

A RULES SUPPLEMENT  
COMPATIBLE WITH THE  
**The 5<sup>th</sup> Edition**  
RULES OF  
THE ORIGINAL 1974 ROLEPLAYING GAME



**The Majestic Fantasy Realms**  
**Warlock**

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# Warlocks

Powerful supernatural beings like demons and demigods inhabit the Majestic Fantasy Realms. While only deities or nature itself are a source of divine power these beings can teach their followers the deep secrets of creation which will allow them to achieve Henosis.

While only deities or nature itself are a source of divine power, these beings can teach their lesser allies how to entangle their vim with creation itself and learn the powers of a warlock. With complete understanding, the warlock achieves Henosis and becomes one with creation.

In exchange, you have to serve your patron who assigns you various tasks from time to time. The exact nature of these tasks depends on the patron.

## 1<sup>st</sup> Level

### Hit Dice

As a warlock you gain 1d8 HP/Level as well as max hit points at first level.

### Proficiencies

Your training as a warlock has taught you how to fight in minimal armor. You gain proficiency in light armor.

The hours of instruction by your patron have left you with little time to learn weapon play. You gain proficiency in simple weapons and no tools. Long hours of ritual preparation have given you proficiency in saving throws involving Wisdom, and Charisma.

The ancient wisdom imparted to you by your patron has allowed you learn a few skills. You gain proficiency in two skills from the following: Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion.



### Arcane Spellcaster

You have been taught by your patron to harness creation itself in the form of mana to cast arcane spells. You can learn and cast arcane spells.

Your patron has taught you to internalize and channel simple spells forms to be able to cast them at will. You learn two cantrips from the warlock spell list. You also learn additional cantrips at higher levels as shown in the Cantrips Known column of the Warlock spell table.

Your patron teaches you the complex incantations, and gestures of arcane spells. You can learn two 1<sup>st</sup> level spells as shown on the Spell Known column of the Warlock spell table. As you level you can learn more spells from the Warlock spell list. The maximum spell level you can learn when you level is shown in the Slot level column.

When you level, you can choose one of the warlock's spells you know and replace it with another spell from the warlock spell list. It also must be of a level for which you have spell slots.

For example, when you reach 6<sup>th</sup> level, the new warlock spells you can learn or replace can be of 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> level.

You learn how to create more complex spells forms and channel mana through them to cast spells. You gain one spell slot with the ability to cast one first level spell at first level once between short and long rests. As you level the number of spell slots you can use increases. This shown on the Warlock spell table. In addition, as you level the maximum level spell you can cast also increases as shown on the spell table. All spell you cast are at this level.

For example, when you are 5<sup>th</sup> level, you have two 3<sup>rd</sup>-level spell slots. To cast the 1<sup>st</sup>-level spell *witch bolt*, you must spend one of those slots, and you cast it as a 3<sup>rd</sup>-level spell.

Your patron has taught you how to channel the force of your personality into your magic. This causes your Spell DC to be equal to 8 + your proficiency bonus + your Charisma modifier.

Your use of the force of your personality in your magic causes your Spell Attack bonus to be equal to your proficiency bonus + your Charisma modifier.

Your patron has taught you how to use an arcane focus in lieu of less valuable material components.

### Otherworldly Patron Boon

Having been sworn the oath of service, your patron has granted you a magical boon.



## **2<sup>nd</sup> Level**

### **Theurgy**

Your patron teaches you the secrets of Theurgy. You learn the path to Henosis where your vim is completely entangled with the forces of creation itself and allows you cast invocations to produce a variety of magical effects similar to spells.

You gain two invocations of your choice from the Neophyte level of your chosen path. As you level you will learn more invocations as shown in the Invocations Known column of the Warlock spell table.

When you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

## **3<sup>rd</sup> Level**

### **Theurgic Boon**

Pleased with your service and the path you have chosen, your patron grants you a boon. You can choose one of the listed boons under your pact.

## **4<sup>th</sup> Level**

### **Ability Score Improvement**

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

## **6<sup>th</sup> Level**

### **Otherworldly Patron Boon**

With your continued service, your patron has granted you a magical boon.

## **8<sup>th</sup> Level**

### **Ability Score Improvement**

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead.

## **10<sup>th</sup> Level**

### **Otherworldly Patron Boon**

Your increased skills and mastery of Theurgy has pleased your patron who has decided to grant you a magical boon.

## **11<sup>th</sup> Level**

### **Magical Arcanum**

Your patron teaches you a magical secret known as an arcanum. Choose one 6th-level spell from the warlock spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

## **12<sup>th</sup> Level**

### **Ability Score Improvement**

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead.

## **13<sup>th</sup> Level**

### **Magical Arcanum**

Your patron teaches you another magical secret to add to your arcanum. Choose one 7th level spell from the warlock spell list to your mystic arcanum. You regain all uses of Mystic Arcanum when you finish a long rest.

## **14<sup>th</sup> Level**

### **Otherworldly Patron Boon**

Your patron considers you to be one of the first of its servants and decided to grant you a final magical boon.

## **15<sup>th</sup> Level**

### **Magical Arcanum**

You learn more of the magical secrets of your patron and add another secret to your arcanum. Choose one 8th level spell from the warlock spell list to add to your mystic arcanum. You regain all uses of Mystic Arcanum when you finish a long rest.

## **16<sup>th</sup> Level**

### **Ability Score Improvement**

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead.

## **17<sup>th</sup> Level**

### **Magical Arcanum**

You learn the final magical secret of your patron and add this to your arcanum. Choose one 9th level spell from the warlock spell list to add to your mystic arcanum. You regain all uses of Mystic Arcanum when you finish a long rest.

## **19<sup>th</sup> Level**

### **Ability Score Improvement**

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead.

## **20<sup>th</sup> Level**

### **Metamorphosis**

Having achieved Henosis, you are transformed into a creature similar to your patron in order to serve it. After a thousand years of service, you will be able to break free and seek out your own mortals to make pacts with.

### ***Starting Equipment***

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

- (a) a light crossbow and 20 bolts or  
(b) any simple weapon
- (a) a component pouch or  
(b) an arcane focus
- (a) a scholar's pack or  
(b) a dungeoneer's pack
- Leather armor, any simple weapon, and two daggers

### ***Dungeoneer's Pack***

A backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.

### ***Scholar's Pack***

A backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

## ***Class Features***

Level	Proficiency Bonus	Class Features
1	+2	Otherworldly Patron, Pact Magic
2	+2	Theurgic Invocations
3	+2	Theurgic Boon
4	+2	Ability Score Improvement
5	+3	-
6	+3	Otherworldly Patron Boon
7	+3	-
8	+3	Ability Score Improvement
9	+4	-
10	+4	Otherworldly Patron Boon
11	+4	Mystic Arcanum (6th level)
12	+4	Ability Score Improvement
13	+5	Mystic Arcanum (7th level)
14	+5	Otherworldly Patron Boon
15	+5	Mystic Arcanum (8th level)
16	+5	Ability Score Improvement
17	+6	Mystic Arcanum (9th level)
18	+6	-
19	+6	Ability Score Improvement
20	+6	Metamorphosis

## ***Spells***

Level	Cantrips Known	Spells Known	Spell Slot	Slot Level	Invocations Known
1	2	2	1	1st	-
2	2	3	2	1st	2
3	2	4	2	2nd	2
4	3	5	2	2nd	2
5	3	6	2	3rd	3
6	3	7	2	3rd	3
7	3	8	2	4th	4
8	3	9	2	4th	4
9	3	10	2	5th	5
10	4	10	2	5th	5
11	4	11	3	5th	5
12	4	11	3	5th	6
13	4	12	3	5th	6
14	4	12	3	5th	6
15	4	13	3	5th	7
16	4	13	3	5th	7
17	4	14	4	5th	7
18	4	14	4	5th	8
19	4	15	4	5th	8
20	4	15	4	5th	8

# Supernatural Patrons

## **The Demon**

You made a pact with a demon from the Abyss, a corrupted being whose actions are self-serving and goals is nothing short of the domination of all life within the Majestic Realms. You find the powers created by your patron to be useful towards your own goals despite the damage to your immortal soul. Damage that will eventually cause your soul to be blind to all other paths save for the one that leads to the Abyss after your death.

### ***Demon Lords***

Demon Lords differ in appearance and motivations. They all desire dominion and mastery over the Majestic Fantasy Realms although the specifics vary. Whatever their goals are, they ignore the spiritual, mental, or physical damage they cause, regardless of the consequences.

Here are some of the known Demon Lords.

### ***Astaroth***

Astaroth collects and studies knowledge about the cosmology of the Majestic Realms. His goal is to leave the Majestic Realms and travel to wherever the One, the creator of the world, resides. He believes there is a multitude of worlds beyond the Majestic Realms and wants to learn about them. As a result, he has collected one of the largest libraries in existence. After the Dawn War, this now includes how to escape the Abyss.

### ***Baal***

Baal wants to be ruler of the Universe, specifically to have legions of slaves toiling to build monumental works to his glory. Currently he is one of the most powerful demon lords in the Abyss and has the most troops and resources.

### ***Beleth***

Beleth desires wealth. He is obsessed with collecting unique and rare items and creatures to study, but in reality, he likes to show off. His knowledge of unique artifacts and their locations exceeds even that of Astaroth.

### ***Demogorgon***

Known as the Tyrant of Terror, like Baal, Demogorgon wants to be ruler of the universe. However, he is more focused on dominating and enslaving individuals rather than monuments and other displays of powers. He takes great pleasure in breaking individuals who are paragons of their profession and turning them into his slaves.

