



DRAGON'S HOARD 3

A COMPILATION OF WAYYYYYYYY TOO MANY HOMEBREWS

PLAYER OPTIONS

SUBCLASSES

BARBARIAN: PATH OF THE HELLRAGER

At the peak of the invasion of Hell on the Material Plane, civilizations were getting desperate and tried everything for a chance at fighting back. Hellragers are the product of that despair. Experimented on, willingly or not, they were injected with devilish energies to try and repurpose the devils powers. These soldiers were then unleashed on the battlefield, losing themselves in their demonic hatred, blurring the line between human and monster.

DEVIL WITHIN

At 3rd level, your devilish energy seeps out of you, altering people's perception of you. You can make Intimidation (Strength) checks instead of Intimidation (Charisma) checks, and gain proficiency in intimidation checks.

In addition, when you enter a rage, you unshackle the devilish energy inside you, empowering and twisting you. Your appearance changes and looks more akin to of a devil, for example growing a forked tail, your skin turning red, or infernal markings covering your body. You gain the following benefits:

- You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.
- You have advantage on saving throws against spells and other magical effects
- Your creature type becomes fiend (devil) and you have resistance to fire damage.

FEAR AURA

Starting at 6th level, your sheer presence breaks the will of any who dare defy you. While raging, any creature hostile to you that starts its turn within 20 feet of you must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Constitution modifier). On a failed save, the creature is frightened of you until the start of its next turn. If a creature's saving throw is successful, the creature is immune to your Fear Aura for the next 24 hours.

INFERNAL FLAMES

At 10th level, you can coat one weapon you wield with the fires of Hell at will (no action required), if you do so, your attacks with it deal an additional amount of fire damage equal to your Constitution modifier. This effect ends early if you dismiss it (no action required) or if you let go of the weapon. Moreover, as an action, you can touch a flammable object that isn't being worn or carried by anyone else and set it on fire.

Alternatively you can unleash the fires of Hell in a burst. Once per short rest, you can cast the *fireball* spell centered on yourself at a level equal to a third of your level in this class (rounded up), you are immune to the damage it deals, and can cast it even while raging. Constitution is your spellcasting modifier for this spell. If you cast the spell in this manner, you can't coat your weapon in flames until you take a short or long rest.

HELLISH WINGS

Beginning At 14th level you gain greater control over the fiendish energy inside you. As a bonus action, while raging, you can sprout a pair of leathery devil wings, giving you a flying speed equal to your walking speed. This effect ends when you dismiss it as a bonus action or if your rage ends or if you fall unconscious.

Beware those who walk the path of the hellrager, lest you be swallowed by their burning hatred

A FALLEN SOLDIER

BARBARIAN: PATH OF THUNDERSTORMS

You are born of the storms, maybe they struck you while training or hunting, maybe you adore them and let them infuse you. Regardless of the reason, barbarians who walk the path of thunderstorms are indissociable from the raging element they embody.

LIVING THUNDERSTORM

At 3rd level, you can infuse yourself with the powers of the storm while raging, once per turn on your turn, you can choose one of the following skills to use:

- **Thunderous Strike:** When you deal damage with a weapon you can choose to force the creature to make a Strength saving throw (DC: 8 + your proficiency bonus + your Constitution modifier) or be pushed back 10ft.
- **Lightning Streak:** When you hit a creature, you can cause an arc of lightning to jump from your foe to another within 10 feet, it takes lightning damage equal to 1d6 + your proficiency bonus.
- **Hurricane Step:** You can use the dash action as a bonus action, if you so you gain an additional 10ft of movement while dashing.

At 11th level you can use this ability twice per turn, but can't choose the same skill twice on any given turn.

EYE OF THE CYCLONE

Beginning at 6th level, you are the embodiment of thunderstorms. As an action you can cause impossibly strong winds to swirl in a 10 feet radius around you for 1 minute. The wind has the following effects:

- It deafens you and other creatures in its area.
- It extinguishes unprotected flames in its area that are torch-sized or smaller.
- The area is difficult terrain for creatures of your choosing.
- The attack rolls of ranged weapon attacks have disadvantage if they pass in or out of the wind.
- It hedges out vapor, gas, and fog that can be dispersed by strong wind.

You can use this ability a number of times equal to your Constitution modifier, and regain all uses after a long rest.

Note: A flying creature in a strong wind must land at the end of its turn or fall. A strong wind in a desert can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.

WHISPERS IN THE WIND

From 10th level, you learned to whisper in the thunder and winds, carrying your messages throughout the world. You can cast the *sending* spell a number of times equal to your Constitution modifier, and regain all uses after a long rest. Constitution is your spell casting modifier for this spell.

AWAKENED THUNDERSTORM

At 14th level, you are one with the storms. Your living thunderstorm ability improves, when you choose one of the skills it gains additional benefits:

- **Thunderous Strike:** When a creature fails their saving throw against that skill, you knock the wind out of them, their speed becomes 0 until the start of your next turn.
- **Lightning Streak:** The arc of electricity can now hit 2 different creatures within 20 feet of the foe you strike. Roll damage for each.
- **Hurricane Step:** You can choose to teleport the dash distance instead of walking it.

CLERIC: CORRUPTION

DOMAIN

Cleric of the corruption domain believe in the ultimate cleansing of the earth, everything should be twisted and corrupted to reveal its true nature. Cleric of that domain know that the loving mother is only a facade for a devouringly possessive witch, that the competent father is only hiding his tyrannical nature. They vow to corrupt and twist those they encounter until their true nature is revealed.

CORRUPTION DOMAIN SPELLS

Cleric Level	Spells
1	<i>charm person, command</i>
3	<i>suggestion, detect thoughts</i>
5	<i>enemies abound, hypnotic pattern</i>
7	<i>charm monster, phantasmal killer</i>
9	<i>dominate person, modify memory</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and heavy armor.

CORRUPTING TOUCH

Your touch has the power to corrupt. At 1st level when a creature within 5 feet of you takes damage, you can use your reaction to corrupt the mind of the creature. It must succeed a wisdom saving throw, or subtract 1d6 to its attack rolls or on its next saving throw until the start of your next turn. This becomes 1d8 at level 9 and 1d10 at level 14.

WARPED MIND

Also at level 1, if a creature stays within 5 feet of you for 1 minute, you can force it to make a Wisdom saving throw, on a failure their most vile desire is revealed to you as an image in your mind. You can use this ability a number of times equal to your Wisdom modifier before needing to take a long rest.

CHANNEL DIVINITY: DEPRAVED HEALING

Beginning at 2nd level, you can hold your holy symbol and as a bonus action, can let its evil power run rampant. For 1 minute, Your healing spells of 7th level or lower deal necrotic damage equal to the amount they should heal. In addition if the range of one such spell is touch, roll double the number of dice to determine the damage.

