

A RULES SUPPLEMENT
COMPATIBLE WITH THE
The 5th Edition
RULES OF
THE ORIGINAL 1974 ROLEPLAYING GAME



The Majestic Fantasy Realms
Sorcerer

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Sorcerer

All those who live in the Majestic Fantasy Realms have vim, a part of the inner soul that comingles with magic. Sorcerers are those born with the ability to tap directly into their vim to cast spells.

Mana, Vim, and Viz

Magic is possible through the flow of mana throughout the Majestic Fantasy Realms. This mana is harnessed by spell casters to cast spell, 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 that they are infused with pure mana. Viz has many uses for the casting of spells or the creation of magic items.

Vim is the internal manifestation of viz in beings with a soul, which includes all sentient races. Just as mana is intertwined with material objects to form viz, mana also intertwines with a being's soul to form vim. Sorcerers are born with the innate ability to tap into their vim directly to cast spells.



1st Level

Hit Dice

As a sorcerer you gain 1d6 HP/Level as well as max hit points at first level.

Proficiencies

The use of magic has dominated your early life and left you with little time to learn how to use weapons. You gain proficiency with daggers, darts, quarterstaves, and light crossbows.

Your control over your vim has given you proficiency in saving throws involving Constitution, and Charisma.

While learning to use your vim through casting spells you learn two skills. You gain proficiency in two skills from the following: Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

Arcane Sorcery

You have learned to use your vim untangle and reshape the fabric of reality. This knowledge manifests in the forms of the spells you shape. You can cast arcane spells.

You learn to quickly channel the mana flowing through your vim to cast cantrips. You learn four cantrips. As you level, you will learn more cantrips as shown on the spell table.

One thing that you have to practice is the creation of spell forms to channel the mana from your vim into a spell. In order to do this you have shape a portion of your vim in order to create a specific spell. You can learn to do this for two spells. As you level, you become more proficient at this and incorporate additional spells as shown the spell table.

You can focus the force of your personality into the forms you internalize to cast a spell. You can do this twice a day between long rests. As you level, you can do this for more spells, including higher-level spells, as shown on the spell table.

As the control of your vim relies on the force of your personality, this causes your Spell DC to be equal to 8 + your proficiency bonus + your Charisma modifier.

Your understanding of how your vim shapes magic causes your Spell attack modifier to equal your proficiency bonus + your Charisma modifier.

You learn how to use a focus to channel the mana out of your vim more efficiently. You can use an Arcane Focus instead of providing material components for a spell as long as the component doesn't have a value.

Sorcerous Origin

You were born with the ability to channel your vim into spells. The reason for this depends on the circumstances of your birth. You can choose a sorcerous origin, which describes the source of your innate magical power. You also gain the first feature of your sorcerous origin.

2nd Level

Font of Magic

Experience, practice, and adventures have allowed you to understand better your control over your vim and your ability to channel mana from it. These insights are represented by sorcery points, as shown on the class features table. Additional details about sorcery points and what you can do can be found in Vim and Sorcery

You can use the insight you learned about your vim to enhance the force of your personality to cast more spells. You learn the techniques for flexible casting.

3rd Level

Metamagic

Your control over spell forms you internalized is such that you can slightly alter them while casting to change how the spell manifests. You now gain the metamagic feature from Sorcery and can pick two metamagic techniques.

4th 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.

6th Level

Sorcerous Origin

The circumstances of your birth further influence how you control your vim. You gain the second feature of your sorcerous origin.

8th 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.

10th Level

Metamagic

Your control over the spells forms you internalized has improved to where you can learn another technique to manipulate them. You can pick another metamagic technique.

12th 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.

14th Level

Sorcerous Origin

The circumstances of your birth continues to influence how you control your vim. You gain the third feature of your sorcerous origin.

16th 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.

17th Level

Metamagic

Your control over spell forms is at its peak. You can pick a fourth and final metamagic technique.

18th Level

Sorcerous Origin

You finally complete your understanding of how the circumstances of your birth influence your vim. You gain the fourth and last feature of your sorcerous origin.

19th 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.

20th Level

Sorcerous Restoration

Your control over your vim is at its peak. You learn how to increase the ambient mana flow of the Majestic Realms into your vim to renew the energies you use for sorcery. You regain 4 expended sorcery points whenever you finish a short rest.