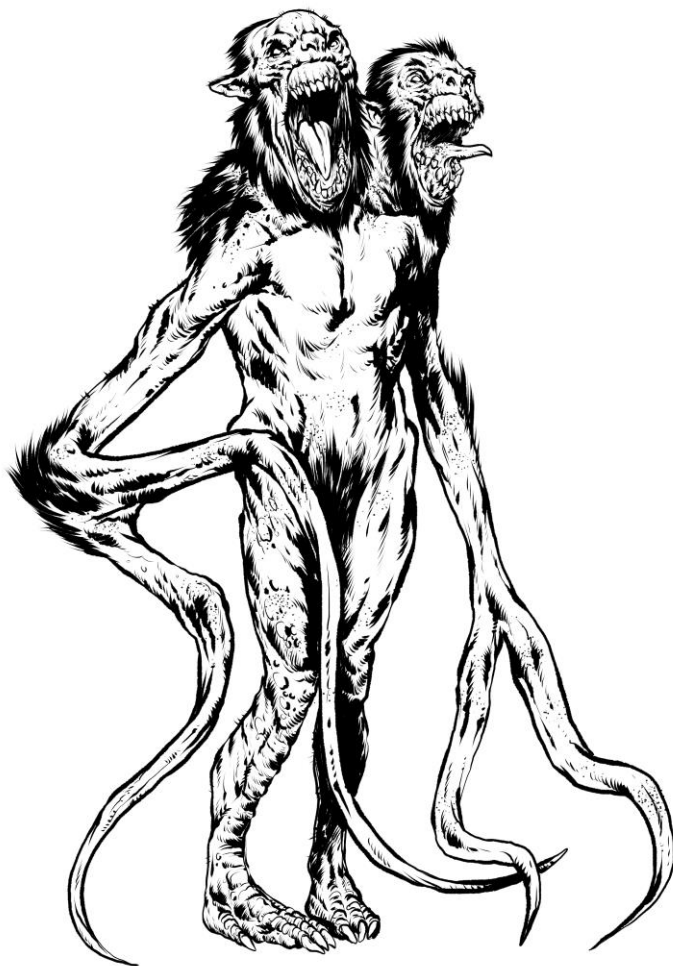


***Paimon***

Paimon is a Temptation Demon that has achieved the power of a Demon Lord. Paimon desires to experience every pain and pleasure in existence along with continually changing gender. Much of the Demon Lord's power stems from the vast network of Temptation Demons informers under his/her control.

***Orcus***

Orcus desires to master and defeat death. His knowledge has enabled him to become the Lord of the Undead. He bears a special enmity for Hamakhis, the Judge of the Dead. The Demon Lord desires Hamakhis' knowledge of the primordial chaos that existed before the Wilderlands.



## Expanded Spells

Spell Level	Spells
1st	<i>burning hands, command</i>
2nd	<i>blindness/deafness, scorching ray</i>
3rd	<i>fireball, stinking cloud</i>
4th	<i>fire shield, wall of fire</i>
5th	<i>flame strike, hallow</i>

### 1<sup>st</sup> Level

#### Dark One's Blessing

Your demonic patron teaches you leech off another being's vim, the magic intertwined with a soul, when they are at their weakest. When you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).

### 6<sup>th</sup> Level

#### Dark One's Own Luck

You can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur. You can do this once between a short or long rest.

### 10<sup>th</sup> Level

#### Fiendish Resilience

Through repeated appeals using the dark one's own luck, you learn enough about the fabric of reality to weave your own protections. You can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

### 14<sup>th</sup> Level

#### Abyssal Despair

You learn how to channel a vision of the Abyss from your demonic patron and use your growing command over the fabric of reality to show it to an unwilling target. When you hit a creature with an attack, you can use this feature to instantly transport the target into a pocket dimension similar to the one created by the *Rope Trick* spell. Within the target experiences the nightmare landscape of the Abyss.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience.

You do this once between long rests.

## **Dragon**

You made a pact with a Great Dragon, a mighty creature created by the god Sarrath to guard the towers housing the Chromatic Crystals that seal away the Abyss from the Majestic Fantasy Realms. The nature of the pact depends on the type of great dragon you bond yourself too.

### ***Silver Great Dragon***

With a great silver dragon as your patron, you will be taught its secrets and arcane knowledge to protect the inhabitant of the Majestic Realms from depredations of the black great dragons, and the whims of the copper great dragons. Along with getting these two types of great dragon to remember their oaths and return to protecting the towers.

### ***Blue Great Dragon***

With a blue great dragon as your patron, you will be taught arcane secrets to aid your patron in hunting down the black and copper great dragon. Either these dragons renew their vows and return to the towers, or they will be destroyed as oathbreakers. Any that ally with these dragons or stand in your way will also face destruction.

### ***Copper Great Dragon***

With a great copper dragon as your patron, you will be taught arcane secrets in order to find greater pleasure and interesting sensations for your patron to experience and enjoy. The better you are able to please your patron the most of secrets it will reveal to you.

### ***Black Great Dragon***

With a great black dragon as your patron, you are taught arcane secrets in exchange for service. As you work toward furthering your patron's plans you will learn more of its secrets. You are expected to fulfill your patron's commands or face its wrath.

## ***Expanded Spells***

<b>Spell Level</b>	<b>Spells</b>
1st	<i>Burning Hands, Disguise Self</i>
2nd	<i>Detect Thoughts, Scorching Ray</i>
3rd	<i>Fear, Fireball</i>
4th	<i>Divination, Polymorph</i>
5th	<i>Flame Strike, Commune</i>

### ***1st Level***

#### **Draconic Resilience**

The magical secrets taught by your patron cause some of its draconic traits to merge with you. Your hit point maximum is increased by 1 and increases by 1 whenever you gain a level in warlock.

### ***6th Level***

#### **Fire Affinity**

The instruction you received from your patron has subtly altered how magic flows through the spells you cast. You can add your charisma modifiers to any spell that does fire damage. In addition, you channel the ambient mana to grant you resistance against fire damage. You can do this a number of times equal to your Charisma modifier between long rests.

### ***10th Level***

#### **Dragon Wings**

The magical secrets you have learned has further altered your body. As a bonus action, you can sprout a pair of dragon wings from your pack. You gain a flying speed equal to your current speed.

You can't manifest your wings while wearing armor unless it made to accommodate them. Any clothing that isn't made to accommodate your wings is destroyed when you manifest your wings.

### ***14th Level***

#### **Draconic Presence**

Continued training by your patron has allowed you to channel its frightful presence, causing those around you become awestruck or frightened. As an action, you can execute an aura of awe or fear (your choice) extending 60 feet around you. This aura will last up to 1 minute or until you lose concentration. You can do this a number of times equal to half (round down) of your Charisma Modifier between long rests.

Each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

## **The Falcon Lord**

Alone among the deities Horus, the Falcon Lord, did not seek worshippers after the Dawn Wars ended with the imprisonment of the demons in the Abyss. He viewed the new covenant that the other deities made between themselves to teach through faith and religion as a betrayal of their original ideals. Instead, Horus opted to work more closely through individual pacts with mortals and teach them the knowledge and skills in order to realize their potential.

When you make a pact with the Falcon Lord, you agree to help him to act as a check against the hubris of his fellow deities and their mortal worshippers. You also will help him in hunting down and destroying any demons who eluded imprisonment or managed to escape from the Abyss.



## Expanded Spells

Spell Level	Spells
1 <sup>st</sup>	<i>Cure Wounds, Detect Evil and Good</i>
2 <sup>nd</sup>	<i>Lesser Restoration, Warding Bond</i>
3 <sup>rd</sup>	<i>Beacon of Hope, Remove Curse</i>
4 <sup>th</sup>	<i>Banishment, Guardian of Faith*</i>
5 <sup>th</sup>	<i>Dispel Evil and Good, Raise Dead</i>

\* the spectral guardian manifest as a large falcon

### 1<sup>st</sup> Level

#### Wanderer of the World

you gain expertise in the Survival skill. As a renegade deity, Horus and his allies are considered heretics by nearly every culture and religion in the Majestic Realms. Often Horus' mortal followers are forced to survive in desolate regions like deserts. You gain double your proficiency bonus to all Wisdom (Survival) ability checks. In addition, you gain the ability to cast the *Pass without Trace* spell a number of times equal to your proficiency bonus between long rests.

### 6<sup>th</sup> Level

#### The Falcon's Protection

the Falcon Lord teaches you how to alter the spell form of *Protection from Evil and Good* to extend its benefits to those around you. When you cast *Protection from Evil and Good*, you can have it effect a number of allies equal to your Charisma modifier within 30 feet.

### 10<sup>th</sup> Level

#### Horus' Ward

At 10<sup>th</sup> level, the Falcon Lord teaches you how to alter the spell form of *Warding Bond* to extend its benefits to those around you. When you cast *Warding Bond*, you can have it affect a number of allies equal to your Charisma modifier within 60 feet.

### 14<sup>th</sup> Level

#### The Fires of Creation

Horus teaches you how to channel the fundamental forces of world. You can channel this power outwards bathing all nearby in the fires of creation itself. As an action, you can create a burst of radiant energy in a 30-foot radius.

All enemy creatures within the burst radius suffer 4d6 + Charisma modifier radiant damage. In addition, until the beginning of your next turn, you have advantage on saving throws against spells cast by fiends or undead. You can use this feature a number of times equal to your Charisma modifier between long rests.