VILE MIASMA

Corruption lies within you, at 6th level you gain resistance to necrotic damage.

In addition, you radiate a corrupting miasma in a 5 feet radius around you. Creatures of your choice that enters the aura for the first time or start their turn there take necrotic damage equal to your proficiency modifier.

NECROTIC BLOWS

Starting at 8th level, once on each of your turns when you hit a creature with a melee weapon attack, you can cause the attack to deal an additional 1d4 necrotic damage and reduce the targets speed by 10 feet until the end of their next turn, as their mind gives in to the corruption.

This damage increases to 2d4 at 14th level, and the speed reduction increases to 20 feet.

ENGULF IN CORRUPTION

You gain the power to corrupt absolutely. At 17th level, as an action, you can make a melee spell attack on a creature within 5 feet of you. On a hit, you put both your hands on them and pour out the corruption held within your soul, the creature takes 6d10 necrotic damage, and their alignment becomes Evil if it wasn't before. This effect cannot be cured short of a Wish spell.

Once you used this ability successfully you can't use it again until you take a short or long rest.

FIGHTER: BLOOD ARCHER

An Blood Archer studies a unique and cursed method of archery that weaves blood into attacks to produce supernatural effects. They collect various forms of blood, whether in vials or in their body directly. Blood Archers are some of the most elite warriors known to the world. They stand watch, guarding their own against trespassers and using blood-infused arrows to defeat monsters and invaders before they can cause harm.

BLOOD SHOT

At 3rd level, you learn to unleash special magical effects with some of your shots. When you gain this feature, you learn three Blood Shot options of your choice (see "Blood Shot Options" below).

Once per turn when you fire an arrow from a shortbow or longbow as part of the Attack action, you can apply one of your Arcane Shot options to that arrow. You decide to use the option when the arrow hits, unless the option doesn't involve an attack roll. You have a number of uses of this ability equal to 1 + your Intelligence modifier (minimum of 1), and you regain all expended uses when you finish a short or long rest.

You gain an additional Blood Shot option of your choice when you reach certain levels in this class: 7th, 10th, 15th, and 18th level. Each option also improves when you become an 18th-level fighter.

BLOOD ARCHER MYSTICISM

At 3rd level, you learn blood theories and magic – typical for practitioners of of this martial tradition. You gain proficiency in the Arcana skill.

In addition once you've fought a creature, you can relentlessly track it, sensing the blood of your prey. You have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find a creature you've dealt damage to, if it has blood.

MAGIC ARROW

At 7th level, you gain the ability to infuse arrows with magic. While you fire a nonmagical arrow from a shortbow or longbow, it becomes magical for the purpose of overcoming resistance and immunity, the magic then fades.

In addition once per turn, when you use your Blood Shot feature, you can add your intelligence modifier to the damage roll of the effect.

CURVING SHOT

At 10th level, you learn how to direct an errant arrow toward a new target. When you make an attack roll with an arrow and miss, you can use a bonus action to reroll the attack roll against a different target within 60 feet of the original target.

EVER-READY SHOT

Starting at 15th level, your blood archery is available whenever battle starts. If you roll initiative and have no uses of Blood Shot remaining, you regain one use of it.

BLOOD SHOT OPTIONS

The Blood Shot feature lets you choose options for it at certain levels. The options are presented here in no specific order. They are all magical effects.

If an option requires a saving throw, your Blood Shot save DC equals 8 + your proficiency bonus + your Intelligence modifier.

BEWITCHING ARROW

You infuse fey blood to causes this arrow to temporarily charm its target. The creature hit by the arrow takes an extra 2d6 psychic damage, and choose one of its allies within 30 feet of the target. The target must succeed on a Wisdom saving throw, or it considers this ally as an enemy until the start of your next turn.

The psychic damage increases to 4d6 when you reach 18th level in this class.

BLOODBILLY ARROW

Fiendish blood is infused in this devilish arrow that you fire. The arrow detonates in a cloud of ignited blood after your attack. Immediately after the arrow hits the creature, the target and all other creatures within 10 feet of it take 2d6 fire damage as their body start burning. This fire damage ignores resistances.

The fire damage increases to 4d6 when you reach 18th level in this class.

BLOODSHARD ARROW

You transform your arrow into a thread of sharp blood. When you use this option, you don't make an attack roll for the attack. Instead, the arrow fires forward in a line, which is 1 foot wide and 30 feet long, before disappearing. The arrow passes harmlessly through objects, ignoring cover. Each creature in that line must make a Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by the arrow, plus an extra 1d6 piercing damage. On a successful save, a target takes half as much damage.

The piercing damage increases to 2d6 when you reach 18th level in this class.

CONSTRAINING ARROW

When this arrow strikes its target, blood tainted by Oozes creates grasping and sharp tendrils of blood, which wrap around the target. The creature hit by the arrow takes an extra 2d6 acid damage, its speed is reduced by 10 feet, and it takes 2d6 acid damage the first time on each turn it moves 1 foot or more without teleporting. The target or any creature that can reach it can use its action to remove the tendrils with a successful Strength (Athletics) check against your Arcane Shot save DC. Otherwise, the tendrils last for 1 minute or until you use this option again.

Both acid damages increase to 4d6 when you reach 18th level in this class.

EXILING ARROW

You use celestial blood to try to temporarily banish your target to a harmless location in the Celestial Plane. The creature hit by the arrow must also succeed on a Charisma saving throw or be banished. While banished in this way, its speed is 0, and it is incapacitated. At the end of its next turn, the target reappears in the space it vacated or in the nearest unoccupied space if that space is occupied.

After you reach 18th level in this class, a target also takes 2d6 radiant damage when the arrow hits it.

HUNTING ARROW

Using ancient bestial blood, you grant your arrow the ability to seek and hunt any foe, allowing the arrow to curve and twist its path in search of its prey. When you use this option, you don't make an attack roll for the attack. Instead, choose one creature you have seen in the past minute. The arrow flies toward that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the arrow to travel to the target, the target must make a Dexterity saving throw. On a failed save, it takes damage as if it were hit by the arrow, plus an extra 1d6 piercing damage, and you learn the target's current location. On a successful save, the target takes half as much damage, and you don't learn its location.

The piercing damage increases to 2d6 when you reach 18th level in this class.

SHADOWBLOOD ARROW

You weave threads of shadows from the blood of your foe, causing it to obscure the battlefield. The target takes an additional 2d6 necrotic damage and its blood forms a dark red mist that rises in a 10-foot radius around the target, this magical darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. It lasts until the start of your next turn.

