



THE VESSEL



HOMEBREW

Channel the Power of the Otherworldly Spirit Bound to your Soul

THE VESSEL

A ragged young man fled down an alley in a vain attempt to lose the thugs that pursued him. As their shadows grew longer, he realized that he had no choice. As the ruffians pinned him against the wall, he looked inward and called upon the sinister entity bound to his soul. When he finally regained his senses, the smell of sulfur was overwhelming. He fled the alleyway, leaving the charred remains of the brigands behind. They were but the latest victims of the dark presence he harbored within.

An austere elven woman stood on a raised dais at the center of a crowded amphitheater. Members of the church hierarchy and common folk alike had come to witness her awesome transformation. She did not know why she was chosen, but within her soul was bound a fallen heavenly being, charged to perform one hundred and one good deeds in order to regain its status in the celestial courts. As the crowd gathered around, she said a prayer and gave herself over to the overwhelming radiance.

The strange elderly halfling knew that he did not belong in the tower he called home. The tower's keeper, a reclusive old archmage, only kept him around as a reminder of what would happen to any who dared cross him. At night, the halfling could hear crying inside of his head, the sounds of a former student who had attempted to overthrow the great archmage, now bound to the aging body and soul of the lowliest student.

All three people described above are Vessels, bearers of wondrous otherworldly power in the form of Spirits bound within their body and soul. With training, these adventurers can learn to wield a fraction of their Spirit's amazing power.

OTHERWORLDLY POWER

Within every Vessel is bound an extraplanar being of strange and wondrous power. No matter their origin, these immortal Spirits cannot be killed by conventional means. Instead, they are often bound to mortal flesh, forced to dwell within a body on the material plane. While many such Spirits are bound to their Vessel against their will, some choose to dwell within a mortal, lending them power in causes that align with theirs.

No matter the reason, these otherworldly beings are the source of the power for the adventurers known as Vessels.

MORTAL VESSEL

A rare occurrence in most worlds, mortal Vessels will likely never meet another of their kind unless they seek them out. The binding of an otherworldly Spirit is a deadly task, and is almost always done by a higher power or legendary mortal.

Bearers of this extraplanar power can learn to channel the wondrous abilities of the Spirit inside them. Through their force of will, they can allow small amounts of this power out, channeling it to defend themselves, produce eldritch magic, enhance their physical abilities, and influence friend and foe.

However, the mark of a true Vessel is their ability to take on the appearance of the Spirit bound to their soul, known as an Archon Form. Through this wondrous transformation, they are able to directly wield the power of the Spirit within, and use its power to overcome obstacles and thwart foes.



CREATING YOUR VESSEL

When creating a Vessel, the most important thing to consider is how you came to be bound to the Spirit within you. Are you the Acolyte of a god, chosen to bear one of its angels that has fallen from grace? Are you a prophetic child of a cult, forced to bear the sinister power of their infernal lord? Or, are you descended from a bloodline of Vessels, each parent passing the Spirit on to their child when they have reached old age?

Secondly, consider the nature of your Sealed Spirit and its relationship to you. Does your Spirit communicate with you freely, hoping that your goals will align? Is your Spirit bound against its will and seeking your demise so it can once again be free? Or, is the nature of your Sealed Spirit a mystery that you have struck out into the world to uncover more about?

MULTICLASSING AND THE VESSEL

If your group uses the optional multiclassing rule, here's what you need to know if you choose to take your first level in the Vessel class.

Ability Score Minimum. As a multiclass character, you must have at least a Charisma score of 13 to take your first level as a Vessel, or to take a level in another class if you are already a Vessel.

Proficiencies. If Vessel isn't your initial class, here are the proficiencies you gain when you take your first Vessel level: light armor and simple weapons

Spellcasting. If you have a feature from another class that allows you to learn and cast spells, you can use your Vessel Magic spell slots to cast the spells you gained through that feature, and you can use those spell slots to cast your Vessel spells.