## **On Faeries**

Faeries are creatures, and monsters born out of magic that flow throughout the Majestic Fantasy Realms. The emotional life of elves, men, and even plants and animals give birth to these creatures including those faeries that develop sentience.

The nature of their birth has left all faeries with a singular drive to recreate the emotions that give them life. This typically manifests with the faeries using their abilities to recreate the circumstances of their birth. Typically, by using magic to manipulate the environment and those around them into playing out certain stories and emotions, over and over again. This can lead to dangerous situations when emotions like anger, hate, and fear are part of the faerie's nature.

## **Court of Summer**

The Summer Court are a loose group of faeries born out of the great virtues of Charity, Love, Diligence, Patience, Kindness, Humility, and Temperance. While positive emotions, situations involving them can be quite dangerous especially if it was intense enough to give birth to a faerie.

The following are some of the greater sidhe and sidhe lords you can take as a patron within the Court of Summer. In addition to the magical secrets you learn, you also expected to aid your patron in recreating the stories they draw subsistence from.

### ***Ariel***

Ariel's main interest is elevating scholars and magic-users to the height of their professions. To this end s/he will act as a willing servant aiding his/her master with various task and with information. To some Ariel appears as a female elf, and others as a male elf. The chosen form depends on whatever to be whatever will inspire or aid his/her target the most.

### ***Herne the Hunter***

Herne appears as an elf wearing hunter's garb made of head and wearing an antlered stag headdress. He works towards inspiring mortals to help the helpless and fight injustice. He often acts by teaching his targets how to survive in the forest and use it to their advantage in their fight. He is noted for his rivalry with the Erl-king and to his irritation is often mistaken for the Winter King.

## **Oberon**

The Summer King, Oberon has mastered stories about the great virtues. He only takes a personal hand in those stories involving epic danger to its participants. The rest he doles out to his followers. As a consequence, his attention is not always welcomed by mortals. His natural form is a dwarf with the features of a kingly elf lord. He is typically dressed in clothing of a fine make colored in earth tones. Titania is the great love of his life and he is sometimes intensely jealous when she shows any favor to other males.

## **Puck**

Puck interest lies mostly in getting his chosen targets to reenact stories of love. He delights in creating romantic situations with complications. One of his favorite tools is a potion concocted from a flower known as heartease. When applied to the eyelids of a sleeping individual, they will fall madly in love with the first person or animal they see when awakened. (Saving throw applies). Puck appearance is little different from his days as a lesser Sidhe; he appears as an older adolescent dressed in forest clothes.

## **Titania**

Titania is the Queen of Summer, and like Oberon, she has mastered all the stories of the great virtues. She prefers to take a personal hand in those stories involving a great romance among its participants. Manipulating the situation so that not only love is fulfilled but exemplifies the desired virtue. Her natural form is of a beautiful elf maiden with fiery red hair wearing in an iridescent white dress.

## **Expanded Spells**

<b>Spell Level</b>	<b>Spells</b>
1st	<i>Silent Image, Sleep</i>
2nd	<i>Scorching Ray, Suggestion</i>
3rd	<i>Haste, Major Image</i>
4th	<i>Wall of Fire, Hallucinatory Terrain</i>
5th	<i>Flame Strike, Seeming</i>





## **1<sup>st</sup> Level**

### **Summer's Breeze**

you are taught by the Summer Court how to weave magic into your words to convince other mortals to follow their schemes. You gain expertise with the Persuasion and Deception skill. You gain double your proficiency bonus with all Charisma (Persuasion) and Charisma (Deception) ability checks.

## **6<sup>th</sup> Level**

### **Summer's Grace**

you are taught by the Summer Court how to inspire mortals to a greater effort than what they thought was possible. As an action, you can grant fey inspiration to an individual within 60 feet that can hear you.

That creature will gain one 1d6 Fey Inspiration die. You can't target yourself. Creatures can only have one Fey Inspiration die at a time. You can use this feature a number of times equal to your Charisma modifier (minimum of once) between long rests. This die increases to 1d8 at 10<sup>th</sup> level, and then increases to 1d10 at 14<sup>th</sup> level.

When you inspire others with Fey Inspiration, for the next 10 minutes, the creature can roll the die and add that number to one ability check, attack roll, or saving throw it makes. The creature can wait until after the initial 1d20 roll is made to decide. Once used the Fey Inspiration fades and is lost.

## **10<sup>th</sup> Level**

### **Veil over the Mind**

You are taught by the Summer Court to expertly conceal yourself from discerning eyes by using magic to cloud the minds around you. This effectively gives you expertise in the Stealth skill. You gain double your proficiency bonus with all Dexterity (Stealth) ability checks. In addition, you can perform Hide as a bonus action on your turn. Finally, once per long rest, you can weave the ambient magic to cast *Greater Invisibility*

## **14<sup>th</sup> Level**

### **Illusion of Summer**

you are taught a more potent form of *Hallucinatory Terrain* by the Summer Court. The spell can now alter the appearance of manufactured structures, equipment, and creatures within its area of effect. The spell also alters the tactile feel of the underlying terrain and objects imposing disadvantage on the Intelligence (Investigation) ability check to see if the illusion is real or not.

## **Court of Winter**

This court is comprised of faeries born of out the great vices of Greed, Envy, Avarice, Gluttony, Lust, Wrath, and Sloth. The stories that these faeries try to entice mortals into following nearly are all very dangerous or end in tragedy. As a consequence, they are often viewed as malevolent beings to be avoided at all cost.

The following are some of the greater sidhe and sidhe lords you can take as a patron within the Court of Winter. In addition to the magical secrets you learn, you also expected to aid your patron in recreating the stories they draw subsistence from. Given the nature of the emotions involved this can often be a dangerous task.

### ***The Erl-King***

The Erl-King is the ruler of the Winter Court. He appears as a giant of man dress in hunter's grab made from the hides of his kills. His face is shrouded by the antlered stage headdress he wears. The only thing that can be seen are his red burning eyes. His stories are as merciless as a hunting wolf pack and as cold as a winter storm. He has used his mastery of stories about cruelty, terror, and unforgiving nature to become the King of Winter. It is said he is a lover of the blood goddess Kalis and sometimes asked to be the Master of the Wild Hunt when one of her vampires are not available.

### ***Mab, the Queen of Air and Darkness***

Mab has long ago mastered stories of all the great vices. But what made her the Queen of the Winter Court, the Queen of Air and Darkness, is her ability to manipulate her target into not caring about the consequences of their actions. Some say she literally is able to freeze a person's heart into ice, free of all concerns about what they do or not do. She appears as an unearthly beautiful elven maiden wearing a gown tinted with various shades of white and blue, reminiscent of the shades of ice.

### ***Umberiel***

One of Mab's favorites in the Court of Winter, Umberiel feeds off of stories involving sorrow, loss, and tragedy. He will rarely take any direct action himself. Instead he will plant items drawn from his Bag of Sighs, Sobs, and Sorrow to manipulate mortals into playing out his collection of stories. While his appearance is elven, he is shorter and more gnome-like than his fellow Sidhe. He also sports a sparse beard.

## Expanded Spells

Spell Level	Spells
1st	<i>Fog Cloud, Silent Image</i>
2nd	<i>Darkvision, Suggestion</i>
3rd	<i>Major Image, Sleet Storm</i>
4th	<i>Hallucinatory Terrain, Ice Storm</i>
5th	<i>Cone of Cold, Seeming</i>

### 1<sup>st</sup> Level

#### Winter's Chill

you are taught by the Winter Court how to weave magic into your words to convince other mortals to follow their schemes. You gain expertise with Intimidation and Deception skills. You gain double your proficiency bonus with all Charisma (Intimidation) and Charisma (Deception) ability checks.

### 6<sup>th</sup> Level

#### Winter's Grasp

you are taught by the Winter Court how to use despair as a weapon. As an action, you can weave magic to cast the *Confusion* spell. You can do this a number of times equal to your Charisma modifier between long rests.

### 10<sup>th</sup> Level

#### Winter's Curse

The secrets you learned from the Winter Court improve your ability to cause despair among your fellow mortals. As an action, you can weave magic to cast *Bestow Curse* on an individual. The spell is cast at the highest spell level you can cast as a warlock. You can do this a number of times equal to half your proficiency bonus rounded down between long rests.

### 14<sup>th</sup> Level

#### Winter Storm

You are taught by the Winter Court how to command the weather. You can cast *Control Weather*, once between long rests.



## **Pact Boon**

Your otherworldly patron bestows a gift upon you for your loyal service. This gift is tied to one of the ten arts of magic. Each type of pact grants you a magical ability or gift. There are ten pacts, Pact of the Claw, Eagle, Flame, Forge, Hearth, Lantern, Skull, Storm, Tree, and Web.

### **Theurgic Ranks**

Each Pact allows access to a specific Path of Theurgic Invocations for the Warlock. The invocations are ordered by their Theurgic Rank: Neophyte, Initiate, Adept, Magister, Magus, and Arch-Magus. You must learn at least one invocation from a lower rank before taking an invocation from a high rank. Each Theurgic rank has a minimum level requirement: Neophyte 1st, Initiate 5<sup>th</sup>, Adept 7<sup>th</sup>, Magister 9<sup>th</sup>, Magus 12<sup>th</sup>, and Arch-Magus 15<sup>th</sup>.