The necrotic damage increases to 4d6 when you reach 18th level in this class.

THUNDERBLOOD ARROW

You imbue your arrow with forceful energy drawn from the blood of giants. The arrow detonates after your attack. Immediately after the arrow hits the creature, the target takes 2d6 thunder damage and is pushed back 15 feet, in addition it must succeed a Strength saving throw or be knocked prone.

The thunder damage increases to 4d6 when you reach 18th level in this class.

WITHERING ARROW

You weave cursed undead blood into your arrow. The creature hit by the arrow takes an extra 2d6 necrotic damage. The target must also succeed on a Constitution saving throw, or the damage dealt by its weapon attacks is halved until the start of your next turn.

The necrotic damage increases to 4d6 when you reach 18th level in this class.

FIGHTER: GRAVITY KNIGHT

Weaving the gravitational fields around them, gravity knights are tremendous fighters. Known for being able to switch in and out of aggressive and defensive styles of fighting, they represent a formidable foe. Their formation requires peering into the endless void to grasp its powers, altering their being.

MANIFEST POTENTIAL

You learn to manipulate the gravity field around you. Starting at 3rd level as a bonus action choose one of the power described below, it affects you for 10 minutes.

- **Decrease Gravity:** Your jump distance is tripled, you ignore difficult terrain, have advantage on dexterity saving throw and your AC increases by 1 as you are more nimble.
- **Increase Gravity:** You have advantage on athletics checks for grappling and your attacks are heavier, when you deal damage to a creature with a melee weapon attack, you deal an additional 1d4 bludgeoning damage. In addition the area in a 5ft radius centered on you is considered difficult terrain.

You can use this ability twice per short rest. At level 10 you use this ability 3 times per short rest.

GRAVITATIONAL ATTRACTION

At 7th level, You have a control over the gravity surrounding you, allowing you to walk freely along any solid surface. You gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gains a climbing speed equal to its walking speed.

RELENTLESS FIELD

You've learned to exercise greater control on the gravity around you. At 10th level, each power of your Manifest Potential ability is altered as described below.

- **Decrease gravity** Your jump distance is multiplied by 6, you ignore difficult terrain and fall damage, have advantage on dexterity saving throw and your AC increases by 2. In addition once per use of this ability, as a reaction when you are about to take damage from a weapon attack, you can diminish the impact it has on you, reducing the damage by an amount equal to 2d10 + your proficiency bonus.
- **Increase gravity** You have advantage on athletics checks for grappling, when you deal damage to a creature with a melee weapon attack, you deal an additional 1d4 bludgeoning damage. In addition the area in a 15 feet radius around you difficult terrain, and any hostile creature that starts their turn in that area must succeed a Strength saving throw (DC: 8 + your Constitution Modifier + your proficiency bonus) or take bludgeoning damage equal to your proficiency modifier, as the gravity crushes them. Once per use of this ability, as a reaction to dealing damage with a melee weapon attack, you can augment the damage dealt by 2d10 + your proficiency bonus.

In addition you can now switch between each power using a bonus action.

GRAVITY PULSE

At 15th level, as part of using action surge, you can force all creatures of your choice in a 30 feet radius around you to succeed a Strength saving throw (DC: 8 + your Constitution Modifier + your proficiency bonus) or be pulled in a straight line in an empty space adjacent to yours.

ANNIHILATION

Beginning at 18th level, you can unleash the power held within you. Choose a point of impact on the ground that can see within 120 feet of you. You leap in the air 300ft and crash down speeding past terminal velocity. All creatures other than you in a 30 feet radius centered on the point of impact must succeed a Dexterity saving throw or take 8d10 bludgeoning damage, or half as much on a success, as you crash in a fashion akin to a meteor.

You can use this ability once per short rest.

SORCERER: PALE PROPHET

Beings cursed with immortality, pale prophets carry within their bones memories that hold on to the experiences they had in previous lives, these fragments of the past come to aid them in battle, as wailing and mourning spirits. Every time they die, they reborn anew, it might take a year or a thousand, but the body will be reborn, a new soul inhabiting it and memory of the previous life will be forever erased. This curse shortens the life of any soul that claims this body, and prevents them from ascending to the higher planes upon death, the souls forever locked in the bones. The current owner often experiences sudden sadness when their body remembers something that they never could.

CURSED BODY

Your body has been hardened by its curse, your bones are tough and your flesh solid, at 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Your curse also allows you, as an action when you aren't wearing armor, to summon and unsummon a bone armor, giving you AC equals 13 + your Dexterity modifier.

In addition upon dying, your body will come back to life after 1d10000 years, with a new soul guiding it and losing all previous memories and experiences. Even if entirely disintegrated, the body will be reborn, cursed bones forming anew amidst the earth.

PROTECTIVE SPIRITS

Also at 1st level, as a reaction you can summon a trapped spiritual ancestor to guard you, giving you advantage on a saving throw or giving an opponent disadvantage on their current attack roll against you. You can use this ability a number of times equal to your Charisma modifier per long rest.

OSSEOUS RESILIENCE:

Your mastery over the cursed body deepens and renders you more resilient. Starting at 6th level, as a bonus action, you can expend one sorcery point to gain resistance to your choice of bludgeoning, piercing or slashing damage for one hour. You can use this ability multiple times.

IMMATERIAL GUARD

Also at level 6, you can protect one of your allies instead of yourself. As a reaction to an ally taking damage, you can expend two sorcery point and send one of your spirits to guard them and reinforce their flesh with bones, halving the damage they took from the attack.

CURSED SHARDS

You have learned to fracture the spiritual bones within you to curse your foes. At 14th level, once per turn, when you damage a target, you can try to affix one shard of your bones to them by expending three sorcery point. If you do so, they have disadvantage on all their attack rolls until the start of your next turn or disadvantage on their next saving throw. You can expend one additional sorcery point to give them both effects.

WRATHFUL SPIRITS

The accumulated anger in your spirits is palpable. At 18th, You gain an additional reaction every turn, that you can only use for your Immaterial Guard ability, in addition you can cause the bones created to strike back. When you use your Immaterial Guard ability to reduce the damage of an attack, the attacker takes damage equal to 4 times your Charisma modifier in piercing damage.

SORCERER: SHARD OF ATTRACTION

Born with the potential of graviturgery within them. These sorcerers see the shackles that gravity puts on the world and are able to alter them. Wielding their innate powers they can free themselves and others from this burden, and inflict pain upon those who get in their way.

GRAVITURGIC SPELLS

You learn additional spells when you reach certain levels in this class, as shown on the Shard of Attraction Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a evocation or a transmutation spell from the sorcerer, warlock, or wizard spell list.