THE VESSEL

Level	PB	Features	Spells Known	Spell Slots	Slot Level	Unsealed Aspects
1st	+2	Sealed Spirit, Unsealed Aspects	—	—	—	1
2nd	+2	Vessel Magic	2	2	1st	2
3rd	+2	Archon Form	3	2	1st	2
4th	+2	Ability Score Improvement	4	2	1st	2
5th	+3	Extra Attack	5	2	2nd	2
6th	+3	Sealed Spirit Feature	5	2	2nd	3
7th	+3	Controlled Transformation	6	2	2nd	3
8th	+3	Ability Score Improvement	6	2	2nd	3
9th	+4	—	7	2	3rd	4
10th	+4	Twin Consciousness	7	2	3rd	4
11th	+4	Unchained Power	8	2	3rd	4
12th	+4	Ability Score Improvement	8	2	3rd	5
13th	+5	—	9	2	4th	5
14th	+5	Sealed Spirit Feature	9	2	4th	5
15th	+5	—	9	3	4th	6
16th	+5	Ability Score Improvement	9	3	4th	6
17th	+6	—	10	3	5th	6
18th	+6	Twin Soul	10	3	5th	7
19th	+6	Ability Score Improvement	10	3	5th	7
20th	+6	Sealed Spirit Feature	10	3	5th	7

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10 per Vessel level

Hit Points at 1st Level: 10 + your Constitution modifier.

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Vessel level after 1st

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons, flails, morningstars, scimitars, shortswords, tridents, warpicks, and whips

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two of the following: Acrobatics, Athletics, Insight, Intimidation, Perception, Stealth, and Survival

EQUIPMENT

As a Vessel, you start with the following equipment:

- (a) a quarterstaff or (b) two daggers
- (a) a simple weapon or (b) a shortbow and 20 arrows
- (a) leather armor or (b) hide armor
- (a) an explorer's pack or (b) a priest's pack

QUICK BUILD

You can make a Vessel quickly by using these suggestions. First make Charisma your highest ability score, followed by your Constitution. Second, choose the Acolyte background. Finally, choose a Sealed Spirit from the options below.

SEALED SPIRIT

In you is sealed a spiritual being of great power. At 1st level, choose your Sealed Spirit: The Ascended, The Cataclysm, The Cursed, The Fallen, The Formless, or The Trickster.

Your Sealed Spirit grants you features at 1st level, and again when you reach 6th, 14th, and 20th level in this class.

SEALED SPIRIT GOALS

Sealed Spirits are bound within a mortal Vessel for many reasons, and many of these spiritual beings have goals of their own apart from their mortal host. To decide on a goal for your Spirit, you can either choose your own or roll a d6.

d6

Sealed Spirit Goal

- 1 This malicious Spirit was sealed against its will, and wishes your death so it may be free.
- 2 This honor-bound Spirit is the guardian of your bloodline and is passed from parent to child.
- 3 This Spirit sought you out so that you could accomplish its goals on the material plane.
- 4 This repentant Spirit must help you save the lives of 101 innocent mortals to atone for its sins.
- 5 This Spirit wishes to experience everything it can, you are simply a tool for entertainment.
- 6 This Spirit has chosen you to be its champion that will stand against its eternal foe.





IRIDESCENT STRIKE

You can draw on the Spirit sealed in you to strike with otherworldly power. When you make an unarmed strike, you can cloak the strike in spiritual power and use your Charisma, in place of Strength, for the attack and damage rolls. On hit, these special unarmed strikes deal 1d6 damage of a type determined by your Sealed Spirit

The damage die of these strikes increases at certain Vessel levels: 5th level (1d8), 11th level (1d10), and 17th level (1d12).

SPIRITUAL DEFENSE

You can innately draw on your Sealed Spirit's instinct for self-preservation to shield yourself with its power. So long as you are not wearing armor or a shield your Armor Class is equal to 10 + your Dexterity modifier + your Charisma modifier.

UNSEALED ASPECTS

You are able to exert limited control over the Spirit bound to your soul and can partially release its power. At 1st level, you master one Unsealed Aspect of your choice from the list at the end of this class. When you gain certain Vessel levels, you master additional Aspects of your choice, as indicated in the Unsealed Aspects column of the Vessel table. If an Aspect has a prerequisite, like another Unsealed Aspect or a certain Vessel level, you must meet those prerequisites to master it.