## Pact of the Claw

Your patron teaches how to use the art of the claw to forge a bond with a magical creature. You learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms granted by your patron like the arkados, pseudodragon, quasit, or sprite.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack with its reaction.

### Pact Manifestations

Patron	Familiar Type
The Demon	Quasit
The Dragon	Pseudodragon
The Falcon Lord	Sun Falcon
The Summer Court	Sprite
The Winter Court	Sprite

## Pact of the Eagle

Your patron shows you how to use the art of the eagle to travel in between the roots of creation. You can use the *misty step* spell a number of equal to your Charisma modifier (minimum of 1) between short and long rests. In addition, you do not need to see your destination as you are aware of any open location within 30 feet. When you use your misty step ability it will manifest in a different depending on your patron

### Pact Manifestations

Patron	Misty Step
The Demon	fiery aura appears around you when you disappear and reappear leaving an odor of brimstone.
The Dragon	Dragon wings unfurl behind you, enfold your body and then you disappear. You reappear in the new location as the wings are unfurled and retract into your back.
The Falcon Lord	A brilliant blaze of sunlight burst from your body and then you disappear. You reappear in brilliant burst of light and dry hot air.
The Summer Court	Flowers and leaves entwine you as you disappear leaving behind bits of leaves and flowers floating in the air. You reappear in a shower of leaves and flowers at your destination.
The Winter Court	A swirling mist of ice and snow envelops and then shatters as you disappear leaving behind shards of ice. You reappear in a burst of snow and cold air.

## Pact of the Flame

Your patron shows you how to use the art of the flame to control not only fire but your inner flame as well. You gain an extra 10 feet of movement when you bind yourself to this pact. You gain the *Produce Flame* cantrip without having to take it as one of your Cantrips Known. Finally, you can use a fire variant of *Silent Image* as a cantrip. You can shape up to a 15-foot cube of fire to produce fiery images.

Patron	
The Demon	You now exude a faint odor of brimstone wherever you move. The same aroma also surrounds when you use your <i>Produce Flame</i> and fiery <i>Silent Image</i> abilities.
The Dragon	The fire you create with <i>Produce Flame</i> and control with the fiery <i>Silent Image</i> abilities takes on a hot blue color similar to that of dragonfire. Whenever you move the faint sound of dragon wings can be heard.
The Falcon Lord	When you move you leave behind particles of sand that quickly disappear. The fire you create with your <i>Produce Flame</i> ability or the image you produce with the fiery <i>Silent Image</i> ability appears to slightly shimmer as if the area is suffused with desert heat.
The Summer Court	When you move you leave behind the faint warmth of summer. The fire and images you create with your <i>Produce Flame</i> and fiery <i>Silent Image</i> abilities appear dreamlike to you.
The Winter Court	A brief sensation of winter' chill is left behind you when you move. The fire and images you create with your <i>Produce Flame</i> and fiery <i>Silent Image</i> abilities do not appear to give any warmth unless you are almost touching them.

## Pact of the Forge

Your patron teaches you use the force of creation found within you and within the world. You can cast *Magic Weapon* as a at-will cantrip. Your innate understanding of magic granted by your patron gives you +1 caster level with *counterspell* when you learn the spell.

Patron	Forged Weapon
The Demon	The weapons you affect with <i>Magic Weapon</i> turn into black obsidian with cruel and jagged edges.
The Dragon	The weapons you affect with <i>Magic Weapon</i> turn into steel with ripples of carbon and wreathed in flames of dragon fire.
The Falcon Lord	The weapons you affect with <i>Magic Weapon</i> appear as brilliant steel wreathed in the radiant aura of the desert sun (light out to 5 feet, dim glow out to 10 feet).
The Summer Court	The weapons you affect with <i>Magic Weapon</i> become impossibly slender and wrapped in leafy vine around its handle or hilt.
The Winter Court	The weapons you affect with <i>Magic Weapon</i> now appear to be made of glittering ice surrounded by an aura of preternatural cold.

## Pact of the Hearth

Your patron imparts the secrets of the Art of the Hearth to you. You gain mastery over the appearance of your body. You can cast *Alter Self* as an at-will cantrip. You also mastered the ability to control the bodies of others. You learn the *Hold Person* spell and it doesn't count against one of your known spells.

Patron	
The Demon	Your victims of the <i>Hold Person</i> spell are wreathed in the fires of Hell and writhe with pain unable to move.
The Dragon	Hot blue flames erupt around the victim of your <i>Hold Person</i> and paralyzes them with the pain from Dragon Fire.
The Falcon Lord	Dirt, dust, or sand fly around the victim of your <i>Hold Person</i> spells and forms a thin hard shell rendering them immobile for the duration of the spell.
The Summer Court	The heady scent of flowers and summer grass surrounds the victim of your <i>Hold Person</i> spells sending them into blissful state unable to move.
The Winter Court	Crackling ice appears around the body of the victim of your <i>Hold Person</i> spell and renders them unable to move or act.

## Pact of the Lantern

Your patron teaches you the wonders of the art of the lantern to use a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list (the three needn't be from the same list). While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the warlock spell list, they are nonetheless warlock spells for you.

If you lose your Book of Shadows, you can perform a one-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

Patron	Book of Shadows
The Demon	Your grimoire appears to be bound in demon hide studded with leather.
The Dragon	Your grimoire appears to be bound in multi-hued dragon scales. Its binder made of ivory from a dragon claw.
The Falcon Lord	Your grimoire appears to be bound with camelhair leather with desert-forged iron reinforcement. The center is free of hair and tooled with the symbol of the falcon eye.
The Summer Court	Your grimoire appears to be bound by finely tooled leather adorned with gilt and a symbol of your patron in the center outline in small gems.
The Winter Court	Your grimoire appears to be bound by two frost rimed wooden boards tied together by human sinew. Crudely carved into the center is the symbol of your patron.



## Pact of the Skull

Your patron teaches you the timeless wonders of death and death found within the Art of the Skull. You learn to rip the life force out when you touch a victim. You learn *Inflict Wounds* as an at-will cantrip. The damage increases to 4d10 at 5<sup>th</sup> level, 5d10 at 11<sup>th</sup> level, and 6d10 at 17<sup>th</sup> level.

Patron	
The Demon	On a successful melee spell attack, black pulsating tentacles erupted out of your arm and plunges into your victim's body. They pull out holding shards of your victim's soul.
The Dragon	With a successful melee spell attack, searing blue flames emerge from your arm and engulf your victim, destroying part of their life force.
The Falcon Lord	A swarm of biting locusts appears after a successful melee spell attack and inflict a thousand bites that weaken your victim.
The Summer Court	Thorned vines erupt from your arm after a successful spell melee attack and tear at your victim's body.
The Winter Court	A powerful blast of ice and snow engulf your victim after a successful melee spell attack pummeling your victim with hundreds of ice shards.

## Pact of the Storm

Guided by your patron, you finally understand power of thunder it through the Art of the Storm. You learn how to create and manipulate storm clouds. You learn *Fog Cloud* as a cantrip. The *Fog Cloud* spell has a 40-foot radius at 5<sup>th</sup> level, 60-foot radius at 11<sup>th</sup> level, 80-foot radius at 17<sup>th</sup> level. In addition, you gain +1 caster level when you use the *Lightning Bolt* spell if it is one of your known spells.

Patron	
The Demon	Your use of <i>Fog Cloud</i> produces a cloud of hot ash and smells of brimstone and decay.
The Dragon	Your use of <i>Fog Cloud</i> produces a swirling mass of hot smoke that blinds and chokes all those caught inside.
The Falcon Lord	Your use of <i>Fog Cloud</i> produces a mass of dust and sand swirling within its area of effect.
The Summer Court	An early morning summer fog emerges within the area effect of your <i>Fog Cloud</i> spell accompanies by a light drizzle of rain.
The Winter Court	A bitter cold ice fog erupts within the <i>Fog Cloud's</i> area of effect, chilling everybody caught within its area of effect.

## Pact of the Tree

Your patron teaches you the mysteries of natural life, protection, and the spirit. This allows you to learn *Mage Armor* as a cantrip. You also learn *Shield* and it doesn't count as one of your known spells.

Patron	
The Demon	When you use <i>Mage Armor</i> or <i>Shield</i> an aura of hellish fire appears surrounding the target smelling of brimstone.
The Dragon	When <i>Mage Armor</i> or <i>Shield</i> is cast, the target's skin and cloth changes to appear if made of dragon scales.
The Falcon Lord	When a target is affected by <i>Mage Armor</i> or <i>Shield</i> , a cloud of swirling dust or sand appear around them, deflecting any incoming melee or ranged attack.
The Summer Court	When <i>Mage Armor</i> or <i>Shield</i> is used, the target appears to grow a tight weave of thorny vines around them that improve their armor against any incoming melee or ranged attack.
The Winter Court	When under the effects of <i>Magic Armor</i> or <i>Shield</i> , the target is encased in a thin layer of ice. Hard enough to ward off melee and ranged attacks.

## Pact of the Web

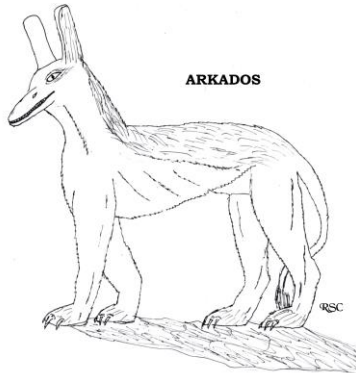
Under your patron's tutelage, you have gained an understanding of the mysteries of the mind along with ability to affect others with illusions. You gain the ability to cast *Disguise Self* as a cantrip. You also learn *Major Image* and it doesn't count as one of your known spells.