SHARD OF ATTRACTION SPELLS

Sorcerer level	Spells
1st	feather fall, magnify gravity
3rd	spider climb, levitate
5th	fly, pulse wave
7th	gravity barrier*, gravity sink hole
9th	telekinesis, wall of force

GRAVITY FIELD

At 1st level, you can cause the gravity around you augment brutally. As a bonus action, choose a creature within 30 feet of you, you can cause the gravity around them to be brutally augmented. The creature has disadvantage on their ranged attack rolls until the start of your next turn and must succeed a Strength saving throw or fall prone, crushed by gravity.

You can use this ability a number of times equal to your Charisma modifier before needing to take a long rest.

FUGITE OMNIS

Also at 1st level, you can partially ignore the shackles of gravity. You gain the ability to hover a few inches off of the ground. You can ascend and descend as part of your movement. You can't hover a foot or more above the ground, and fall if you are above that height. If you were to be knocked prone while hovering, you are instead made to stand on the ground.

In addition you learn the Heavy spell Metamagic, it doesn't count against the number of metamagics you know.

INOXERABLE ATTRACTION

At level 6, as an action, you can generate a powerful gravity well. Choose a creature within 60 feet of you, it must succeed a Strength saving throw, or be pulled in a straight line to a point within 60 feet of it that you can see. If it ends this movement on a solid surface it takes 1d6 bludgeoning damage for each 10 feet traveled, and falls prone. If creatures are on the gravitational path of your target, they must succeed a Dexterity saving throw against your spell save DC, or take 1d6 bludgeoning damage and be knocked prone.

You can use this ability once per short or long rest, or until you expend a 2nd level spell slot to use it again.

UNSCHACKLED BODY

At 14th level, you can perfectly control the effect that gravity exerts on your body. You can ignore fall damage and your movement speed increases by 15 feet. In addition you gain a flying speed equal to your walking speed.

BLACK HOLE

Beginning at 18th level, You learn the spell *ravenous void*, it is a sorcerer spell for you and it doesn't count against the number of sorcerer spells you know. In addition you can cast the spell by expending 11 sorcery points, if you do so you can select any number of creatures of your choice to escape the shackles of gravity and not be affected by the spell (yourself included).

METAMAGIC OPTIONS

HEAVY SPELL

When you cast a spell that deals damage, you can spend 1 sorcery point to force one creature affected by it to make Strength saving throw against your spell save DC or have its speed reduced to 0 until the start of your next turn.

You can use heavy spell even if you have already used a different metamagic option during the casting of the spell.

WIZARD: OSTEOMANCER

Osteomancers are powerful wizards who understood the power that can be harvested from bones. Often said to be cursed and talked about under the cover of night, this sort of magic makes the uneducated shiver and the scholars morbidly curious. Those who have the cunning, bravery or simply foolishness to pursue research in this field find themselves rewarded with afflicted knowledge. These are the souls that are known as Osteomancers.

BRITTLE BONE ARMOR

At 2nd level you learn the basics of Osteomancy, using it for protection. Once per short rest, as a bonus action, if you're not wearing any armor or shield, you can force a frame of bones out of your body to protect you, granting you temporary hit points equal to 2 times your level in this class.

This armor lasts for one minute, or until you lose the temporary hit points. While you have these temporary hit points, you gain resistance the slashing and piercing damage and your AC increases by a number equal to a third of your level in this class (rounded down).

ANATOMICAL EXPERT

Your pursuit of Osteomancy has required many hours studying the anatomy of all creatures. Also at 2nd level, you gain proficiency in Wisdom (medicine) checks and they are considered Intelligence (medicine) checks for you. In addition when this check concerns a creature that possesses a skeleton, you can add double your proficiency bonus to the check, instead of your normal proficiency bonus.

BONE PUPPETRY

Beginning at 6th level, as an action you focus your grim magic towards a creature with bones within 60 feet of you. It must make a Strength Saving throw against your spell save DC, on a failure, you take control of its skeleton. You control what the creature does on its next turn, at the end of which it regains control over its body. If you make it attack its allies it has disadvantage on attack rolls, in addition its allies have advantage on saving throws from effects caused by the creature under your control, as it resists your command.

You can only have one such creature under your control at the time use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

SKELETAL SERVANT

Starting at 10th level, when you kill a creature, you can magically force the skeleton of the creature to be ripped off from the flesh and reshaped to your will. When you kill a creature with a skeleton, you can cause its bones to rise as a Minotaur Skeleton. Roll initiative for the Minotaur skeleton, which has its own turns. It obeys your mental commands, it gains a bonus to its attack rolls equal to your Intelligence modifier (minimum of +0), and a number of temporary Hit points equal to half your wizard level.

The Skeleton Minotaur remains in your service until the end of your next long rest, or until it is more than 500 feet away from you, at which point it crumbles to dust. Once you summon a Skeleton Minotaur with this feature, you can't do so again until you finish a long rest.

IMPROVED BONE PUPPETRY

Finally, at level 14, when you use your bone puppetry ability, you gain control of the creature for 1 minute instead of one round. The creature can't resist your command, it doesn't suffer disadvantage on attacks against its allies, nor do they have advantage on saves against effects caused by the creature. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Once under your control, you can choose to sacrifice one use of the feature to give the creature disadvantage on the save, you must decide to do so before seeing the result of the roll.

FEATS: FOR THE SINNERS

You are no stranger to sin, you've met it and accepted it in your heart, no matter how twisted. Each individual has a different experience with sin, but yours is deeper than most.

ENCOUNTERING SIN:

Each of the feat listed here requires the player to succumb to one of the cardinal sins, the exact details of how one succumbs are left to the GM.

LUSTFUL

Prerequisite: Having succumbed to Lust

You embody lust, exuding what many desire but don't express, you gain the following benefits:

- Your Charisma score increases by 1 to a maximum of 20.
- When you gain this feat choose your preferred type of humanoid (human, dwarf, elf, Dragonborn, etc...), you can add 1d4 to any Charisma (persuasion) checks you make with members of that race.
- You learn the *charm person* spell, and it is always prepared for you, not counting against your other spells, Charisma is your spellcasting modifier for it. When you cast this spell the creature has no idea it was charmed when the spell ends.

GLUTTONOUS

Prerequisite: Having succumbed to Gluttony

Your devouring hunger knows no end, you gain the following benefits:

- Your Constitution score increases by 1 to a maximum of 20.
- You have advantage on saving throws against ingested poisons.
- Once per short or long rest, you can spend 1 minute devouring the corpse of a humanoid or undead, you regain a number of hit points equal to 5 times your proficiency modifier, and any excess health gained that should be wasted becomes temporary hit points instead.