Starting Equipment

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

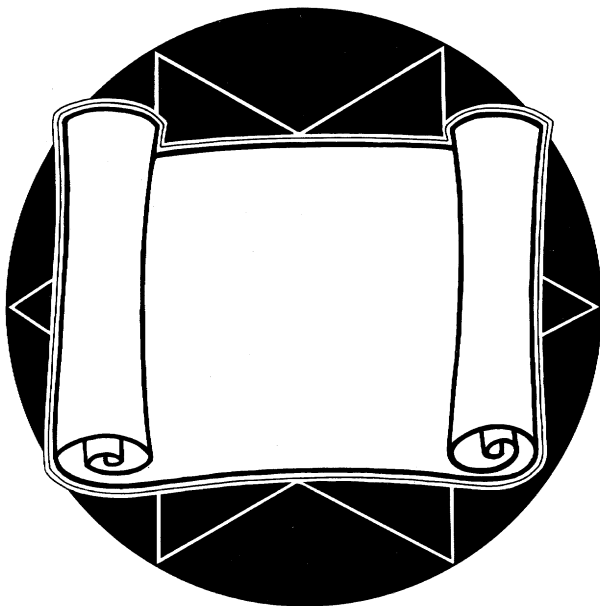
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers

Explorer's Pack

A backpack, a bedroll, a mess kit, a tinderbox, ten torches, ten days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.

Dungeoneer's Pack

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



Class Features

Lvl.	Proficiency Bonus	Sorcery Points	Class Features
1	+2	-	Arcane Sorcery, Sorcerous Origin
2	+2	2	Font of Magic
3	+2	3	Metamagic
4	+2	4	Ability Score Improvement
5	+3	5	-
6	+3	6	Sorcerous Origin Feature
7	+3	7	-
8	+3	8	Ability Score Improvement
9	+4	9	-
10	+4	10	Metamagic
11	+4	11	-
12	+4	12	Ability Score Improvement
13	+5	13	-
14	+5	14	Sorcerous Origin Feature
15	+5	15	-
16	+5	16	Ability Score Improvement
17	+6	17	Metamagic
18	+6	18	Sorcerous Origin Feature
19	+6	19	Ability Score Improvement
20	+6	20	Sorcerous Restoration

Spells

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

Sorcery

Sorcery is a series of techniques to manipulate mana and spell forms to alter how spells are cast and how many spells you can cast.

Sorcery Points

Sorcery points represent your degree of control over channeling mana and altering spell forms. Your class features table shows the number of sorcery points you can use between long rests.

Flexible Casting

Casting a spell requires preparing a spell form, then using your will to channel mana through the form which creates the spell. The number of times you can do this is limited by the force of your personality and your experience exerting it. Learning the techniques of flexible casting allows you alter this by manipulating your vim to allow you to cast additional spell, or to temporally allow you to disassemble the spell forms you internalized to strengthen your vim.

You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. Any spell slot you create with this feature vanishes when you finish a long rest.

Creating Spell Slots.

You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. Any spell slot you create with this feature vanishes when you finish a long rest.

Creating Spell Slots

Spell Slot Level	Sorcery Point Cost
1 st	2
2 nd	3
3 rd	5
4 th	6
5 th	7

Converting a Spell Slot to Sorcery Points.

As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Metamagic

You learn how to control the spell form you internalized to enhance or alter how the spell is cast to suit your needs. This is known as metamagic, and as you gain experience, you will learn additional metamagic techniques.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Careful Spell

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

Distant Spell

When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

Empowered Spell

When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Extended Spell

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

Heightened Spell

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Quicken Spell

When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell

When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

Twinned Spell

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, magic missile and scorching ray aren't eligible, but ray of frost and chromatic orb are.



Sorcerous Origins

Viridian Blood

One of your ancestors was a member of a demonic race known as the Viridians. The Viridians' innate ability to manipulate magic has been passed on to you.

1st Level

Unholy Charisma

Your demonic heritage has made you unusually charismatic. You gain proficiency with Charisma (Persuasion) and Charisma (Deception) ability checks. You also gain expertise in one Charisma based skill. Gain double your proficiency bonus with ability checks made with the chosen skill.