Patron	
The Demon	You or the area you affect is briefly engulfed by hellish flames before the illusion created by <i>Disguise Self</i> or <i>Major Image</i> appears.
The Dragon	When you cast <i>Disguise Self</i> or <i>Major Image</i> , you or the area of the spell is briefly engulfed in blue dragon fire before the illusion appears.
The Falcon Lord	A cloud of swirling dust or sand descends on you or the area of the spell and then dissipates when the illusion takes hold when you use <i>Disguise Self</i> or <i>Major Image</i> .
The Summer Court	A tangle of vines and brambles and briefly covers you or the area of the spell and then the illusion appears when you cast <i>Disguise Self</i> or <i>Major Image</i> .
The Winter Court	A swirling snowstorm appears around you or the area of the spell then quickly dissipates revealing the illusion when you cast <i>Disguise Self</i> or <i>Major Image</i> .

# Creatures

## Arkados

This strange creature has a curved snout, square ears, and a canine body. It resembles a weird composite of an aardvark, donkey, and a jackal. Arkados originate in the Swamps of Acheron created by the deity Sarrath, the god of tyranny and war.



### Arkados of Sarrath

*Medium beast, Lawful Evil*

**AC:** 13 (natural armor), **HP:** 11 (2d8 + 2), **SPD:** 40 ft.

**Str** 12 (+1) **Dex** 15 (+2) **Con** 12 (+1) **Int** 10 (+0) **Wis** 12 (+2) **Cha** 5 (-3)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** (understands common)

**Challenge** 1 (200 XP)

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

**Pack Tactics.** The arkados has advantage on attack rolls against a creature if it is at least within 5 feet of the myrmidon it serves and the myrmidon isn't incapacitated.

**Invisibility.** The arkados can become invisible until it attacks, or until its concentration ends (as if concentrating on a spell).

**One with the beast.** The myrmidon that the arkados bond with can see and hear everything that the arkados can. The myrmidon has to enter into a trance to use this ability and is incapacitated until the trance is ended.

### ACTIONS

**Poisoned Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone. And the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

## **Eldritch Invocations**

Warlocks can practice a series of meditations and rituals to alter their vim to entangle it with one of the arts of magic. When completely entangled the spell caster is considered to have achieved Henosis and their vim is now one with the fabric of creation itself as well as transforming the physical nature of the warlock into a magical creature. This process allows the warlock to learn a series of invocations that allows them to channel various spells naturally. There are ten paths to Henosis each tied to one of the ten arts of magic.

### **Mana, Vim and Viz**

Magic is possible through the flow of mana throughout the Majestic Realms. Mana is harnessed by spell casters and used by others to fuel various supernatural abilities.

Viz is a magical substance that takes many forms. It could be a flask of pure spring water, a newly bloomed flower, or an iridescent rock. What all these items have in common is they are infused with pure mana. Viz has many uses like the casting of spells or the creation of magic items.

Vim is the internal manifestation of mana in beings with a soul which includes all sentient races. Mana is intertwined with material objects to form viz. Mana also intertwines with one's soul to form vim. While spell casters had training or divine guidance to channel mana, vim, and viz into spells. Mystics have learned to tap their vim directly.

### **Theurgic Ranks**

Each path has a number of invocations ordered by their Theurgic Rank. The ranks are Neophyte, Initiate, Adept, Magister, Magus, and Arch-Magus. You must learn at least one invocation from a lower rank before taking an invocation from a high rank. Each Theurgic rank has a minimum level requirement: Neophyte 1st, Initiate 5<sup>th</sup>, Adept 7<sup>th</sup>, Magister 9<sup>th</sup>, Magus 12<sup>th</sup>, and Arch-Magus 15<sup>th</sup>.

## Eldritch Blast Invocations

The eldritch blast is a crackling beam of raw magic that can damage and harm other living beings and objects. While most arcane orders classified it as a part of the Art of the Forge, any art can be used to create a damaging blast of raw magic. As a warlock pursues Henosis they can learn to shape the raw energies of the eldritch blast in different ways.

All these Invocation requires that the Warlock knows the Eldritch Blast cantrip.

### Agonizing Blast

When you cast *eldritch blast*, add your Charisma modifier to the damage it deals on a hit.

### Eldritch Spear

When you cast *eldritch blast*, its range is 300 feet.

### Repelling Blast

When you hit a creature with *eldritch blast*, you can push the creature up to 10 feet away from you in a straight line.

## Path of the Claw Invocations

This path ties the caster's vim with mana created by the Ebon Crystal. This crystal was created by the blood goddess, Kalis. Its color is black and is associated with the magic of animals and shapeshifting.

### Neophyte

*Prerequisites: Pact Boon (Claw)*

#### Wolf Scent

Using the Art of the Claw to draw on the Wolf's pack hunting skills you can now cast *Hunter's Mark* without a spell slot.

#### A Spider's Touch

Weaving a web of magic, you connect to nearby spiders and connect your target with their ability to climb sheer surfaces. You can now cast *Spider Climb* with a spell slot and it doesn't count against your known spells.

### Initiate

*Prerequisites: 5<sup>th</sup> level, Neophyte (Claw)*

#### Nature's Allies

Using the Art of the Claw, you weave raw magic into a number of beasts as your allies. You can now cast *Conjure Animals* with a spell slot and it doesn't count against your known spells.

#### Student of the Natural World

Your connection with the Art of Claw has deepened your understanding of nature. You gain proficiency with Nature and Survival ability checks. If you already have proficiency in these skills you gain expertise (double proficiency bonus) in the skill you are proficient with.

### Adept

*Prerequisites: 7<sup>th</sup> Level, Initiate (Claw)*

#### Imbue the Essence of a Beast

Through your understanding of the Art of the Claw, you have become proficient at connecting others to the essential essence of various beast. You can now cast *Enhance Ability* without using a spell slot.

#### Transformation of the Beast

As your vim becomes ever more intertwined with the Art of the Claw, you understand how to connect others in way that transform their form. You can now cast *Polymorph* with a spell slot and it doesn't count against your known spells.

## Magister

*Prerequisites: 9th level, Adept (Claw)*

### Control the Beast

Your skill in the Art of the Claw now allows to you seize control of the beast and monster you face. You can now cast *Hold Monster* with a spell slot and it doesn't count against your known spells.

### The Antelope's Leap

Through your understanding of the Art of the Claw, you learn to incorporate the ability of antelopes to leap further and higher. You now can cast *Jump* without using a spell slot.

## Magus

*Prerequisites: 12th level, Magister (Claw)*

### Ever-present Steed

You gain a complete understanding of an equine's essential nature. You can use the Art of the Claw to recreate it into a magical horse as your steed. You can now cast *Phantom Steed* without using a spell slot.

### Body Domination

With the Art of the Claw, you can now gaze on a victim and connect your vim to the targets. You gain limited control over how their body functions and can put them asleep, cause panic, or sickened the victim. You can now cast *Eyebite* with a spell slot and it doesn't count against your known spells.

## Archmagus

*Prerequisites: 15th level, Magus (Claw)*

### The Talons of a Beast

You can now use your mastery of the Art of the Claw to create and command slashing animal claws on out of magic force. You can now cast *Arcane Sword* with a spell slot and it doesn't count against your known spells.

### The Mighty and the Little

With the connection to the Art of the Claw complete, you can now shape the size of your victim and cause to grow larger or become smaller. You can now cast *Enlarge/Reduce* without using a spell slot.

## Path of the Eagle Invocations

This path ties the caster's vim with mana created by the Crimson Crystal. Created by the goddess of honor and justice, Delaquain, its color is red and is associated with air, light, and movement.

### Neophyte

*Prerequisites: Pact Boon(Eagle)*

#### As Light as a Feather

Imbuing the vim of yourself and your targets with the essence of air, you become as light as a feather falling slowly to the ground. You can now cast *Feather Fall* without a spell slot.

#### Wind Step

Using your understanding of the Path of the Eagle, you briefly transform into a gust of wind and reappear in a nearby spot. You can now cast *Misty Step* with a spell slot and it doesn't count against your known spells.

### Initiate

*Prerequisites: 5<sup>th</sup> level, Neophyte(Eagle)*

#### One with the Air

Insight into the Path of the Eagle, allow you to transform a willing target into a gaseous cloud. You can now cast *Gaseous Form* with a spell slot and it doesn't count against your known spells.

#### As Quick with the Wind

Your connection with the Path of the Eagle has improved your agility and coordination. You gain proficiency with Acrobatics and Sleight of Hand ability checks. If you already have proficiency in these skills you gain expertise (double proficiency bonus) in the skills you are proficient with.

### Adept

*Prerequisites: 7<sup>th</sup> Level, Initiate(Eagle)*

#### Unveiling the Darkness

Your vim intertwines with the Path of the Eagle enough to allows your eyes to become sensitive to even the faintest of lights. You can now cast *Darkvision* without a spell slot and it doesn't count as one of your known spells.

#### Stepping through the World

Your understanding of the Path of the Eagle has grown to allow you to open doorways between two spaces dozens of yards apart. You can now cast *Dimension Door* with a spell slot and it doesn't count against your known spells.



## Magister

*Prerequisites: 9th level, Adept(Eagle)*

### Revealing Light

Your control over the Path of the Eagle is such that you can summon light to outline your enemies. You can now cast *Faerie Fire* without a spell slot and it doesn't count as one of your known spells.