GREEDY

Prerequisite: Having succumbed to Greed

Your hoard rivals that of ancient dragons, or so you dream it, you gain the following benefits:

- Your Wisdom or Intelligence score increases by 1
- You can tell at a single glance whether any money or items of monetary value is counterfeit or not, in addition you have advantage on Dexterity (Sleight of Hand) checks made to steal.
- You are greedy even when fighting, while you have all your spell slots and are not concentrating on a spell, and you cast a cantrip, you can reroll any number of the damage dice, once you reroll a dice you must use the new result.

SLOTHFUL

Prerequisite: Having succumbed to Sloth

Your apathy has no equal, it sometimes seems that nothing can move you out of your constant indifference, not even the world itself.

When you are required to make a saving throw, you can choose to not bother with it. You can choose to succeed it, ignoring any effect or damage if you do so, and reducing your speed to 0 until the end of your next turn. You must choose to do so before seeing the result of the roll. Once you've used this ability you can't use it again until you take a long rest.

WRATHFUL

Prerequisite: Having succumbed to Wrath

Maddening anger takes control of your body, unleashing your devastating emotions on the battlefield, you gain the following benefits:

- Your Strength or Dexterity score increases by 1 to a maximum of 20.
- You can enter a maddening anger, while in this state of anger, you cannot be charmed or frightened, and if you are already charmed or frightened the effect ends. Designate a creature, for 1 minute you gain a bonus to attack and damage rolls against the creature equal to your proficiency bonus. In exchange you have disadvantage on attack rolls against any other creature, and must subtract your proficiency bonus to any damage roll against them. This effect ends early if the creature dies before the end of the duration. You can use this ability once per long rest.

ENVIOUS

Prerequisite: Having succumbed to Envy

You are envious of your neighbors and covet their possessions, which are rightfully yours, it is all rightfully yours. You gain the following benefits:

- When an enemy damages you, you can steal their power. As a reaction to taking damage you can get resistance to it, and claim its power. The next time you deal damage to that creature you inflict additional force damage equal to the damage you have taken. You can use this ability once per short or long rest.
- When deceiving someone to claim what's theirs, or haggle, you have advantage on the Charisma (Deception) check.

PRIDEFUL

Prerequisite: Having succumbed to Pride

You know that you are a cut above the rest, you are better than them and you know it, you gain the following benefits:

- You consider yourself as mighty as the gods, filling you with pride. While at full health you can add 1d6 bonus to any ability checks you make. You can use this ability a number of times equal to your proficiency bonus before needing to take a long rest.
- The first time you take damage while at full health you laugh at the effort, you have resistance to the first instance of damage you take during a day.

SPELLS

Osteomancy is not a school of magic per se. Many magically gifted individuals have tried to grasp it in its entirety, to no avail. As more and more arcane runes were unearthed from cursed grounds, and the magic within them revealed, scholars saw that Osteomancy was found in all aspects of magic, a more twisted and dark version of arcane magic. Many of the treaties regarding that magic forbidden to the general public, only studied by carefully selected researchers.

SPELLS DESCRIPTION

The spells are listed here from lowest to highest level and by alphabetical order.

CANTRIPS

HAMMER

conjunction cantrip

(cleric, druid, sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

You summon the mightiest of osteomantic spells, the hammer, famed for its ability to shatter bones. Make a melee spell attack roll, on a hit you deal 1d10 bludgeoning damage to the target, and knock them back 5 feet. In addition you carve in their minds your mighty magical powers.

At higher levels: This spell's damage increases by 1d10 when you reach 5th Level (2d10), 11th level (3d10), and 17th level (4d10).

1ST LEVEL SPELLS

BONE CLAWS

1st level transmutation

(druid, warlock, wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a phalangeal bone)

Duration: Concentration, up to 1 minute

Choose a creature within range, their nails grow into elongated claws, their unarmed attacks now deal an extra 1d4 slashing damage

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases to 1d6 at 2nd level; 2d4 at 3rd level; 2d6 at 4th level; and 3d4 and 5th level.

BONE SHIELD

1st level abjuration

(druid, ranger, warlock, wizard)

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

Range: Self

Components: V, S

Duration: Instantaneous

You manifest a barrier of shattered bones that protects you. You reduce the incoming damage by 6 and if the attacking enemy is within 10ft of you, deal 6 slashing damage to them, as the bone shield explodes.

At higher levels. When you cast this spell using a spell slot of 2nd level or higher, both the damage reduction and the slashing damage increase by 6 for each slot.

OSSEOUS SHELL

1st level transmutation

(warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a porcupine's carapace)

Duration: Concentration, up to 10 minute.

You touch a creature, forcing bone spikes to grow from its body, piercing their skin. They take 1 point of piercing damage and every time another creature hits them with a melee attack that creature takes 2d4 piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage dealt to attacking creatures increases by 1d4 for each slot level above 1st. When cast using a spell slot of 5th level or higher the spell no longer requires concentration.

PHALANGEAL GROWTH

1st level evocation

(sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 5 feet wide and 30 feet long line

Components: V, S

Duration: Instantaneous

You point your fingers forward, your phalangeal bones are fired outwards and regrow immediately leaving your hands unscathed. All creature in a 5 feet wide and 30 feet long line in front of you must succeed a Dexterity saving throw or be pierced by the bones and take 2d6 piercing damage.

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

2ND LEVEL SPELLS

BONE SPEAR

2nd level evocation
(sorcerer, warlock, wizard)

Casting Time: 1 action
Range: 40 feet
Components: V, S, M (a calcified bamboo stick)
Duration: Instantaneous

You fire out the bones of your forearms through your hands, healing the wound instantly. Creatures in a 30ft long and 1 foot wide line in front of you must succeed a Dexterity saving throw or take 3d6 piercing damage and if they are Large or smaller, be pushed back in the space 30 feet in front of you, by the impaling spear. On a success they take half the damage and aren't pushed back.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

CALCIFIED MEMORIES

2nd level divination
(warlock, wizard)

Casting Time: 1 action (Ritual)
Range: Touch
Components: V, S
Duration: Instantaneous

You touch the bones of a deceased creature. When you do, a ghostly grey illusion of the fallen creature appears above its corpse to reenact the last 6 seconds of its life. The illusion only shows the creature's actions and reactions, such as reacting to an unseen monster or trying to extinguish the flames of a fiery trap, but does not show the monster or effect causing the actions or reactions. This spell has no effect on undead creatures. Once a corpse's death has been revealed in this way, it cannot be shown again for 24 hours.

EXOSKELETON

2nd level transmutation
(druid, wizard)

Casting Time: 1 action
Range: Touch
Components: V, S, M (A turtle shell)
Duration: Concentration, up to 1 hour

You touch a willing creature that isn't wearing heavy armor. Until the spell ends, the target's skin is reinforced with bony structures and protrusions, animated by magic, increasing their AC by 2 and giving them advantage on all Strength checks and saving throws.