VESSEL MAGIC

Also at 2nd level, you learn to draw upon the immense power of the Sealed Spirit bound within your soul to produce spells, much like a Warlock does. You gain the following features:

SPELL SLOTS

The Vessel table above shows how many spell slots you have to cast your Vessel spells and the level of those spell slots. All of your spell slots are the same level. To cast a Vessel spell of 1st-level or higher, you must expend a spell slot. You regain all of your spell slots when you finish a short or long rest.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

At 2nd level, you learn two 1st-level spells of your choice from the Vessel Spell List at the end of this class description.

The Spells Known column of the Vessel table shows when you learn additional Vessel spells of 1st-level and higher. Any spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your Vessel level.

When you gain a Vessel level, you can replace one Vessel spell you know with a Vessel spell of your choice, which also must be of a level for which you have spell slots.

SPIRIT SPELLS

Each Sealed Spirit has a list of Spirit Spells that you learn at the Vessel levels noted in your Spirit's description. Your Spirit Spells count as Vessel spells for you, but do not count against your total number of Spells Known. You can't switch your Spirit Spells out for another spell when you gain a level.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your Vessel spells, as you are using your will to draw on the power of the Spirit that dwells within you. You use your Charisma whenever a spell refers to your spellcasting ability, when you set the saving throw DC for a spell, and when you make a spell attack roll.

Spell save DC = 8 + your proficiency bonus
+ your Charisma modifier

Spell attack modifier = your proficiency bonus
+ your Charisma modifier

SPELLCASTING FOCUS

Since your magic is drawn from the Spirit sealed within you, your body is the spellcasting focus for your Vessel spells. You must have at least one free hand to cast spells that require somatic or material components, and you must still provide material components that are consumed or have a gold cost.



ARCHON FORM

Beginning at 3rd level, you can transform into a creature that resembles the true form of the Spirit within you. As a bonus action, you can transform into your Archon Form, which uses the Archon stat block in your Sealed Spirit description. This stat block uses your proficiency bonus (PB) in several places and uses your Vessel Spellcasting modifier and save DC.

You can maintain your Archon Form for 1 minute. You then revert to your normal form unless you use a bonus action to expend a Vessel Magic spell slot to extend the transformation by 1 minute. You also revert to your normal form if you fall unconscious, or use a bonus action on your turn to do so.

While in your Archon Form, the following rules apply:

- Your game statistics are replaced by the statistics in the Archon Form stat block, but you retain your alignment, personality, ability scores, and hit points. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of your Archon. If your Archon has the same proficiency as you, use the higher bonus.
- When you transform, you gain temporary hit points equal to your twice your Vessel level. Any temporary hit points you gain during this transformation are instantly dispelled if you revert to your normal form.
- You retain the benefits of any features from the Vessel class, your race, and any other source, and you can use them if your Archon Form is capable of doing so, including casting spells with Vessel Magic.
- When you transform, you choose whether your equipment falls to the ground in your space, merges into your Archon Form, or is worn by it. Worn equipment functions as normal, but your DM can decide whether it is practical for your Archon to use it. Your equipment doesn't change size or shape to match your Archon Form, and any equipment that your Archon can't wear must either fall to the ground or merge with it. Equipment that merges with your Archon has no effect until you leave the Form.

You can transform into your Archon Form once, and you regain the ability to transform again when you finish a short or long rest. If you have no uses left, you can expend a Vessel Magic spell slot to transform into your Archon Form again.

ABILITY SCORE IMPROVEMENT

At 4th level, and again when you reach 8th, 12th, 16th, and 19th level, you can increase one of your ability scores by 2, or two different ability scores of your choice by 1. As normal, you cannot increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

ARCHON FORM APPEARANCE

You determine your Archon's appearance, but this has no effect on its abilities. Most are ethereal in appearance, but all Archons are vaguely humanoid in shape and share a resemblance with your Spirit.