6th Level

Demon Fire

The demonic taint intertwined with your vim, now allows you to learn Eldritch Blast as a cantrip. This doesn't count as one of the cantrips you learn. In addition, you learn an eldritch invocation of your choice.

14th Level

The Call of Chaos

You began to understand the foundations of creation itself and how to wrest it to your will. You add extra sorcery points equal to your Charisma modifier.

Master of Demon Fire

You mastered your control over the casting of Eldritch Blast. You can learn a number of eldritch invocations equal to your Charisma modifier.

18th Level

Defying the Will of the Gods

You learn how your ancestors manage to escape the Abyss. As a result, as an action you can cast the *Gate* spell connecting to the Abyss once between long rests.

Chromatic Bond

This bond is not a connection to a chromatic crystal (see Crystal Bound Origins). Instead, it is the term used for the rare individual who is born with an innate connection to the magic of the Majestic Fantasy Realms itself. Individuals possessing this “bond” can control the very fabric of magic.

Rob’s Notes: This class is very powerful compared to other options for sorcerer. You should talk to the referee of the campaign you are playing before creating a sorcerer using this option.

1st Level

Cantrip Bond

Your bond with the world give you the ability to choose a cantrip from any class as one of the cantrip you know. If you choose the *Eldritch Blast* cantrip, you will learn one Eldritch invocation in addition to the cantrip.

6th Level

Mana Affinity

Your bond has allowed you to start to control any type of mana. You can add your Charisma modifier to the damage done by any spell. In addition, you gain resistance to any damage caused by a spell.

If you have chosen the *Eldritch Blast* cantrip, you learn one additional Eldritch invocation.

14th Level

Superior Knowledge of Mana

Your experience with the manipulation of mana has grown to where you can now learn an additional number of spells equal to your Charisma modifier. You can pick these spells from any class.

If you have chosen the *Eldritch Blast* cantrip, you learn one additional Eldritch invocation.

18th Level

One with the Crystal

Your connection to the mana flows of the Majestic Realms reaches its peak. You can now absorb and use the energies of spells created from any type of mana. As a reaction, you can absorb an arcane spell without it effecting you. In addition, you regain a number of sorcery points equal to half of the spell level rounded down.

If you have chosen the *Eldritch Blast* cantrip, you learn one additional Eldritch invocation.

Art of the Forge

Here are the spells that uses mana untainted by the other nine crystals.

Eldritch Blast	0	Conjure Fey	6
Mending	0	Contingency	6
Prestidigitation	0	Forbiddance	6
Thaumaturgy	0	Planar Ally	6
Magic Missile	1	Conjure Celestial	7
Arcane Lock	2	Divine Word	7
Knock	2	Etherealness	7
Magic Weapon	2	Prismatic Spray	7
Counterspell	3	Antimagic Field	8
Dispel Magic	3	Astral Projection	9
Banishment	4	Imprisonment	9
Fabricate	4	Prismatic Wall	9
Animate Object	5	Wish	9
Creation	5		
Planar Binding	5		



Crystal Bound Origins

At the end of the Dawn War, the gods imprisoned the surviving demons within the Abyss. To seal the Abyss away from the rest of the Majestic Realms, nine crystals were created and placed to imprison the demons for eternity. A tenth crystal known as the Chromatic Crystal was created as the master crystal and used to activate the other nine to seal the Abyss.

A consequence of the nine crystals being used to seal the Abyss was that the flow of magic throughout the Majestic Fantasy Realms was greatly increased. Allowing the laborious rituals that were previously used to create magic to be discarded in favor of spells which can be quickly cast.

Some individuals were born with a mystical connection to one of the nine crystals. Giving them the innate ability to create magic without having to learn rituals or spells.



Amber Bond

This bond is with the Amber Crystal created by the goddess of fate and pleasure, Daysha. Its color is yellow and is associated with the magic of illusions and mind control.

1st Level

Cantrip Bond

Your bond with the Amber Crystal allows you to cast the *Vicious Mockery* cantrip without it counting as one of your known cantrips.

6th Level

Crystal Affinity

Your bond has allowed you to start to control the mana created by the Amber Crystal. You can add your Charisma modifier to the damage done by any spell cast of the Art of the Web. In addition, you gain resistance to any damage caused by a spell of the Art of the Web.