JOINT LOCK

2nd level enchantment
(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small fossilized joint)
Duration: Concentration, up to 1 minutes.

You target a creature within range. It must succeed a Strength saving throw or have its joints magically be locked together, it becomes restrained for the duration. Creatures without bones are immune to this effect. At the end of each of its turns, the target can make another Strength saving throw. On a success, the spell ends on the target.

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

ROLLING BONES:

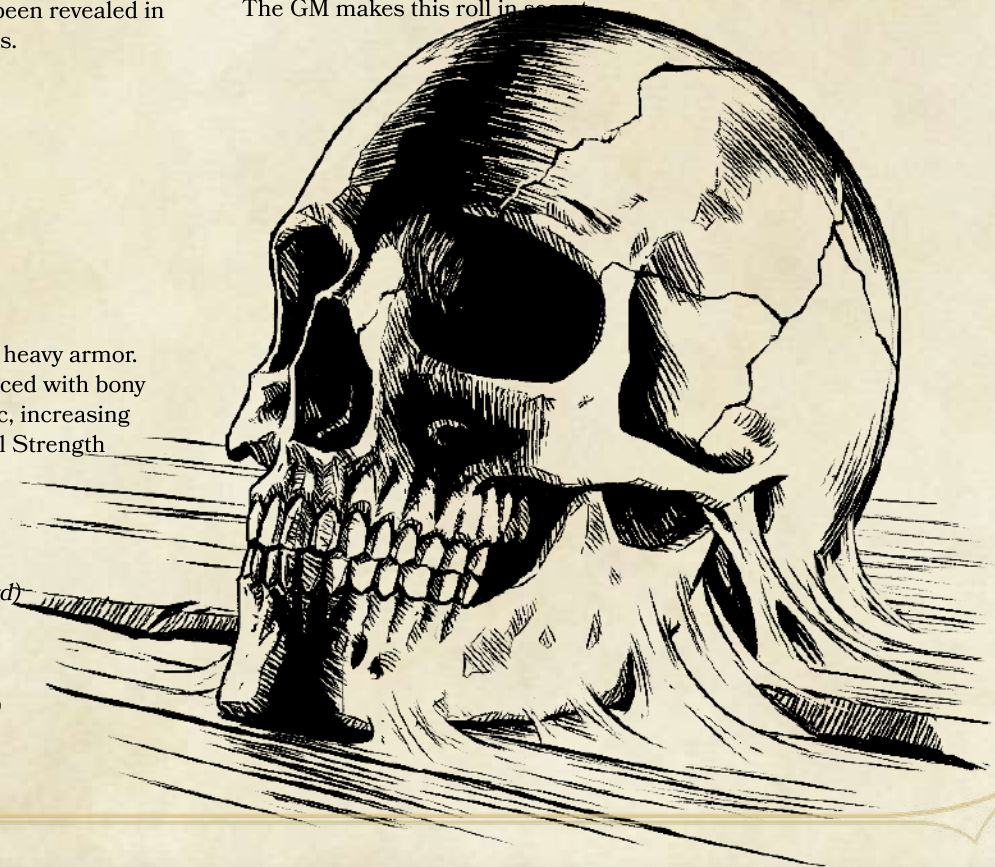
2nd level divination
(cleric, druid, warlock, wizard)

Casting Time: 1 minute (ritual)
Range: Self
Components: V,S,M (1 gp worth of bones of a small mammal)
Duration: Instantaneous

You roll bones, allowing fate to give you an omen of the future. Roll 1d6.

- On a roll of 5 or 6 you know if you are: not likely, likely, or very likely to encounter hostile creatures within the next hour, and if yes, what the type of enemy you will fight will be.
- On a roll of 2, 3 or 4, you learn if you are: not likely, likely, or very likely to encounter hostile creatures within the next hour.
- On a roll of 1, the material components of the spell are consumed, and you take 1 psychic damage as fate rebels, you don't learn any information and you can't cast this spell again until you take a short rest.

If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a false reading. The GM makes this roll in secret.



RUPTURE

2nd level evocation
(warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of humanoid cartilage worth at least 5 gp)

Duration: Concentration, up to 1 minute

You focus your magic to shatter a target's body. Choose one creature within range, they must succeed a Strength saving throw or take 3d6 piercing damage, and be knocked prone on a failure. On subsequent turns, as a bonus action, you can force the target to make another saving throw, taking 3d6 piercing damage and being knocked prone on a failure. If they fail the save against this spell three times, their walking speed halved until their next long rest and the spell ends. If a creature succeed any of the saves, the spell ends early.

At higher levels. When you cast this spell using a spell slot of 3rd level or higher, the piercing damage increases by 2d6 for each spell slot level above 2nd.

SKELETAL TAIL

2nd level conjuration
(cleric, druid, warlock, wizard)

Casting Time: 1 action

Range: self

Components: V, S, M (a lizard's corpse)

Duration: 1 minute

You grow a long, lizard-like tail made of sharpened bones. As a reaction on to an enemy moving in a 20 feet radius around you, you can use the tail to try and pierce that creature. It must succeed a Dexterity Saving throw, or take 2d4 piercing damage as the tail pierces them, the tail then retracts and pulls the creature in a space adjacent to yours.

At Higher Levels. When you cast this spell using a spell slot 3rd Level of or higher, the damage increases by 2d4 for every slot level above 2nd.

3RD LEVEL SPELLS

CALCIFIED BOND

3rd level transmutation
(sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A magnetized bone splinter)

Duration: Instantaneous

You designate two creatures within range that within 30 feet of one another. Their skeleton enter in resonance, attracting the two creatures together. Choose one creature and make a check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature in the space of the other at high velocity. The impact causes the high velocity creature to take 2d6 bludgeoning damage for each 5 feet traveled and to fall prone, while the other creature takes half as much damage and doesn't fall prone.

At Higher Levels. When you cast this spell using a spell slot 4th level of or higher, the damage increases by 1d6 for every two slot levels above the 3rd.

DISPLACING MAW

3rd level conjuration
(warlock, wizard)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

Your rib cage opens up violently, trying to devour an enemy in range. The creature must succeed a Strength saving throw or be devoured by the maw formed by your rib bones, taking 4d8 piercing damage and be transported through magic to a point of your choice on the ground within 60 feet of you, where the maw reappears and regurgitates them. On a success they take half as much damage and are not transported.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 and the teleportation range by 10ft for each slot level above 3rd.

