage and deals entirely force, including any other effects that add damage. On a hit, you gain 10 feet of flying speed until the end of your turn.

Woundwaker. This greataxe is coated in poison. After you hit a creature at least once, the target takes 1d6 poison damage at the end of its next turn, or 1d12 if it is below half its hitpoint maximum.

Call of Grace

Beginning at 6th level, you can recall your ancestral weapons as an object interaction. When you recall a different weapon than last recalled, your first rend to its damage doesn't lose you hitpoints while it lasts.

Commit to History

Also at 6th level, you can commit a magical weapon you are holding to history over the course of a 1 hour ritual. Once committed, it becomes one of your ancestral weapons. It can be retrieved from your corpse.

Ancestral Mind

Beginning at 10th level, you can rend to Wisdom and Charisma saving throws while holding an ancestral weapon.

Recollection of the Ancients

Starting at 18th level, you can briefly recall your ancestors' spirits to join you in battle. You can begin this recollection at the start of your turn and it lasts for 10 minutes. During it, you make two attacks whenever you would make one, you have two object interactions, and you can rend twice to the damage rolls of your ancestral weapons. The spirits of your ancestors fight for their restoration through you.

Once you begin this recollection, you can't do so again for 7 days.

Spells (14 New)

*DREAM added.

*HEART SUNDER removed.

1st-Level

HEART'S DESIRE

1st-level necromancy

Casting time: 1 attack, which replaces a weapon attack you would make

Range: Touch

Components: S

Duration: Up to 1 minute, concentration

You reach out and make a physical link with a creature. It must make a Dexterity saving throw to avoid the link and it automatically succeeds if its hitpoints are full. On a failure, your melee weapon attacks automatically hit the target on all attack rolls of the d20 except 1 for as long as the spell lasts.

MEDUSA'S GAZE

1st-level transmutation

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S

Duration: 1 round

Choose a creature within 60 feet of you that can see you. It must make a Wisdom saving throw or behold you as a terrible creature that petrifies its enemies. On a failed save, the target is petrified until the end of your next turn.

If a target dies while petrified in this way, its body remains petrified forever.

2nd-Level

GLORIOUS CHARGE

2nd-level evocation

Casting Time: 1 action

Range: Self (Touch)

Components: V

Duration: 1 round

A mount you are riding is empowered until the start of your next turn. For the duration, its speed increases by 60 feet and the first attack it lands deals extra force damage equal to 2d8 + the number of hit dice the mount has.

NEEDLE AND THREAD

2nd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: S, M (a needle and thread)

Duration: Instantaneous

A target with blood remaining that you choose within range must make a Constitution saving throw. On a failure, it takes 3d8 piercing damage and its blood explodes to up to three secondary targets. On a success, the first target takes only half as much damage and does not explode.

The secondary targets must make a Dexterity saving throw or take 1d8 piercing damage on a failed save.

POLYPHEMUS' MIGHT

2nd-level enchantment

Casting Time: 1 bonus action

Range: 30 feet

Components: S, M (a giant eye)

Duration: Concentration, up to 1 minute

You imbue one creature of your choice within range with the shadow of a giant's might. The target gains 4d4 temporary hitpoints for the duration. While they last, the target has advantage on saves against being charmed or frightened and adds 2d4 to the damage rolls of their melee weapon attacks.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the temporary hitpoints increase by 2d4 for each spell slot above 2nd.

STAND AND DELIVER

2nd-level transmutation

Casting Time: 1 reaction, which you take immediately before a creature's turn

Range: 60 feet

Components: V

Duration: Instantaneous

You move with a supernatural speed immediately before a creature you can see begins its turn. You can move up to your speed and make one weapon attack.

Whether you hit or miss, the target takes an additional 10 force damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell deals 5 additional force damage for each slot level above 2nd.

WEAPON'S KAIROS

2nd-level conjuration

Casting Time: 1 reaction, which you take when a creature makes a melee attack against you

Range: Self

Components: V

Duration: Instantaneous

When a creature makes an attack against you but before the outcome of the attack is decided, you teleport into an unoccupied space within 5 feet of them and make a melee weapon attack as part of the spell. The attack that triggered the spell automatically misses on all rolls of the d20 except 20.