CONTROLLED TRANSFORMATION

You have gained a deep understanding of your Sealed Spirit and greater control over your Archon Form. Beginning at 7th level, your Archon Form transformation lasts for 10 minutes, and it only ends early if you are reduced to 0 hit points, or if you use a bonus action to revert to your normal form.

Finally, you can transform into your Archon Form twice without expending a Vessel Magic spell slot, and you regain all expended uses when you finish a short or long rest.

TWIN CONSCIOUSNESS

Upon reaching 10th level, the Spirit bound to you grants you a portion of its ancient and vast mental fortitude. When you are forced to make an Intelligence, Wisdom, or Charisma saving throw, or a Constitution saving throw to maintain your concentration on a Vessel spell, you can add your Charisma modifier (minimum of +1) to the result of your saving throw.

You can do so a number of times equal to your Charisma modifier (a minimum of once), and you regain all expended uses of this feature when you complete a long rest.



UNCHAINED POWER

You can unleash a greater amount of your Sealed Spirit's true power. Beginning at 11th level, when you transform into your Archon Form, you can cast a Vessel Spell you know that has a casting time of one action or one bonus action, as part of the same bonus action without expending a spell slot.

If you are the only target of the spell and it has a duration of 1 minute or longer, it instead lasts until you revert to your normal form, and your concentration cannot be broken on it.

TWIN SOUL

You and the Spirit bound to your soul merge and become an entirely new and distinct creature. Beginning at 18th level, your Archon Form transformation lasts indefinitely and only ends if you are killed or if you use a bonus action to end it.

SEALED SPIRIT

Choose the Sealed Spirit that best represents the being bound to you: The Ascended, The Cataclysm, The Cursed, The Fallen, The Formless, or The Trickster.



THE ASCENDED

When mortals attain heights of arcane power that allow them to ascend beyond their physical forms, they make themselves vulnerable to being sealed away. Often, these great sorcerers and archmages are punished by the deities of magic, and are imprisoned where they can no longer violate arcane laws.

ANCIENT KNOWLEDGE

1st-level Ascended Spirit feature

The ascended mage bound to your soul grants you access to its esoteric knowledge. Whenever you make an Intelligence check, you gain a bonus to your roll equal to your Charisma modifier (minimum of +1). You also learn the *prestidigitation* cantrip, and Charisma is your spellcasting modifier for it.

Finally, your Iridescent Strikes deal force damage on hit.

ASCENDED SPELLS

2nd-level Ascended Spirit feature

You learn the spells at the Vessel levels noted in the table below. These don't count against your total number of Spells Known and cannot be switched out when you gain a level.

Vessel Level	Spells
2nd	<i>magic missile, shield</i>
5th	<i>detect thoughts, levitate</i>
9th	<i>clairvoyance, counterspell</i>
13th	<i>arcane eye, resilient sphere</i>
17th	<i>legend lore, wall of force</i>

ASCENDED ARCHON

3rd-level Ascended Spirit feature

You take on the luminous form of the ancient spellcaster that is bound to you. Your Archon Form uses the stat block below:

ASCENDED ARCHON

Medium Humanoid (Shapechanger)

Armor Class 10 + your Charisma modifier

Speed 30 ft., fly 10 ft. (hover)

Skills Arcana +PB, History +PB, Religion +PB

Damage Resistances force

Languages Primordial, and any languages you know

Astral Step. When the Archon casts a Vessel spell of 1st-level or higher, it can instantly teleport to an unoccupied space it can see within 30 feet.

Sorcerous Mantle. When the Archon takes damage from a spell, it can use its reaction to halve any damage that it would have taken from that spell.

Actions

Arcane Blast. As an action, the Archon can choose a point it can see within 60 feet and force all creatures within 5 feet of that point to make a Dexterity saving throw. On a failed save, creatures take damage as if they had been hit by an Iridescent Strike attack.





THE CATAclySM

At the dawn of the multiverse, elemental forces ran wild. Great beings of pure Air, Earth, Fire, and Water ravaged through the material plane, shaping it to their frivolous and destructive will. These primordial elementals and elder genies were banished from the material plane, but are always seeking to return. When they threaten mortal realms, great forces bind these elder elemental beings to mortal hosts, holding back the Cataclysm for a time.