OSSEOUS CAGE

3rd level conjuration
(druid, warlock, wizard)

Casting Time: 1 action

Range: Self (10 feet radius)

Components: V, S

Duration: 10 minutes

You force a cage of elongated bones to erupt from the ground that surrounds a 10-foot radius area centered on you. The bones are thick and provide three-quarters cover to creatures inside and outside. You, and any others you designate, can pass through the cage at will. The osseous cage has AC 12, 100 hit points, and vulnerability to bludgeoning damage. If you cast this spell again whilst already having a cage summoned, the previous cage turns to dust.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, the cage's hit point total increases by 20 per spell slot level above 3rd.

OSSEOUS IMPALEMENT

3rd level conjuration
(sorcerer, warlock, wizard)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a calcified bamboo stick)
Duration: Concentration, up to 1 minute

Massive bone spikes sprout under up to 4 creatures on the ground of your choice within range. They must succeed a Dexterity saving throw, or take 3d10 piercing damage and be impaled by the spike and restrained 10 feet in the air. A creature restrained in this way takes 1d10 piercing damage at the start of each of their turn and can try to break the bone spike restraining them as an action by making an Athletics check contested by your spell save DC, breaking free on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the both damage increase by 1d10 for each slot level above 3rd.

RUBBER BONES

3rd level transmutation
(sorcerer, warlock, wizard)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch a creature. It's bones becomes soft and can elongate. Their reach becomes 5ft longer than normal on melee attacks, they can expend 5 feet of movement to escape any grapple without requiring an ability check. In addition they have advantage on dexterity saving throws, and resistance to bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

SUMMON SKELETAL HOUND

3rd level conjuration
(druid, warlock, wizard)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (the charred skull of a hound)
Duration: Concentration, up to 10 minutes.

You call forth a hellish spirit from its remnants. The spirit manifests physically in an unoccupied space that you can see within range. This corporeal form uses the Skeletal Hound stat block below. The creature disappears when it drops to 0 hit points or when the spell ends. The creature is friendly to you and your companions for the spell's duration. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys verbal commands that you issue to it (no action required by you). If you don't issue any, it defends itself but otherwise takes no action.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the hound assumes the higher level for that casting wherever it uses the spell's level in its stat block.

SKELETAL HOUND

Medium undead, Same alignment as the caster

Armor Class 11 + the level of the spell (natural armor)
Hit Points equal the hound's Constitution modifier + your spellcasting ability modifier + ten times the spell's level
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5
Damage Immunities fire, poison
Condition Immunities exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages understands the languages you speak and Infernal but can't speak it

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack The hounds makes a number of attacks equal to half this spell's level (rounded down).

Bite. *Melee Weapon Attack:* +3 + the spell's level to hit, reach 5 ft., one target. *Hit:* 1d10 + 3 + the spell's level piercing damage.

Fire Breath (once per casting of the spell) The hound exhales fire in a 15-foot cone. Each creature in that area must succeed a Dexterity saving throw against your spell save DC, taking 3d6 + twice the spell's level fire damage on a failed save, or half as much damage on a successful one.

4TH LEVEL SPELLS

BONE MAIDEN

4th level conjuration
(warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a virgin's carpal bone)

Duration: 10 minutes

A target in range must succeed a Charisma Saving Throw or be banished inside an iron maiden formed of bone that appears in its space. They are considered restrained and incapacitated, immune to all damage coming from the outside, and take 3d6 piercing damage at the start of each of their turn, as spikes of bones dig in their body. At the end of each of their turn a trapped creature can repeat the saving throw, escaping on a success. The bone maiden has AC 14, 80 hit point, immunity to psychic and poison damage, and vulnerability to bludgeoning damage. If the maiden is destroyed the creature trapped inside is freed.

CORRUPTED BONE BERRY

4th level conjuration
(sorcerer, warlock, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bone berry, that the spell consumes)

Duration: Instantaneous

You summon a corrupted bone berry in your hand. This berry looks like a regular bone berry, a survival check contested by the caster's spell DC will reveal its true nature. It doesn't emit any magic. Once someone put the berry in their mouth, it expands instantly, forming bony spikes that attempt to pierce the skull of the target. They take 10d6 piercing damage, and are unable to speak until they, or an ally, manages, as an action, to remove the berry with a successful Athletics check contested by your spell save DC.

In addition, at any point after summoning the berry and whilst holding it, as an action you can try to charm a target and compel them to swallow the corrupted berry. Choose one creature within 30 feet of you, they must succeed on a Wisdom saving throw, on a failure, on their next turn, they will use their movement to get next to you, and if they do, use their action to take and swallow the berry, suffering the effects. If they can't get next to you, the charm ends, and they can continue their turn as they see fit.

The berry loses its potency if it has not been consumed within 8 hours of the casting of this spell.

BONE BERRIES

Normally found in nature, in areas close to swamps, these berries have the appearance and taste of blueberries, but are a bit crunchier, and whiter in appearance, hence their name. Osteomancers have tempered with them for nefarious deeds.

FEMORAL FLUTE:

4th level illusion
(bard, warlock, wizard)

Casting Time: 1 action

Range: 30 feet radius

Components: V, S, M (A flute made of a femur worth 50gp)

Duration: Concentration, up to 1 minute

You blow in your flute, creating a horrifying melody that creates the illusions of bones breaking. All creatures of your choice in a 30 feet radius centered on you must succeed a Wisdom saving throw or become frightened for the duration. While frightened by this spell, a creature's movement speed becomes 0 and it falls prone, its legs giving out due to fear. If the affected creature takes damage in a round, at the end of its turn, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

GRAVITY BARRIER

4th level evocation
(Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minute

You create a wall of increased gravity on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain.

Any ranged weapon attack that passes through the wall's space automatically fails, and other ranged attacks have disadvantage. Any creature that tries to pass through the wall's space must succeed a Strength saving throw or take 4d8 bludgeoning damage and be knocked prone.

OSTEOPOROSIS

4th level necromancy
(bard, warlock, wizard)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 1 minutes

You whisper forbidden words that corrupt the very essence of a creature, weakening it to incoming attacks. You choose a creature within range, it must succeed a Wisdom Saving throw or become afflicted by your spell, giving it vulnerability to slashing, piercing and bludgeoning damage for the duration, and reducing its movement speed by 10 feet. An afflicted creature can repeat the Wisdom saving throw every time after it takes damage, ending the effect on a success.

At Higher Levels. If you cast this spell using a spell slot of 5th Level or higher, the Duration is Concentration, up to 10 minutes. If you use a spell slot of 7th Level or higher, the Duration is 8 hours. If you use a spell slot of 8th level or higher, the Duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 8th Level or higher grants a Duration that doesn't require Concentration.