3rd-Level

COLD IRON STRIKE

3rd-level conjuration

Casting Time: 1 action

Range: Self (30-foot line)

Components: S, M (a melee weapon made of iron)

Duration: Instantaneous

You flourish the weapon used in casting and then disappear in a flash of iron. Choose up to three creatures in a line

extending 30 feet from you and make a melee spell attack against each. On a hit, a target takes 4d10 cold damage and can't take reactions until the end of your next turn. You can then teleport to an unoccupied space you can see within 5 feet of the last target of the spell. Fey take an additional 1d10 cold damage from this spell.

CRUORSTORM

3rd-level necromancy

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Instantaneous

You let forth a torrent of red iron, joining with your allies to obliterate anything else. When you cast this spell, you must roll any number of d6s (minimum of 1, maximum of 8). Any creature you allow within range can roll one or more d6s instead of you. A creature loses hitpoints equal to the result of the dice it rolls. Once you have rolled these dice, every creature within range who didn't contribute to the spell must make a Constitution saving throw. On a failure, a creature loses hitpoints equal to the total result of all dice rolled, or loses half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the maximum number of d6s increases by 1 for each slot level above 3rd.

ENTOMB

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a handful of nails)

Duration: Instantaneous

You choose a creature within range to magically raise a coffin around, shutting it inside with overlying chains. The target must make a Constitution saving throw. On a failure, it is locked inside, stabbed with a thousand spikes, and dealt 5d12 piercing

damage. The coffin turns to ash at the start of its next turn. The creature has total cover while it lasts and can't move or escape by any physical means. On a success, the creature takes half as much damage and the coffin immediately fades.

An undead that has advantage on saving throws against or is immune to effects that turn undead has disadvantage on its saving throw against this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the piercing damage increases by 1d12 for each slot level above 3rd.

LESSER CONSUMPTION

3rd-level evocation

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

Make a melee spell attack against a creature you can reach. On a hit, the target takes 6d8 necrotic damage, and you regain hitpoints equal to the number of dice rolled. If this reduces the creature to 0 hitpoints, you can consume its corpse as part of the spell, and regain hitpoints equal to its number of hit dice. On a miss, the target takes half as much damage, and you can't regain any hitpoints or consume the corpse.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d8 for each slot level above 3rd.

PREHISTORIC HAIL

3rd-level conjuration

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S, M (some prehistoric item)

Duration: Instantaneous

You call a hail of spears, arrows, and atlatls from a time before contemporary civilization. Each creature other than those

of your choice within 60 feet of you must make a Dexterity saving throw or be struck. On a failure, a creature's speed is reduced by half until the end of its next turn and it takes 6d4 piercing damage. On a success, a creature takes half as much damage and its speed isn't affected.

A creature has disadvantage on its saving throw if it is within prehistoric ruins.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the piercing damage increases by 1d4 for each slot level above 3rd.

REDWIND CONTRACTION

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

For the duration, you cause a creature of your choice to undergo a spontaneous contraction of sinews, bones, muscle, organs; their entire body. If the target is unwilling, it can make a Constitution saving throw to be unaffected.

Everything the creature is wearing and carrying changes size with it, and any items dropped by the creature return to normal size at once.

The target's size quarters in all dimensions and its weight is divided by thirty-two. This growth decreases its size by two categories - from Medium to Tiny, for example. Until the spell ends, the target also has advantage on Dexterity checks and Dexterity saving throws, and can reroll one of the d20s of those rolls once, taking the highest of all three rolls. The target's weapons also shrink to match its new size. While these weapons are shrunk, the target's attacks with them don't add their ability modifiers to the weapon damage rolls. The target can make two additional weapon attacks as part of its Attack or Multiattack action.

SPITEFUL SWING

3rd-level evocation

Casting Time: 1 attack, which replaces an attack you would make

Range: Touch

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

Duration: Instantaneous

You make a melee spell attack with this weapon against a creature that has damaged you since the end of your last turn within your weapon's range. On a hit, the target takes the weapon's damage and an additional 4d6 psychic, or half as much on a success.

THORNS OF A ROSE

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a rose worth at least 5 cp)

Duration: Concentration, up to 1 minute

You touch a creature and summon around it an ethereal rose with many thorns. When any creature is within 15 feet of the target, it takes 4d4 piercing damage for every 5 feet it moves closer to the target. Creatures you and the target designate are immune to its effects.