14th Level

Superior Knowledge of the Art

Your experience with the crystal you bonded has grown to where you can now learn an additional number of spells equal to your Charisma modifier. You can pick these spells from any class provided it is a spell found within the Art of the Web.

18th Level

One with the Crystal

Your connection to the Amber Crystal reaches its peak. You can now absorb and use the energies of spells created from the mana generated by the crystal. As a reaction, you can absorb an arcane spell from the Art of the Web without it effecting you. In addition, you regain a number of sorcery points equal to half of the spell level rounded down.

Art of the Web

Eldritch Blast	0	Detect Thoughts	2	Phantasmal Killer	4
Minor Illusion	0	Enthrall	2	Dominate Person	5
Vicious Mockery	0	Magic Mouth	2	Mislead	5
Bane	1	Mirror Image	2	Modify Memory	5
Charm Person	1	Silence	2	Seeming	5
Color Spray	1	Suggestion	2	Telepathic Bond	5
Command	1	Zone of Truth	2	Mass Suggestion	6
Disguise Self	1	Clairvoyance	3	Programmed Illusion	6
Heroism	1	Fear	3	Mirage Arcane	7
Hideous Laughter	1	Hypnotic Pattern	3	Project Image	7
Silent Image	1	Major Image	3	Antipathy/Sympathy	8
Sleep	1	Arcane Eye	4	Feeblemind	8
Augury	2	Compulsion	4	Glibness	8
Blur	2	Confusion	4	Weird	9
Calm Emotions	2	Hallucinatory Terrain	4		

Amethyst Bond

This bond is with the Amethyst Crystal created by the god of knowledge, Thoth. Its color is purple and is associated with the magic of divination and knowledge.

1st Level

Cantrip Bond

Your bond with the Amethyst Crystal allows you to cast the *True Strike* cantrip without it counting as one of your known cantrips.

6th Level

Crystal Affinity

Your bond has allowed you to start to control the mana created by the Amethyst Crystal. You can add your Charisma modifier to the damage done by any spell cast of the Art of the Lantern. In addition, you gain resistance to any damage caused by a spell of the Art of the Lantern.

14th Level

Superior Knowledge of the Art

Your experience with the crystal you bonded has grown to where you can now learn more spells equal to your Charisma modifier. You can pick these spells from any class provided it is a spell found within the Art of the Lantern.

18th Level

One with the Crystal

Your connection to the Amethyst Crystal reaches its peak. You can now absorb and use the energies of spells created from the mana generated by the crystal. As a reaction, you can absorb an arcane spell from the Art of the Lantern without it affecting you. In addition, you regain sorcery points equal to half of the spell level rounded down.

Art of the Lantern

Eldritch Blast	0	Glyph of Warding	3
Guidance	0	Nondetection	3
Message	0	Sending	3
True Strike	0	Tongues	3
Alarm	1	Divination	4
Comprehend Languages	1	Locate Creature	4
Detect Evil and Good	1	Private Sanctum	4
Detect Magic	1	Commune	5
Detect Poison and Disease	1	Contact Other Plane	5
Find Familiar	1	Legend Lore	5
Identify	1	Scrying	5
Illusory Script	1	Find the Path	6
Arcanist's Magic Aura	2	Guards and Wards	6
Find Steed	2	True Seeing	6
Find Traps	2	Sequester	7
Locate Animals or Plants	2	Symbol	7
Locate Object	2	Mind Blank	8
Pass Without Trace	2	Foresight	9
See Invisibility	2		

Azure Bond

This bond is with the Azure Crystal created by the god of forests and dreams, Silvanus. Its color is blue and is associated with the magic of nature and protection

1st Level

Cantrip Bond

Your bond with the Azure Crystal allows you to cast the *Acid Splash* cantrip without it counting as one of your known cantrips.

6th Level

Crystal Affinity

Your bond has allowed you to start to control the mana created by the Azure Crystal. You can add your Charisma modifier to the damage done by any spell cast of the Art of the Tree. In addition, you gain resistance to any damage caused by a spell of the Art of the True.

14th Level

Superior Knowledge of the Art

Your experience with the crystal you bonded has grown to where you can now learn an additional number of spells equal to your Charisma modifier. You can pick these spells from any class provided it is a spell found within the Art of the Tree.