5TH LEVEL SPELLS

ANCESTRAL BOND

5th level divination

(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 minute

Range: Self

Components: V, S, M (The bone of a humanoid, which the spell may consume)

Duration: Concentration, up to 10 minute

You touch the bone of a humanoid, and visions of its descendants come to you, as ephemeral spirits that scour the world. As part of casting this spell you learn how many living relatives the humanoid left behind, and if they have any living descendants.

In addition upon learning that information you can choose to select one of the person whose existence you can feel through the spell. They must succeed a Wisdom saving throw, on a failure the spell consumes the bone, and you learn their exact location, no matter where they are. On a successful save, the bone isn't consumed, the target isn't affected, and you can't use this spell against it again for 24 hours.

FOREST OF DREAD

5th level conjuration

(warlock, wizard)

Casting Time: 1 action

Range: 20 feet radius

Components: V, S

Duration: Concentration, up to 10 minute

You touch the floor under you, 20 feet tall tree like bones sprout from the ground in a 30 feet radius around you. All creatures of your choice in that radius must succeed a Dexterity saving throw or take 4d8 piercing damage on a failure, or half as much on a success. In addition once sprouted, the trees remain in place as long as you concentrate on the spell.

The area they cover is considered difficult terrain and when a creature moves into or within the area, it takes 2d8 piercing damage for every 5 feet it travels, you are immune to that effect. The forest of dread provides three-quarter cover to any creatures inside it.

WALL OF BONES

5th level conjuration

(sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, (a calcified egg shell)

Duration: Concentration, up to 10 minutes

A grim wall of fractured bones appears at a point you choose within range. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It must rest on a solid surface. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. The wall blocks line of sight, and creatures can't pass through it. The wall has AC 15, 150 hit points and immunity to poison and psychic damage. Reducing it to 0 hit points destroys it.

When the wall appears, each creature in its area must make a Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage, and it is pushed to the first available free space. On a successful save, it takes half as much damage but is still pushed.

Until the spell ends, you can use an action to summon a Minotaur skeleton with a murderous killing intent from the wall by sacrificing 20 hit points from the wall. The creature appears in a space of your choice adjacent to the wall. When you summon a Minotaur Skeleton in this way, designate a creature you can see within 60 feet of it, it becomes the sole enemy of the summoned creature that will try to kill it in any way, it is immune to charms and doesn't listen to orders you issue, only attacking its target. Once its target is dead, it vanishes in a pile of dust.

You can have a maximum of 3 summoned creatures by this spell at once.

Don't mind the slaughter in the background, these nobles had it coming. Seriously who do they think they are looking down on me like that. They don't believe Osteomancy is a powerful enough form of magic for me to join their ranks. Well, i bet they are regretting that decision now.

ARCADII USENKO

7TH LEVEL SPELLS

AMPUTATE

7th level evocation
(druid, warlock, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S,

Duration: Instantaneous

You coat your hand with powerful osteomancy, make a melee spell attack roll against a creature, on a hit you deal 10d8 slashing damage. In addition you rip off one of the creature's limbs (leg or arm).

A creature is immune to this effect if it is immune to slashing damage, has legendary actions, or the GM decides that the creature is too big for its limb to be cut off with this spell. Such a creature takes an additional 5d8 slashing damage instead.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the primary damage increases by 2d8, and the secondary damage by 1d8 for each slot level above 7th.

9TH LEVEL SPELLS

ASPECT OF DEATH

9th level conjuration
(warlock)

Casting Time: 1 action

Range: self

Components: V, S, M (the skull of a fallen hero, worth at least 4000 gp)

Duration: Concentration, up to 1 minute

You focus threads of magical energy around you which coalesce into the aspect of death, an avatar made of bones which surrounds you and fights on your behalf. The avatar is large, occupies its space, is centered on you, and moves with you. While it is summoned it protects you from foes, you are considered behind three-quarters cover at all times, have resistance to all damage, and no other creature can enter the space of the avatar.

In addition, while active, you gain a +1 bonus to spell attack rolls and saving throws and when you cast a spell that deals piercing, slashing, bludgeoning or necrotic damage damage, it is considered as if casted with a spell slot of 2 levels higher than the one expended.

THUNDERBLIGHT AXE

Legendary Weapon: Great Axe; requires attunement by a blue dragonborn

The legend tell the tales of a mighty axe forged from the blood of a blue dragon so powerful, he threatened the gods in their ascent.

THRAK SEABORNE

BONDED WEAPON

Once this weapon is attuned to a creature, it can only become attuned to another one if its current owner dies. This weapons shows more power as its owner gains levels, feeding on the energy coursing through their veins.

CHARACTER LEVEL 1

This weapon has 1 charge that it regains daily at dawn. You can expend one charge to gain the following effect:

Lightning's fury (1 charge). You infuse your inner lightning in the axe for one minute, losing your resistance to lightning damage to do so. While infused, It deals an additional 1d4 lightning damage on a hit.

CHARACTER LEVEL 4

The wielder gains a +1 bonus to attack and damage rolls made with this weapon. In addition this weapon now has 2 charges that it regains daily at dawn, and when you them to use the Lightning's fury ability, you don't lose your resistance to lightning damage.

CHARACTER LEVEL 8

While attuned to this weapon you have resistance to thunder damage. In addition this weapon now has 3 charges that it regains daily at dawn, and you can use some charges in a different way:

Overcharge (2 charges), you infuse yourself with electric energy, while this effect is active, you can use a bonus action on each of your turns to teleport up to 15ft. In addition when a creature damages you, you can use your reaction to make a weapon attack against that creature.

3 rounds after activating this effect, at the end of your turn, the ability ends and you take 2d8 lightning damage and are stunned until the end of your next turn, as the electricity escapes your body. Ignore this effect if you are immune to lightning damage.

CHARACTER LEVEL 12

The wielder gains a +2 bonus to attack and damage rolls made with this weapon.

This weapon now can hold up to 5 charges that it regains daily at dawn. In addition when you use the lightning's fury ability of the weapon the bonus damage becomes 1d8 instead of 1d4.

CHARACTER LEVEL 16

The wielder gains a +3 bonus to attack and damage rolls made with this weapon. While holding this weapon you are immune to lightning damage.

This weapon now can hold up to 7 charges that it regains daily at dawn. In addition you can spend 3 charges to gain the following benefit:

Reverberating jump (3 charges). You teleport to a point that you can see within 120 feet. This creates a line of thunderous energy between your point of origin and arrival. All creatures within 10 feet of that line must succeed a DC 19 Constitution saving throw or take 4d8 thunder damage and be pushed back 10ft. They take half as much damage on a success, and are not be pushed back. The thunder can be heard from up to 300 feet away.