4th-Level

HATCH EGG

4th-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You target any kind of creature within an egg and quicken it to hatch by your touch. Over the next minute, the creature within the egg comes to fruition and hatches, breaking away its shell.

The DM can determine that the creature imprints on the first other creature it sees or senses, treating it as if it were its mother, with loyalty and desire of protection - for an uncertain duration.

If the creature has different kinds, such as colors of dragons, you can offer a material component for the spell to be consumed in its casting that matches with the kind of creature, and the egg will hatch as that kind, regardless of what laid it, such as gold for a gold dragon.

Be careful of what sleeping things you waken to life.

RAIN OF FISTS

4th-level evocation

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

Around you a storm of fists appears and swirls for the duration. All creatures except those of your choice that start their turns within 30 feet of you or enter the area for the first time on their turn must make a Dexterity saving throw. On a failure, they take 5d6 bludgeoning damage, are pulled 15 feet closer to you, and are knocked prone if they were flying. A creature that succeeds takes half as much damage and suffers no other effects.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher,

the bludgeoning damage increases by 1d6 for each slot level above 4th.

SWALLOW

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

An ooze you touch must make a Constitution saving throw. On a failure, you magically slurp all of it up and swallow it. It loses all of its hitpoints, and you gain all of its hitpoints lost as temporary hitpoints. The ooze automatically succeeds if it is more than one size larger than you.

5th-Level

BLOODSTONE PATH

5th-level necromancy

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S, M (a ruby worth at least 500 gp with a drop of your blood on a facet, which the spell consumes)

Duration: Concentration, up to 10 minutes

You crush a blood ruby in your hand and scatter its pieces across the ground within 60 feet of you. The ground erupts with blood-red stalagmites. They stay grown in their initial places even if you move around during the spell.

All creatures except those of your choice must make a Constitution saving throw when they enter the area or start their turn there. On a failed save, a creature loses 3d12 hitpoints or half as much on a success. Additionally, a creature that fails the save can't regain hitpoints until it succeeds or the spell ends.

A creature that falls to 0 hitpoints from losing health in this way loses all of its blood if it has any. When the spell ends, you regain hitpoints equal to the number of affected creatures reduced to 0 hitpoints by this spell.

At Higher Levels. When you cast this spell using a spell slot of 7th or 9th level, affected creatures lose an additional 1d12 hitpoints for every two slot levels above 5th.

DEFACE

5th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You attack a creature's face with caustic acid to burn it away. A creature within range must make a Dexterity saving throw or take 12d6 acid damage, or half as much on a success. A creature that fails its saving throw against this spell and has a face

loses it - its eyes, nose, mouth, and all are removed, potentially causing the creature to begin suffocating. The target's face can be restored by greater restoration.

Additionally, if the target deals any damage to itself or allows itself to be damaged where its mouth was, the skin cuts open, allowing it to draw breath.

When you cast this spell, you can remove any number of damage dice, even causing it to deal no damage if you wish.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the acid damage increases by 1d6 for each slot level above 5th.

ECLIPSE LOCALE

5th-level abjuration

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S

Duration: 8 hours

A sphere of thin shadow emanates out from you to the spell's radius. It is centered on you when you cast it, but stays in place for the duration of the spell.

In the sphere, the power of sunlight is magically suppressed. Vampires and other creatures impacted negatively by sunlight are unaffected by the sunlight within the sphere. Sunlight from spells of this spell's level or lower is snuffed out, potentially negating the spell entirely. This spell is dispelled if daylight is cast in it at a higher level than this spell.

FIELD OF CHAINS

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (two interlocked chain links)

Duration: Instantaneous

You choose a number of targets up to twice your spellcasting modifier that you can see within range. Chains leap from the ground

and any nearby objects and structures to grasp and hold the targets, each of which must make a Strength or Dexterity saving throw to avoid the effect (target's choice). On a failure, each target is restrained and moved up to 15 feet in any direction you choose, bound by the chains from multiple angles. Additionally, a creature that failed the save takes 4d8 bludgeoning damage.

A creature can attempt to break or slip free as an action and repeat the save. On a success, its chains fade away. On a failure, it takes another 4d8 bludgeoning damage and remains chained.

A creature killed by this spell is permanently chained to the ground and any objects and structures to which it was chained. If removed, the chains shatter into tiny flakes of iron.