18th Level

One with the Crystal

Your connection to the Azure Crystal reaches its peak. You can now absorb and use the energies of spells created from the mana generated by the crystal. As a reaction, you can absorb an arcane spell from the Art of the Tree without it effecting you. In addition, you regain a number of sorcery points equal to half of the spell level rounded down.

Art of the Tree

Eldritch Blast	0	Rope Trick	2	Commune with Nature	5
Acid Splash	0	Spike Growth	2	Dispel Evil and Good	5
Druidcraft	0	Spiritual Weapon	2	Dream	5
Resistance	0	Beacon of Hope	3	Hallow	5
Shillelagh	0	Bestow Curse	3	Tree Stride	5
Bless	1	Magic Circle	3	Wall of Force	5
Divine Favor	1	Plant Growth	3	Globe of Invulnerability	6
Entangle	1	Prot. From Energy, Acid	3	Transport Via Plants	6
Goodberry	1	Remove Curse	3	Wall of Thorns	6
Mage Armor	1	Speak with Plants	3	Magnificent Mansion	7
Sanctuary	1	Spirit Guardians	3	Demiplane	8
Shield	1	Tiny Hut	3	Holy Aura	8
Shield of Faith	1	Conj. Woodland Beings	4	Time Stop	9
Acid Arrow	2	Secret Chest	4		
Barkskin	2	Awaken (Plant)	5		

Crimson Bond

This bond is with the Crimson Crystal created by the goddess of justice and honor, Delaquain. Its color is red and is associated with the magic of movement and air.

1st Level

Cantrip Bond

Your bond with the Crimson Crystal allows you to cast the *Sacred Flame* cantrip without it counting as one of your known cantrips.

6th Level

Crystal Affinity

Your bond has allowed you to start to control the mana created by the Crimson Crystal. You can add your Charisma modifier to the damage done by any spell cast of the Art of the Eagle. In addition, you gain resistance to any damage caused by a spell of the Art of the Eagle.

14th Level

Superior Knowledge of the Art

Your experience with the crystal you bonded has grown to where you can now learn more spells equal to your Charisma modifier. You can pick these spells from any class provided they are spells found within the Art of the Eagle.

18th Level

One with the Crystal

Your connection to the Crimson Crystal reaches its peak. You can now absorb and use the energies of spells created from the mana generated by the crystal. As a reaction, you can absorb an arcane spell from the Art of the Eagle without it effecting you. In addition, you regain sorcery points equal to half of the spell level rounded down.

Art of the Eagle

Eldritch Blast	0	Gaseous Form	3
Dancing Lights	0	Stinking Cloud	3
Light	0	Wind Wall	3
Sacred Flame	0	Conjure Minor Air Element.	4
Faerie Fire	1	Dimension Door	4
Feather Fall	1	Greater Invisibility	4
Guiding Bolt	1	Cloudkill	5
Darkness	2	Conjure Elemental, Air	5
Darkvision	2	Passwall	5
Invisibility	2	Teleportation Circle	5
Levitate	2	Instant Summons	6
Misty Step	2	Sunbeam	6
Moonbeam	2	Word of Recall	6
Web	2	Plane Shift	7
Blink	3	Teleport	7
Daylight	3	Sunburst	8
Fly	3	Gate	9

Ebony Bond

This bond is with the Ebon Crystal created by the blood goddess, Kalis. Its color is black and is associated with the magic of animals and shapeshifting.

1st Level

Cantrip Bond

Your bond with the Ebon Crystal allows you to cast the *Poison Spray* cantrip without it counting as one of your known cantrips.

6th Level

Crystal Affinity

Your bond has allowed you to start to control the mana created by the Ebony Crystal. You can add your Charisma modifier to the damage done by any spell cast of the Art of the Claw. In addition, you gain resistance to any damage caused by a spell of the Art of the Claw.

14th Level

Superior Knowledge of the Art

Your experience with the crystal you bonded has grown to where you can now learn an additional number of spells equal to your Charisma modifier. You can pick these spells from any class provided it is a spell found within the Art of the Claw.