### Safe Passage

You can now use your knowledge of the Path of the Eagle to infuse solid object with the essence of air to allow passage. You can now cast *Passwall* with a spell slot and it doesn't count as one of your known spells.

## Magus

*Prerequisites: 12th level, Magister(Eagle)*

### Flight of the Eagle

Your vim's connection with the Path of the Eagle now allows you soar among the clouds with the eagles. You can now cast *Fly* without a spell slot and it doesn't count as one of your known spells.

### Safe Return

Continued mastery of the Path of the Eagle now allows you to step between the pillars of creation to let you and your compatriot to remerge in your sanctuary. You can now cast *Word of Recall* with a spell slot and it doesn't count as one of your spells known.

## Archmagus

*Prerequisites: 15th level, Magus(Eagle)*

### Commanding the Light

You have now mastered the Path of the Eagle and gain control over light itself to the point where you can remove light from an area to create impenetrable darkness. You can now cast *Darkness* without a spell slot and it doesn't count as one of your spells known.

### All Places are One

Master of the Path of the Eagle allows you and your compatriot to range anywhere in the world by walking between the pillars of creation. You can now cast *Teleport* with a spell slot and it doesn't count as one of your spells known.

## Path of the Flame Invocations

This path ties the caster's vim with mana created by the Ochre Crystal. Created by the god of war and order, Sarrath, its color is orange and is associated with fire, telekinesis, and physical movement.

### Neophyte

*Prerequisites: Pact Boon(Flame)*

#### Speed of the Cheetah

You learned to intertwined your vim with the Path of the Flame to allow you to move as the legendary Cheetah. You can now cast *Expeditious Retreat* without a spell slot and it doesn't count as one of your spells known.

#### Sword of Fire

Channeling the Path of the Flame through your vim, you cause a sword of fire to appear in your hand. You can now cast *Flame Blade* with a spell slot and it doesn't count as one of your known spells.

### Initiate

*Prerequisites: 5<sup>th</sup> level, Neophyte(Flame)*

#### Spark of the Body

Initiated into the deeper mysteries, you build on your understanding of the Path of Flame to be preternaturally quick. You can now case *Haste* with a spell slot and it doesn't count as one of your spells known.

### Strengthening Flames

Your vim's connection with the Path of the Flame has improved your control over your body. You gain proficiency with Acrobatics and Athletics ability checks. If you already have proficiency in these skills, you gain expertise (double proficiency bonus) in the skills you are proficient with.

### Adept

*Prerequisites: 7<sup>th</sup> Level, Initiate(Flame)*

#### Everlasting Firelight

You draw upon your understanding Path of the Flame to the essence of flame that will burn everlasting. You can now cast *Continual Flame* without a spell slot and it doesn't count as one of your spells known.

2nd level Art of the (art) spell without a spell slot

4th level Art of the (art) spell with a spell slot

#### Free of Hindrance

You channel of the Path of the Flame through your vim to allow a willing target to move without being hindered by terrain or magic. You can now cast *Freedom of Movement* with a spell slot and it doesn't count as one of your spells known.

## Magister

*Prerequisites: 9th level, Adept(Flame)*

### Motion with but a Thought

You understanding of the Path of the Flame has grown that you can control its connection to creatures, people, and other objects. You can use this control to move them with a thought. You can now cast *Telekinesis* with a spell slot and it doesn't count as one of your spells known.

### Unseen Porter

With your connection to the Path of the Flame you can now cause objects near you to float up into the air and follow you. You can now cast *Floating Disk* without a spell slot and it doesn't count as one of your spells known.

## Magus

*Prerequisites: 12th level, Magister(Flame)*

### Shield versus Fire

You can now shield yourself and other from magical fire reducing the damage suffered. You can now cast *Protections from Energy (Fire)* without a spell slot and it doesn't count as one of your spells known.

### Barrier of Knives

By using your command of the Path of the Flame, you can create a whirling cloud of magical knives whirling as a straight or ringed wall. You can now cast *Blade Barrier* with a spell slot and it doesn't count as one of your spells known.

## Archmagus

*Prerequisites: 15th level, Magus(Flame)*

### Gravitic Invocation

Your mastery of the Path of the Flame all but complete, you command gravity itself. You now can cast *Reverse Gravity* with a spell slot and it doesn't count as one of your spells known.

### Rebuked with Fire

Your vim is now one with the Path of the Flame. When anybody who damages you, you can channel the fiery vim erupting out of your body back at the attacker as a searing blast of flame. You can now cast *Hellish Rebuke* without a spell slot and it doesn't count as one of your spells known.

## Path of the Forge Invocations

This path ties the caster's vim with original ambient mana of the world. It is associated with control of magic, also with the creation, control, and manipulation of objects. The Chromatic Crystal which draws on this mana was created by the High Lord Veritas, the god of creation and artifice.

### Neophyte

*Prerequisites: Pact Boon(Forge)*

#### Mana Attunement

You learned to intertwined your vim with the forces of creations flowing throughout the world and learn to sense when it manifests as magic. You can now cast Detect Magic without a spell slot and it doesn't count as one of your spells known.

#### Command of the Forge

Channeling your vim you can connect to an object within 60 feet and remove any mundane or magical means that prevents access. You can now cast Knock with a spell slot and it doesn't count as one of your spells known.

### Initiate

*Prerequisites: 5<sup>th</sup> level, Neophyte(Forge)*

#### Mastery of Mana

Your Vim is now further entangled with the flow of mana that surrounds you. You can now have exert enough control to dispel manifestations of magic within 120 feet. You can now cast *Dispel Magic* with a spell slot and it doesn't count was one of your spells known.

#### Foundations of the World

Your explorations of the Path of the Forge have granted you insight into nature of materials and objects as well as improving your instincts about the nature of the world. You gain proficiency with your choice of Artisan's Tools along with Insight ability checks. If you already have proficiency in these skills or tools, you gain expertise (double proficiency bonus) in the skill or tool you are proficient with.

## Adept

*Prerequisites: 7<sup>th</sup> Level, Initiate(Forge)*

### Mastery of the Forge

You improved on your Command of The Forge to allow your vim to intertwine with a entranceway or container that you touch so that it can no longer be opened. You can now cast Arcane Lock without a spell slot and it doesn't count as one of your spells known.

### Command over Creation

Channeling the forces of creation through your vim and you can reach out and gather any usable non-living raw material within 120 feet and reshape them into an objects made of the same material. You can now cast Fabricate with a spell slot and it doesn't count as one of your spells known.

## Magister

*Prerequisites: 9th level, Adept(Forge)*

### Mastery over Creation

You improve your command over creation to shape raw mana into tangible non-living objects. Unfortunately they only last a short time as they slowly dissipate back into the ambient mana. You can now cast *Creation* with a spell slot and it doesn't count as one of your spells known.

### Mana Harmony

Your attunement with mana has improved to the point where Vim is in perfect harmony with the surrounding ambient mana. You can now sense all magical properties of any object you can touch. You can now cast *Identify* without a spell slot and it doesn't count as one of your spells known.

## Magus

*Prerequisites: 12th level, Magister(Forge)*

### Dominion over Mana

With your Vim in harmony with the Forge and your mastery over mana, you can now disrupt any spells being cast within 60 feet with but a thought. You can now cast *Counterspell* without a spell slot and it doesn't count as one of your Spells Known.

### Mana Ward

You can with a ten-minute ritual extend your Vim outwards to encompass your home or castle to ward it from magical transportation and magical creatures. You can now cast *Forbiddance* with a spell slot and it doesn't count as one of your spell's known.

## **Archmagus**

*Prerequisites: 15th level, Magus(Forge)*

### **One with Creation**

Your vim now is one with not only your soul but with your body as well. You can now dissipate yourself into the surrounding flow of mana and enter the Ethereal Plane. You can now cast Etherealness with a spell slot and it doesn't count as one of your spells known.

### **Striking Down Enemies**

You can now extend your vim into a nonmagical weapon and infuse it with enough mana to make a +1 magical weapon. You can now cast Magic Weapon without a spell slot and it doesn't count as one of your spells known.



## Path of the Hearth Invocations

This path ties the caster's vim with mana created by the Emerald Crystal. Created by the goddess of healing and earth, Dannu, its color is green and is associated with earth, healing, and the body.

### Neophyte

*Prerequisites: Pact Boon(Hearth)*

#### A Saint's Aura

The neophyte channels the Path of the Hearth through their vim into a corpse they touch and preserve it for ten days without decay. You can now cast *Gentle Repose* without a spell slot and it doesn't count as one of your spells known.

#### The Boon of Life

You can entangle your vim with three others within 30 feet to grant them extra vigor by channeling the Path of the Hearth into their vim. You can cast *Aid* with a spell slot and it doesn't count as one of your spells known.

### Initiate

*Prerequisites: 5<sup>th</sup> level, Neophyte(Hearth)*

#### Command of the Body

You can channel the Path of the Hearth to a point you can see within 120 feet. Every creature within 40 feet of that point will find themselves slowed as they struggle to command to their bodies. You can now cast *Slow* with a spell slot. This doesn't count as one of your spells known.

#### Hands of a Healer

Training to improve your vim's connection with the Path of the Hearth has improved your knowledge of injuries and how to heal people. You gain proficiency with the Herbalism Kit and Medicine ability checks. If you already have proficiency in these skills or tools, you gain expertise (double proficiency bonus) in the skill or tool you are proficient with.