GREATER ENTOMB

5th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a lock)

Duration: Concentration, up to 1 minute

You choose a creature within range to construct a tomb around, keeping them trapped inside its walls. The target must make a Constitution saving throw. On a failure, it is locked within, pierced with a thousand spikes, and dealt 5d12 piercing damage. Otherwise, the target makes the saving throw at the end of each of its turns, taking the same damage on a failure. On any success, the creature takes half as much damage, the coffin fades and the spell ends. The creature has total cover while the tomb lasts and can't move or escape by any physical means.

An undead that has advantage on saving throws against or is immune to effects that turn undead has disadvantage on its saving throw against this spell.

A creature that fails all saves against this spell or is reduced to 0 hitpoints while inside is locked within. The duration becomes permanent and no longer

requires concentration. The tomb has 50 hitpoints, 15 AC, immunity to poison and psychic damage, and resistance to all other damage except force.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d12 for each slot level above 5th.

6th-Level

HAEMORRHAGING RUPTURE

6th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 1 minute

You attempt to rip apart the blood vessels of a creature you choose within range. The target must make a Dexterity saving throw to avoid the effect. On a failure, for every 5 feet of movement it willingly makes, it loses 2d12 hitpoints due to blood loss. On a success, it loses only 1d12 hitpoints for the duration.

At the end of each of its turns that it moves 5 feet or more willingly, the target can make a Constitution saving throw to overcome the effect. On any success, the spell ends.

ONE LAST BLOW

6th-level evocation

Casting Time: 1 attack, which replaces an attack you would make

Range: Touch

Components: S, M (a melee weapon worth at least 1 gp, which the spell consumes)

Duration: Instantaneous

You make a last blow with your weapon, destroying it as part of the spell. The spell fails if used with an artifact. Otherwise, make a melee spell attack with the weapon against a creature you can reach. On a hit, the target takes the weapon's damage and 8d6 force damage, or half as much on a miss. The weapon then crumbles to dust from tip to hilt and can't be remade.

If you use a magic weapon with this spell, it adds 2d6 additional force damage for each level of rarity, beginning with 2d6 for uncommon, 4d6 for rare, and so on.

7th-Level

BANNER OF LIBERATION

7th-level evocation

Casting Time: 1 action

Range: Touch (30-foot radius)

Components: V, S, M (a banner and pole worth at least 1 cp)

Duration: Concentration, up to 1 minute

A banner you touch becomes a center of liberation from power structures. Within a 30-foot radius around it, creatures deal an additional 2d6 force damage once per turn against a target of a higher level or CR than they are. Whenever they roll this 2d6, they gain the same amount in temporary hitpoints.

At the DM's discretion, this spell has no effect when used by a dominant group against a dominated one. For example, the DM could disallow a council of liches (CR 21) from gaining the spell's effects against an Empyrean (CR 23) if the Empyrean is fighting for a group that the council dominates.

At Higher Levels. When you cast this spell using a 9th-level spell slot, the 2d6 dice of the spell increase by 1d6.

MARROWMELT

7th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: S

Duration: Instantaneous

You snap your fingers and attempt to break the spine of one target you can see within range and melt it away to the marrow. The target must make a Strength saving throw to resist the effect. On a failure, it is permanently paralyzed.

This paralysis can only be cured by a *regenerate* spell or similar effects of 9th level.

FEEBLEFORM

7th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You attempt to obliterate the physical form of a creature. The target takes 3d6 necrotic damage and must make a Constitution saving throw.

On a failed save, the target's Strength and Constitution scores become 1. The creature's hitpoint maximum lowers to match its new Constitution when it finishes a short or long rest, but can't fall below half of its previous maximum. The creature can't lift weapons or any objects larger than two sizes smaller than it.

At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends.

The spell can also be ended by greater restoration, heal, regenerate, or wish.

GREATER CONSUMPTION

7th-level evocation

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

Make a melee spell attack against a creature you can reach. On a hit, the target takes 6d10 necrotic damage, and you regain hitpoints equal to the damage dealt. If this reduces the creature to 0 hitpoints, you can consume its corpse as part of the spell, regaining hitpoints equal to rolling three of its hit dice + three times its Constitution modifier. On a miss, the target takes half as much damage and you regain half as many hitpoints, though you can't consume the corpse.