ELEMENTAL AFFINITY

1st-level Cataclysm Spirit feature

Within you is bound an ancient elemental Spirit of overwhelming power. Choose the type of Elemental Spirit bound to you: Air, Earth, Fire, or Water. This choice grants you an Affinity with certain damage:

Air	Earth	Fire	Water
thunder	bludgeoning	fire	cold

You gain resistance to your Affinity damage type, and your Iridescent Strikes deal your Elemental Affinity damage type on hit. The damage of your Iridescent Strikes is magical, regardless of the damage type.

Finally, you learn to manifest a small amount of your Spirit's Elemental power. You learn the following spell associated with your Elemental Affinity, Charisma is your spellcasting modifier for it, and you can cast it as an action or a bonus action on each of your turns:

Air	Earth	Fire	Water
<i>gust</i>	<i>mold earth</i>	<i>control flames</i>	<i>shape water</i>

POTENT MAGICKS

6th-level Ascended Spirit feature

The ambient magic of the Ascended being within your soul empowers your magic with a fraction of its power. Once per turn when you damage a creature with a Vessel spell or an Iridescent Strike, you can roll a d8 and add the result to the damage roll of the Vessel spell or Iridescent Strike attack.

ASCENDED ARCANUM

14th-level Ascended Spirit feature

You are able to wrest even greater magics from the Ascended mage imprisoned within you. You gain a single 6th-level spell slot which you can use to cast your Vessel spells. Unlike your other Vessel Magic spell slots, you only regain the use of this special Arcanum spell slot when you finish a long rest.

At 20th level, you gain a 7th-level Arcanum spell slot.

ARCHMAGE REBORN

20th-level Ascended Spirit feature

Your soul is able to channel the full power of the Ascended Spirit bound to your mortal flesh, if only temporarily. When you are in your Archon Form you gain the benefits below:

- You assume the appearance The Ascended had in life.
- You gain resistance to all damage from spells.
- If you use your action to cast a Vessel spell of 1st-level or higher you can make a single Iridescent Strike or use Arcane Blast as a bonus action on that turn.
- You can use Astral Step to teleport up to 60 feet.

CATAclySM SPELLS

2nd-level Cataclysm Spirit feature

You learn the spells at the Vessel levels noted in the table below. These don't count against your total number of Spells Known and cannot be switched out when you gain a level.

For each spell level, you learn a single *affinity spell*. This *affinity spell* should be chosen from spells that deal the same damage type as your Elemental Affinity. Alternatively, you can talk with your DM and decide on an alternate thematic spell.

Vessel Level Spells

2nd	<i>absorb elements, affinity spell</i>
5th	<i>enlarge/reduce, affinity spell</i>
9th	<i>fly, affinity spell</i>
13th	<i>summon elemental</i> ^{TCOE} , <i>affinity spell</i>
17th	<i>arcane hand, affinity spell</i>

A GUIDE TO THEMATIC *Affinity Spells*

While some spells may not deal the damage type associated with your Elemental Affinity, they may still be appropriate picks for an *affinity spell*.

For example, despite not dealing any damage, a spell like *earthbind* would be an excellent choice as an Earth *affinity spell*. Likewise, the *tidal wave* spell would be a good choice for a Water *affinity spell*.



CATACLYSM ARCHON

3rd-level Cataclysm Spirit feature

You can take on a form of pure elemental power, wreathed in storms, flames, stone, or waves. When you transform into your Archon Form, you use the Cataclysm Archon stat block below that corresponds to the Elemental Affinity you chose at 1st level:

AIR ARCHON

Medium Elemental (Shapechanger)

Armor Class 10 + your Charisma modifier

Speed 20 ft., fly 30 ft. (hover)

Skills Acrobatics +PB, Nature +PB

Damage Resistances thunder, lightning

Languages Auran, and any languages you know

Air Form. The Archon can move through any space as narrow as 1 inch wide without squeezing, and it does not provoke opportunity attacks while it is flying.