18th Level

One with the Crystal

Your connection to the Ebony Crystal reaches its peak. You can now absorb and use the energies of spells created from the mana generated by the crystal. As a reaction, you can absorb an arcane spell from the Art of the Claw without it effecting you. In addition, you regain a number of sorcery points equal to half of the spell level rounded down.

Art of the Claw

Eldritch Blast	0	Conjure Animals	3
Poison Spray	0	Create Food and Water	3
Animal Friendship	1	Phantom Seed	3
Grease	1	Dominate Beast	4
Hunter's Mask	1	Faithful Hound	4
Jump	1	Giant Insect	4
Longstrider	1	Polymorph	4
Purify Food and Drink	1	Awaken (Beast)	5
Speak with Animals	1	Hold Monster	5
Unseen Servant	1	Insect Plague	5
Animal Messenger	2	Eyebite	6
Enhance Ability	2	Heroes's Feast	6
Enlarge/Reduce	2	Arcane Sword	7
Spider Climb	2	Animal Shapes	8
		Dominate Monster	8
		True Polymorph	9

Indigo Bond

This bond is with the Indigo Crystal created by the god of thunder and warriors, Mantriv. Its color is Indigo and is associated with the magic of storms and water.

1st Level

Cantrip Bond

Your bond with the Indigo Crystal allows you to pick either the *Ray of Frost* cantrip or the *Shocking Grasp* cantrip without it counting as one of your known cantrips.

6th Level

Crystal Affinity

Your bond has allowed you to start to control the mana created by the Indigo Crystal. You can add your Charisma modifier to the damage done by any spell cast of the Art of the Storm. In addition, you gain resistance to any damage caused by a spell of the Art of the Storm.

14th Level

Superior Knowledge of the Art

Your experience with the crystal you bonded has grown to where you can now learn an additional number of spells equal to your Charisma modifier. You can pick these spells from any class provided it is a spell found within the Art of the Storm.

18th Level

One with the Crystal

Your connection to the Indigo Crystal reaches its peak. You can now absorb and use the energies of spells created from the mana generated by the crystal. As a reaction, you can absorb an arcane spell from the Art of the Storm without it effecting you. In addition, you regain a number of sorcery points equal to half of the spell level rounded down.

Art of the Storm

Eldritch Blast	0	Water Walk	3
Ray of Frost	0	Conjure Minor Ele., Water	4
Shocking Grasp	0	Control Water	4
Create or Destroy Water	1	Ice Storm	4
Fog Cloud	1	Cone of Cold	5
Thunderwave	1	Conjure Elemental, Water	5
Gust of Wind	2	Chain Lightning	6
Shatter	2	Freezing Sphere	6
Call Lightning	3	Wall of Ice	6
Lightning Bolt	3	Wind Walk	6
Prot. From Energy, Cold	3	Simulacrum	7
Prot. From Energy, Lightning	3	Control Weather	8
Prot. From Energy, Thunder	3	Earthquake	8
Sleet Storm	3	Storm of Vengeance	9
Water Breathing	3		

Ivory Bond

This bond is with the Ivory Crystal created by the god of judgment and death, Hamakhis. Its color is white and is associated with the magic of death and life.

1st Level

Cantrip Bond

Your bond with the Ivory Crystal allows you to cast the *Chill Touch* cantrip without it counting as one of your known cantrips.

6th Level

Crystal Affinity

Your bond has allowed you to start to control the mana created by the Ivory Crystal. You can add your Charisma modifier to the damage done by any spell cast of the Art of the Skull. In addition, you gain resistance to any damage caused by a spell of the Art of the Skull.

14th Level

Superior Knowledge of the Art

Your experience with the crystal you bonded has grown to where you can now learn an additional number of spells equal to your Charisma modifier. You can pick these spells from any class provided it is a spell found within the Art of the Skull.

18th Level

One with the Crystal

Your connection to the Ivory Crystal reaches its peak. You can now absorb and use the energies of spells created from the mana generated by the crystal. As a reaction, you can absorb an arcane spell from the Art of the Skull without it effecting you. In addition, you regain a number of sorcery points equal to half of the spell level rounded down.