### Adept

*Prerequisites: 7<sup>th</sup> Level, Initiate(Hearth)*

#### Restoration Of Vigor

You can entangle your vim into a creature you can touch and sense if they are affected by a disease or another condition. Then channel the Path of the Hearth to give them more vigor and cure them or remove the condition. You can now cast *Lesser Restoration* without a spell slot. This does not count as one of your spell's known.

#### Command of the Earth

You can connect to any stone object you can touch with your vim and alter its shape. You can now cast *Stone Shape* with a spell slot. This does not count as one of your spells known.



## Magister

*Prerequisites: 9th level, Adept(Hearth)*

### Restoration of the Soul

You can touch a creature and entangle your vim with their soul if they are affected by a curse, charmed, along with other magical afflictions. You can channel your vim to scour their soul of these afflictions. You can now cast *Greater Restoration* with a spell slot. This does not count as one of your spells known.

### Mastery of the Body

Your control over your vim grows to the point where you can alter your physical form. You can now cast *Alter Self* without a spell slot. This does not count as one of your spells known.

## Magus

*Prerequisites: 12th level, Magister(Hearth)*

### One with the Earth

You can extend your vim to encompass a stone mass that you can touch and step into it with your body anything you are wearing or carrying. You can now cast *Meld Into Stone* without a spell slots. This does not count as one of your spells known.

### Mastery of the Earth

You can gather the magic that is generated by Emerald Crystal and have it encompass any piece of terrain with 120 feet. You can then reshape that area. You can now cast *Move Earth* with a spell slot. This does not count as one of your spells known.

## Archmagus

*Prerequisites: 15th level, Magus(Hearth)*

### Stonecage

You can connect to the earth and command it to form a stone cage or box around an area within 100 feet. You can now cast *Forcecage* with a spell slot. Instead of manifesting as invisible lines of force, the spell manifests as a stone cage or a stone box. All other *Forcecage* spell effects remain the same. This does not count as one of your spells known.

### Ward against Poison

You can touch a target and use your vim to remove one poison from their body. In addition you can reconfigure the target's vim to allow their body to more easily resist the effects of poison. You can now cast *Protection from Poison* without a spell slot. This does not count as one of your spells known.

## Path of the Lantern Invocations

This path ties the caster's vim with mana created by the Amethyst Crystal. Created by the god of knowledge, Thoth, its color is purple and is associated with knowledge and symbols.

### Neophyte

*Prerequisites: Pact Boon(Lantern)*

#### Intuitive Understanding

Your exploration of the Path of the Lantern has given you the ability to comprehend any spoken language. You can now cast *Comprehend Languages* without a spell slot. This does not count as one of your spells known.

#### Theory of Eidos

Exploring the Path of the Lantern has illuminated for you the importance of eidos. Eidos is the non-tangible footprint that all material objects leave on the surrounding flow of Magic. You have learned to sense an object's edios within a thousand feet and locate it. You can now cast *Locate Object* with a spell slot. This does not count as one of your spells known.

### Initiate

*Prerequisites: 5<sup>th</sup> level, Neophyte(Lantern)*

#### Masking the Edios

Divination and detection spells work by connecting the caster to an object or being's edios. Your understanding of the Path of the Lantern has grown to the point where you can mask the edios rendering the being or object undetectable by magic for eight hours. You can now cast *NonDetection* with a spell slot. This does not count as one of your spells known.

#### Unveiling the Past

Your understanding of the Path of the Lantern has given you insights beyond what scholars learn into the mysteries of the past. You gain proficiency with History and Investigation ability checks. If you already have proficiency in these skills, you gain expertise (double proficiency bonus) in the skills you are proficient with.

### Adept

*Prerequisites: 7<sup>th</sup> Level, Initiate(Lantern)*

#### The Unseen Revealed

Your understanding of edios has grown to where you can see the invisible and those beings and object only found on the ethereal plane. You can now cast *See Invisibility* without a spell slot. This does not count as one of your spells known.

### **The Future Revealed**

Your studies of the Path of Lantern has revealed the interconnection that intertwines the edios of objects and beings. Your understanding of these connections allows you to divine the course of future events seven days into the future. You can now cast *Divination* with a spell slot. This does not count as one of your spells known.

### **Magister**

*Prerequisites: 9th level, Adept(Lantern)*

### **See True Nature**

Your ability to sense edios has grown to the point where you can sense it true nature within 30 feet. As well as sensing areas that are touched by divine edios. You can now cast *Detect Evil and Good* without a spell slot. This does not count as one of your spells known.

### **Mastery of Edios**

Your mastery of the Path of the Lanterns where you can connect to the edios of a person, place, or object and learn all the lore that is connected to the thing you named. You can now cast *Legend Lore* with a spell slot. This does not count as one of your spells known.

### **Magus**

*Prerequisites: 12th level, Magister(Lantern)*

### **True Communication**

You now are able to use the Path of the Lantern to help others understand and communicate in languages they do not know for a short time. You can now cast *Tongues* without a spell slot. This does not count as one of your spells known.

### **Truesight**

Your perception of a being's or object's edios has grown to the point that most magic can not obscure its true nature. You can cast *True Seeing* with a spell slot. This does not counts as one of your spells known.

### **Archmagus**

*Prerequisites: 15th level, Magus(Lantern)*

### **Edios of the Living**

Having completely merged your Vim with the Path of the Lantern you can now sense the edios of any beast or plant within five miles. You can now cast *Locate Animals or Plants* without a spell slot. This does not count as one of your spells known.

### **Arcane Symbols**

Now that your understanding of the Path of Lantern is complete you are now able to create potent magical symbols that bind the surrounding magic to create a number of effects. You can now cast *Symbol* with a spell slot. This does not count as one of your spells known.

## Path of the Skull Invocations

This path ties the caster's vim with mana created by the Ivory Crystal. Created by the god of death and judgment, Hamakhis, its color is white and is associated with life and death. Due to Hamakhis use of the Orb of Chaos, the Path of the Skull is intertwined with energies from the primordial chaos that existed prior to the creation of the world.

### Neophyte

*Prerequisites: Pact Boon(Skull)*

#### Unholy Life

You intertwine your Vim with the Path of the Skull allowing you forge a connection to the Orb of Chaos imbuing you with a temporary increase in your ability to withstand privation and injury for one hour. You can now cast *False Life* without a spell slot. This does not count as one of your spells known.

#### Enfeeblement

You can forge a connection between a target's vim within 60 feet and the Path of the Skull to weaken their soul's connection to life which reduces their strength for a minute. You can now cast *Ray of Enfeeblement* with a spell slot. This does not count as one of your spells known.

### Initiate

*Prerequisites: 5<sup>th</sup> level, Neophyte(Skull)*

#### Speak with the Dead

Your continued studies of the Path of the Skull now allow you to connect to what remains of a corpse vim to reanimate their body in order to ask five questions. You can now cast *Speak with Dead* with a spell slot. This does not count as one of your spells known.

#### Art of Death

Your patron has imparted secrets from the Path of the Skull that increase your skills when they deal with life or death. You gain proficiency with Medicine ability checks and the Poisoner's Kit. If you already have proficiency in these skills and tools, you gain expertise (double proficiency bonus) in the skill or tool you are proficient with.

### Adept

*Prerequisites: 7<sup>th</sup> Level, Initiate(Skull)*

#### Steal Life

You can now use the chaos embedded in the Path of the Skull to steal the life force of a being you strike and heal yourself. You can now cast *Vampiric Touch* without a spell slot. This does not count as one of your spells known.

### **Tentacles of Chaos**

Using the Path of the Skull you can call on the Orb of Chaos to send out tentacles of chaotic energy to damage and bind your foes. You can now cast *Black Tentacles* with a spell slot. This does not count as one of your spells known.

### **Magister**

*Prerequisites: 9th level, Adept(Skull)*

### **Scars of Chaos**

Your mastery of the Path of the Skull allows you to strike enemies within your reach with chaotic energies. You can now cast *Inflict Wounds* without a spell slot. This does not count as one of your spells known.

### **Chaos Sphere**

Using the Path of the Skull, you can summon enough energy from the Chaos Orb to surround yourself with a 20 foot diameter dome that repels living creatures. You can now cast *Antilife Shell* with a spell slot. This does not count as one of your spells known.

### **Magus**

*Prerequisites: 12th level, Magister(Skull)*

### **Appeal Death's Judgment**

Your mastery of the Path of the Skull, now grants you a brief audience with Death itself before a creature's soul is taken away. You can now cast *Revivify* without a spell slot. This does not count as one of your spells known.

### **Transference of the Soul.**

Your mastery of chaotic energies allows you to transport your soul into an ornamental container which not only makes you effectively immortal but allows you to possess the bodies of others. You can now cast *Magic Jar* with a spell slot. This does not count as one of your spells known.

### **Archmagus**

*Prerequisites: 15th level, Magus(Skull)*

### **Animate the Dead**

You can weave the chaotic energies to infuse the bones or corpse of a creature and bring it back to unholy life as your servant. You can now cast *Animate Dead* without a spell slot. This does not count as one of your spells known.

### **Chaotic Shards**

With a complete understanding of the Path of the Skull, you can summon chaotic energies to appear inside of a creature's body causing it searing pain. If killed the remaining energy will animate the creature's corpse and make it your undead servant. You can now cast *Finger of Death* with a spell slot. This does not count as one of your spells known.