Bluster. Once per turn when the Archon hits a target with an Iridescent Strike, it can force it to make a Strength saving throw. On a failed save, it is pushed away from you in a straight line up to 15 feet. Any creature that is more than one size larger than the Archon has advantage on its Strength saving throw.

FIRE ARCHON

Medium Elemental (Shapechanger)

Armor Class 11 + your Charisma modifier

Speed 40 ft.

Skills Nature +PB, Intimidation +PB

Damage Resistances fire, radiant

Languages Ignan, and any languages you know

Ignite. Once per turn when the Archon hits a target with an Iridescent Strike, it can choose to light the target on fire, if it is flammable. The target must then make a Dexterity saving throw at the start of each of its turns. On a failed save, it takes damage as if hit by another Iridescent Strike. On a success, the flames are extinguished and it takes no additional damage.

Illumination. The Archon sheds bright light in a 30-foot radius and dim light in an additional 30 ft.

EARTH ARCHON

Medium Elemental (Shapechanger)

Armor Class 15 + your Charisma modifier

Speed 30 ft., climb 30 ft., burrow 10 ft.

Skills Nature +PB, Survival +PB

Damage Resistances bludgeoning, poison

Senses Tremmorsense 10 ft.

Languages Terran, and any languages you know

Rock Solid. Once per turn when the Archon hits a creature with an Iridescent Strike it can force it to make a Constitution saving throw. On a failed save, its speed is halved until the start of your next turn.

Siege Monster. The Archon's Iridescent Strikes deal the maximum possible damage against nonmagical objects and structures instead of rolling.

WATER ARCHON

Medium Elemental (Shapechanger)

Armor Class 11 + your Charisma modifier

Speed 30 ft., swim 40 ft.

Skills Medicine +PB, Nature +PB

Damage Resistances acid, cold

Senses darkvision 120 ft.

Languages Aquan, and any languages you know

Aqueous. The Archon can breathe normally in air and water, and it can move through any space as narrow as 1 inch wide without squeezing.

Watery Resilience. When the Archon takes damage, it can use its reaction to reduce the damage by an amount equal to your Charisma modifier and move up to 15 feet without provoking opportunity attacks.

ELDER POWER

6th-level Cataclysm Spirit feature

The natural elements present in the material plane are but a pale imitation of your Spirit's primordial power. When you cast a Vessel spell or use a feature that deals your Elemental Affinity damage type, you can treat a roll of 1 or 2 on any of the damage dice you roll for that spell or feature as a 3.

Also, whenever you deal your Elemental Affinity damage type to a creature, you can ignore resistance to that damage, and you treat immunity to that damage type as resistance.

ELEMENTAL ERUPTION

14th-level Cataclysm Spirit feature

Raw primordial energies erupt from your Spirit. When you cast a Vessel spell or use a feature that deals your Elemental Affinity damage type, you can choose for that spell or effect to deal the maximum possible damage, in place of rolling.

Once you use this feature you must finish a short or long rest before you can maximize damage in this way again.

CATAclysm REBORN

20th-level Cataclysm Spirit feature

You wield the full power of a primordial elemental force, and the raw elements of the planes bend to your will. When you are in your Archon Form you gain the following benefits:

- You assume the true appearance of your Cataclysm.
- The weather in a 1-mile radius surrounding you subtly changes to reflect your primordial elemental influence.
- As an action, you can force targets of your choice within 20 feet to make a Dexterity saving throw. On a failure, targets take 6d6 damage of your Elemental Affinity type.

THE CURSED

Condemned by the heavens for transgressions at the dawn of time, Cursed Spirits were once wielders of an overwhelming sinister power. Counted among these Spirits are the demons, devils, and all other nefarious spirits of the lower planes. To be considered one of the Cursed, the Spirit posed a direct threat to the order of the multiverse, and were sealed to prevent untold calamity.

MALIGNANT AURA

1st-level Cursed Spirit feature

The aura of the Cursed Spirit sealed within your soul bleeds into your personality. You learn to speak Abyssal or Infernal. You also gain proficiency in Deception or Intimidation, and whenever you make an ability check with either skill you can treat a roll of 7 or lower on the d20 as an 8.