Art of the Skull

Eldritch Blast	0	Antilife Shell	5
Bleed	0	Contagion	5
Chill Touch	0	Raise Dead	5
False Life	1	Reincarnate	5
Inflict Wounds	1	Circle of Death	6
Ray of Enfeeblement	2	Create Undead	6
Animate Dead	3	Disintegrate	6
Revivify	3	Harm	6
Speak with Dead	3	Magic Jar	6
Vampiric Touch	3	Finger of Death	7
Black Tentacles	4	Resurrection	7
Blight	4	Power Word Stun	8
		Power Word Kill	9
		True Resurrection	9

Ochre Bond

This bond is with the Ochre Crystal, created by the god of war and order, Sarrath. Its color is orange and is associated with the magic of moving objects and fire.

1st Level

Cantrip Bond

Your bond with the Ochre Crystal allows you to cast the *Fire Bolt* cantrip without it counting as one of your known cantrips.

6th Level

Crystal Affinity

Your bond has allowed you to start to control the mana created by the Ochre Crystal. You can add your Charisma modifier to the damage done by any spell cast of the Art of the Flame. In addition, you gain resistance to any damage caused by a spell of the Art of the Flame.

14th Level

Superior Knowledge of the Art

Your experience with the crystal you bonded has grown to where you can now learn an additional number of spells equal to your Charisma modifier. You can pick these spells from any class provided it is a spell found within the Art of the Flame.

18th Level

One with the Crystal

Your connection to the Ochre Crystal reaches its peak. You can now absorb and use the energies of spells created from the mana generated by the crystal. As a reaction, you can absorb an arcane spell from the Art of the Flame without it affecting you. In addition, you regain sorcery points equal to half of the spell level rounded down.

Art of the Flame

Eldritch Blast	0	Conjure Minor Elementals, Fire	4
Fire Bolt	0	Fire Shield	4
Mage Hand	0	Freedom of Movement	4
Produce Flame	0	Wall of Fire	4
Burning Hands	1	Arcane Hand	5
Expeditious Retreat	1	Conjure Elemental, Fire	5
Floating Disk	1	Flame Strike	5
Hellish Rebuke	1	Geas	5
Continual Flame	2	Telekinesis	5
Flame Blade	2	Blade Barrier	6
Flaming Sphere	2	Delayed Blast Fireball	7
Heat Metal	2	Fire Storm	7
Scorching Ray	2	Reverse Gravity	7
Fireball	3	Incendiary Cloud	8
Haste	3	Meteor Swarm	9
Protection From Energy, Fire	3		

Viridian Bond

This bond is with the Viridian Crystal created by the goddess of healing and the earth, Dammu. Its color is green and is associated with the magic of healing and earth.

1st Level

Cantrip Bond

Your bond with the Viridian Crystal allows you to cast the *Stabilize* cantrip without it counting as one of your known cantrips.

6th Level

Crystal Affinity

Your bond has allowed you to start to control the mana created by the Viridian Crystal. You can add your Charisma modifier to the damage done by any spell cast of the Art of the Hearth. In addition, you gain resistance to any damage caused by a spell of the Art of the Hearth.

8th Level

Superior Knowledge of the Art

Your experience with the crystal you bonded has grown to where you can now learn an additional number of spells equal to your Charisma modifier. You can pick these spells from any class provided it is a spell found within the Art of the Hearth.

18th Level

One with the Crystal

Your connection to the Viridian Crystal reaches its peak. You can now absorb and use the energies of spells created from the mana generated by the crystal. As a reaction, you can absorb an arcane spell from the Art of the Hearth without it effecting you. In addition, you regain a number of sorcery points equal to half of the spell level rounded down.

Art of the Hearth

Eldritch Blast	0	Death Ward	4
Stabilize	0	Stone Shape	4
Virtue	0	Stoneskin	4
Cure Wounds	1	Conjure Elemental, Earth	5
Healing Word	1	Greater Restoration	5
Aid	2	Mass Cure Wounds	5
Alter Self	2	Wall of Stone	5
Blindness/Deafness	2	Flesh to Stone	6
Gentle Repose	2	Heal	6
Hold Person	2	Irresistible Dance	6
Lesser Restoration	2	Move Earth	6
Prayer of Healing	2	Forcecage	7
Protection From Poison	2	Regenerate	7
Warding Bond	2	Clone	8
Mass Healing Word	3	Mass Heal	9
Meld Into Stone	3	Shapechange	9
Slow	3		
Conjure Minor Ele., Earth	4		

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