

# Species

## Soldis Elves

Soldis Elves have irises of gold and yellow, with wildly vibrant golden, amber, and yellow hair. The Soldis Elves are a product of continued reverence, research, and focus of the radiant energy of the sun. It is said that those who were closest to the divine radiance of the Sun were transformed slowly, until eventually the Soldis Elves came to be. Soldis Elves tend to feel a more kindred connection, or an intense curiosity, towards Aasimar in comparison to the other races. Soldis Elves tend to worship Pelor, the Dawnfather, and Ioun, the Knowing Mistress.

Soldis Elves tend to greatly enjoy the sunlight, finding themselves feeling the most comfortable when they are bathed in it. As such, many Soldis Elves refuse to wear puffy or baggy clothing, and tend to spend most of their time outside and during the day. Going underground for a Soldis Elf typically gives them an uncontrollable sadness, although not crippling, it still affects a Soldis Elf if they have not seen or felt the sun for extended amounts of time.

Upon choosing the Soldis Elf subspecies, you gain the following benefits,

**Radiant Eyes.** The range of your Darkvision increases to 120 feet.

**Natural Conduit.** When casting Solarmancy spells, you can substitute a Sunstone with any gemstone of equal or greater value to the Sunstone needed to cast the Solarmancy spells.

**Sunblessed.** You know the *Solar Flare* and *Modify Light* cantrips. When you reach 3rd level, you can cast the *Celestial's Blessing* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *Disrupting Flash* spell once with this trait and regain the ability to do so when you finish a long rest. Casting these spells with this trait doesn't require material components, including a Sunstone. Charisma, Intelligence, or Wisdom (your choice upon choosing this subspecies) is your spellcasting ability for these spells.





# Feats

## Solarmancy Initiate

**Ability Score Improvement.** Increase your Intelligence, Wisdom, or Charisma by 1, up to a maximum of 20.

**Solarmantic Knowledge.** You learn one Solarmancy cantrip and one 1st-level Solarmancy spell of your choice. You can cast this 1st-level spell without expending a spell slot. Once you cast the spell in this way, you cannot cast the spell in this way again until you finish a long rest. You can also cast this spell using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

**Sunchannel.** As a bonus action, provided you are in natural sunlight, you can imbue a gemstone or magical foci you are holding, where it is embalmed in a radiant aura. The gemstone or magical foci remains glowing in this way for 1 hour, and while it is glowing, it counts as a Sunstone or Sunstone Bands for the purposes of casting Solarmancy spells, with a gp value equal to the its current gp value. If you use this feature while holding a Sunstone, the Sunstone becomes magically charged for 1 hour, as if it were charged in Natural Sunlight for 4 continuous hours. Once you have used this feature, you cannot use it again until you complete a long rest.

## Solarmancer Adept

*Prerequisite: 4th level and Solarmancy Initiate*

**Ability Score Improvement.** Increase your Intelligence, Wisdom, or Charisma by 1, up to a maximum of 20.

**Expanded Solarmantic Knowledge.** You learn one additional Solarmancy cantrip and one 2nd-level Solarmancy spell of your choice. You can cast this 2nd-level spell without expending a spell slot. Once you cast the spell in this way, you cannot cast the spell in this way again until you finish a long rest. You can also cast this spell using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

**Solar Overcharge.** When you cast a Solarmancy spell, you can choose to empower the spell, as if it were casted within Natural Sunlight, even if Natural Sunlight is not present. If the spell has a duration longer than Instantaneous, it is considered to be under Natural Sunlight for the entirety of the spell's duration. Once you have used this feature you cannot use it again until you complete a long rest.

## Solarmancy Researcher

*Prerequisite: 4th level, Solarmancy Initiate, and the Spellcasting or the Pact Magic feature*

**Radiant Knowledge.** Immediately upon taking this feat, you learn 2 Solarmancy spells, which can be up to a spell level that you currently have slots for. Furthermore, whenever you learn a new spell or can prepare one more spell from leveling up, you also may add a Solarmancy spell to your listed of learned spells, or add it to your list of spells that you can prepare. This Solarmancy spell must be of a level you have spell slots for.

## Solar Inquisitor

*Prerequisite: 4th level and Solarmancy Initiate*

**Solar Charged.** Upon taking this feat, you gain a pool of 2 Solar Charge dice, which are a d6s. This dice are used to fuel the following Solar Maneuvers. A Solar Charge die is expended when you use it. You regain your expended Solar Charge dice when you finish a short or long rest.

- **Radiant Dash.** When taking the Dash action, you can roll your Solar Charge die, where you dash an additional amount of feet equal to 5 x the number rolled. Furthermore, when you move within 5 feet of a creature during this Dash, you can force the creature to take Radiant damage equal to the number rolled on your Solar Charge die.
- **Solar Strike.** When you hit a creature with a weapon attack, and a Sunstone or Sunstone Band is on your person, you can expend a Solar Charge die and deal additional radiant damage equal to the number rolled on your Solar Charge die.





# Changelog

- Version 1.0
  - Initial Release

## More!

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This homebrew was made by KoatheDM, and you can find more homebrew content on [Patreon!](#) I also have an [Instagram](#) account, [Reddit](#) account where I post and tease other homebrew content by the name of KoatheDM, and a [Twitter](#) where I also tease upcoming content! This document was made through GMBinder. Art by Warmtail.