## Path of the Storm Invocations

This path ties the caster's vim with mana created by the Indigo Crystal. Created by the god of thunder, and warriors, Mantriv, its color is indigo and is associated with weather and water.

### Neophyte

*Prerequisites: Pact Boon(Storm)*

#### Foundations of Water

Your meditation on the mysteries of the wind and the rain has given you the insight needed to shape mana in order to create or destroy water. You can now cast *Create or Destroy Water* without a spell slot. This does not count as one of your spells known.

#### Command the Wind

Through the Path of the Storm, you are taught how to funnel mana through your vim in order to bend the wind to your will. You can now cast *Gust of Wind* with a spell slot. This does not count as one of your spells known.

### Initiate

*Prerequisites: 5<sup>th</sup> level, Neophyte(Storm)*

#### Create a Storm of Sleet

Your command of wind and water is such that you can now weave mana into a small storm of ice and sleet. You can now cast *Sleet Storm* with a spell slot. This does not count as one of your spells known.

#### To Endure the Storm

Your training in the Path of the Storm has strengthen and toughen your body. You gain proficiency with Athletic and Survival ability checks. If you already have proficiency in these skills, you gain expertise (double proficiency bonus) in the skill you are proficient with.

### Adept

*Prerequisites: 7<sup>th</sup> Level, Initiate(Storm)*

#### Breathe Water

You mastery of the Path of the Storm now allows you to weave mana into people's vim to allow yourself and others to breathe water as the same as air. You can now cast *Water Breathing* without a spell slot.

#### Mastery of Water

You can channel mana through your vim which allows you to control a large quantity of water and shape it to your will. You can now cast *Control Water* with a spell slot. This does not count as one of your spells known.

## Magister

*Prerequisites: 9th level, Adept(Storm)*

### Thunderous Clap

You now use your vim to create a thunderous blast with but a clap of your hands. You can now cast *Thunderwave* without a spell slot. This does not count as one of your spells known.

### Blast of Cold

Your understanding of the Path of the Storm as grown to the point where you can tap into the heart of a winter storm and send it towards your enemies. You can now cast *Cone of Cold* with a spell slot. This does not count as one of your spells known.

## Magus

*Prerequisites: 12th level, Magister(Storm)*

### Walk on Water

You can infuse your vim and other with mana to allow them to walk on any liquid as if was firm ground. You can now cast *Water Walk* without a spell slot. This does not count as one of your spells known.

### One with the Wind

You have almost completed your mastery of the Path of the Storm. You can infuse mana into your vim and others in order to transform everyone into wisps of clouds to ride the winds to a destination. You can now cast *Wind Walk* with a spell slot. This does not count as one of your spells known.

## Archmagus

*Prerequisites: 15th level, Magus(Storm)*

### Thunderous Shatter

Now a master of the Path of the Storm, you can focus your vim to produce a painfully intense clap of thunder from a nearby point that will damage everyone in the vicinity as well as shatter items they carry. You can cast *Shatter* without a spell slot. This does not count as one of your spells known.

### Fury of the Lightning

With complete mastery of the storm, you can now command lightning to appear to strike multiple enemies. You can now cast *Chain Lightning* with a spell slot. This does not count as one of your spells known.

## Path of the Tree Invocations

This path ties the caster's vim with mana created by the Azure Crystal. Created by the god of forest and dream, Silvanus, its color is blue and is associated with plants, protection, and the spirit.

### Neophyte

*Prerequisites: Pact Boon(Tree)*

#### Shelter of the Forest

You learn to channel mana through your vim and direct it towards a nearby creature in order to ward them from harm. You can now cast *Sanctuary* without a spell slot. This does not count as one of your spells known.

### Refuge

You learn enough about the Path of the Tree to pinch off a small part of the Majestic Fantasy Realms to form a protective space in which to seek refuge. You can now cast *Rope Trick* with a spell slot. This does not count as one of your spells known.

### Initiate

*Prerequisites: 5<sup>th</sup> level, Neophyte(Tree)*

#### Cleanse the Cursed

You can now touch the vim of others in order to free them from any magical curse that afflicts them. You can now cast *Remove Curse* with a spell slot. This does not count as one of your spells known.

### One with Nature

The entanglement of your vim with the Path of the Tree as allowed you to gain an innate understanding of the natural world. You gain proficiency with Nature ability checks and the Herbalism Kit. If you already have proficiency in these skills and tools, you gain expertise (double proficiency bonus) in the skill or tool you are proficient with.

### Adept

*Prerequisites: 7<sup>th</sup> Level, Initiate(Tree)*

#### Armor of the Forest

With an increasing understanding of the Path of the Tree, you can touch the vim of another or yourself to harden their skin into a bark-like armor. You can now cast *Barkskin* without a spell slot. This does not count as one of your spells known.

### Call of the Faeries

You can now connect your vim to the surrounding flow of mana to send out a call for aid from any nearby faeries. You can now cast *Conjure Woodland Being* with a spell slot. This does not count as one of your spells known.



## Magister

*Prerequisites: 9th level, Adept(Tree)*

### Blessed Soul

Your ability to touch the vim of others with the Path of the Tree has grown to the point where you can inspire them to greater feats of skill. You can now cast *Bless* without a spell slot. This does not count as one of your spells known.

### Natural Understanding

Your ability to connect your vim with the flows of mana that surround you allows you to gain an immediate understanding of the terrain that surrounds you. You can now cast *Commune with Nature* without a spell slot. This does not count as one of your spells known.

## Magus

*Prerequisites: 12th level, Magister(Tree)*

### One with Plants

You can reach out with your vim to communicate with nearby plants. You can now cast *Speak with Plants* without a spell slot. This does not count as one of your spells known.

### The Web of Life

Your study of the Path of the Tree has increased your understanding of how interconnected life is to the point where you can use it as a means of transportation. Provided that you spent time with the plants at the destination. You can now cast *Transport via Plants* with a spell slot. This does not count as one of your spells known.

## Archmagus

*Prerequisites: 15th level, Magus(Tree)*

### Thorn Growth

Your command of the Path of the Tree is now complete. You can cause thorns and spiky growth to sprout from the ground harming your enemies. You can now cast *Spike Growth* without a spell slot. This does not count as one of your spells known.

### Invulnerable Protection

As an Archmagus, you can now project your vim outwards to cause a 10-foot diameter globe to appear around that acts as a barrier. You can now cast *Globe of Invulnerability* with a spell slot. This does not count as one of your spells known.

## Path of the Web Invocations

This path ties the caster's vim with mana created by the Amber Crystal. Created by the goddess of fate and pleasure, Daysha, its color is yellow and is associated with divination, illusions, and mind.

### Neophyte

*Prerequisites: Pact Boon(Web)*

#### Weave a New Face

You learned enough about the Path of the Web to use it to alter your appearance to appear as another. You can now cast *Disguise Self* without a spell slot. This does not count as one of your spells known.

#### Power over the Weak-Willed

You can extend your vim to touch another creature's vim within sigh in order to influence them. You can now cast *Suggestion* with a spell slot. This does not count as one of your spells known.

### Initiate

*Prerequisites: 5<sup>th</sup> level, Neophyte(Web)*

#### Hypnotic Gestures

Using the Path of the Web, you learn that certain motions with your hands will create patterns of color that will charm and incapacitate those seeing them. You can now cast *Hypnotic Pattern* with a spell slot. This does not count as one of your spells known.

#### Tendrils of the Web

Your patron has taught you to use the Path of the Web to allow your vim to reach out to cloud and ensnare the minds of those you talk to. You gain proficiency with Deception and Persuasion ability checks. If you already have proficiency in these skills, you gain expertise (double proficiency bonus) in the skill you are proficient with.

### Adept

*Prerequisites: 7<sup>th</sup> Level, Initiate(Web)*

#### The Thoughts of Others

You can reach out with your vim to another nearby intelligent creature and understand their thoughts. You can also use this invocation to detect nearby intelligent creatures. You can now cast *Detect Thoughts* without a spell slot. This does not count as one of your spells known.

#### Desire to Move

Well along the Path of the Web, you can now implant a desire to move to a specific location into another creature. You can now cast *Compulsion* with a spell slot. This does not count as one of your spells known.

## Magister

*Prerequisites: 9th level, Adept(Web)*

### Simple Illusion

With increasing skill with the Path of the Web, you can weave mana through your vim to create a visual image. You can now cast *Silent Image* without a spell slot. This does not count as one of your spells known.

### Memory like Clay

You can seize control of a creature's vim in order to reshape their memory like a potter shapes clay. You can cast *Modify Memory* with a spell slot. This does not count as one of your spells known.

## Magus

*Prerequisites: 12th level, Magister(Web)*

### Complex Illusion

With your understanding of the Path of the Web almost complete, you can now create complex illusions near you that looks, sounds, and smell like reality. You can now cast *Major Image* without a spell slot. This does not count as one of your spells known.

### Adulation of the Crowd

Your command over the vim of others now allows you to magically influence up to a dozen creatures that you can see. You can now cast *Mass Suggestion* with a spell slot. This does not count as one of your spells known.

## Archmagus

*Prerequisites: 15th level, Magus(Web)*

### Signs, Omens, and Portents

Now that you are one with the Path of the Web, you can now see and understand the threads of fate that bind all living things. You can now cast *Augury* without a spell slot. This does not count as one of your spells known.

### Illusionary Realm

In complete command of your vim, you can now extend it outwards to encompass a small region and shape its reality. You can now cast *Mirage Arcane* with a spell slot. This does not count as one of your spells known.

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