Finally, your Iridescent Strikes deal fire damage on hit.

CURSED SPELLS

2nd-level Cursed Spirit feature

You learn the spells at the Vessel levels noted in the table below. These don't count against your total number of Spells Known and cannot be switched out when you gain a level.

Vessel Level	Spells
2nd	cause fear ^{XGTE} , hellish rebuke
5th	flame whip ^V , scorching ray
9th	fireball, vampiric touch
13th	dominate beast, wall of fire
17th	flame strike, insect plague

CURSED ARCHON

3rd-level Cursed Spirit feature

You can take on a sinister form wreathed in the dark flame and shadow of your Cursed Spirit. When you transform into Archon Form, you use the Cursed Archon stat block below:

CURSED ARCHON

Medium Fiend (Shapechanger)

Armor Class 13 + your Charisma modifier

Speed 40 ft., climb 40 ft.

Skills Religion +PB, Stealth +PB

Damage Resistances fire, poison

Senses darkvision 120 ft.

Languages Infernal, and any languages you know

Infernal Drain. Once per turn when the Archon hits a creature with an Iridescent Strike, its temporary hit points are increased by an amount equal to half the damage dealt. This has no effect on undead targets.

Savage Strikes. When the Archon uses its action to make an Iridescent Strike, it can make one additional Iridescent Strike attack as part of that same action.





HELLFIRE

6th-level Cursed Spirit feature

You can access the true power of the dark Spirit imprisoned within, conjuring cursed infernal flames. When you deal fire damage to a creature with a Vessel spell or another Vessel feature, you ignore the target's fire resistance, and you treat the target's immunity to fire damage as resistance.

INFERNAL CLAWS

6th-level Cursed Spirit feature

The twisted power of your Archon Form increases, granting you the following benefits while you are transformed:

- You can climb difficult surfaces, including sheer walls, and upside down on ceilings, without making an ability check.
- When you make an Athletics check to shove or grapple a target, you treat a roll of 7 or lower on the d20 as an 8.
- You count as one size larger for the purpose of grappling.

DARK SACRIFICE

14th-level Cursed Spirit feature

You can sacrifice your own life force to your Cursed Spirit in return for more power. As a bonus action, you can regain one of your expended Vessel Magic spell slots by reducing both your current and maximum hit points by an amount equal to twice the level of the spell slot you regain. This reduction to your hit points cannot be lessened in any way.

At the end of your next long rest any reduction to your hit point maximum from this feature returns to normal.

LORD OF DARKNESS

20th-level Cursed Spirit feature

Your power allows your Spirit to walk in the material world once again. Your Archon Form gains the following benefits:

- You assume the true appearance of your Cursed Spirit.
- You are immune to the charmed, frightened, and poisoned conditions, and to both poison and fire damage.
- When you hit a creature with an Iridescent Strike, you can force it to make a Wisdom saving throw. On a failure, it is frightened of you until the start of your next turn. You can only force a creature to make this save once per turn.

THE FALLEN

Not all denizens of the upper planes serve the will of the gods that created them. Those who stray too far from the ordained purpose invoke divine wrath. These wayward celestial beings are branded as Fallen Spirits and hurled from the heavens to be imprisoned in mortals to atone for their sins. Some swear revenge upon the heavens while others seek reconciliation.

BLADES OF JUDGMENT

1st-level Fallen Spirit feature

Your Fallen Spirit imbues you with the martial skill of the heavenly hosts. You gain proficiency with martial weapons.

When you make a melee weapon attack, you can empower the attack so it counts as an Iridescent Strike. When you do so, you use your Charisma for the attack and damage roll of that attack, but you use the weapon's normal damage dice.

Finally, your Iridescent Strikes and Blades of Judgment attacks deal radiant damage in place of the normal damage.

CELESTIAL SIGHT

1st-level Fallen Spirit feature

The Fallen allows you to more easily discern the intentions of others. You gain proficiency in Insight, and whenever you make a Wisdom (Insight) check, you gain a bonus to the roll equal to your Charisma modifier (minimum of +1).

Finally, you learn to speak, read and write Celestial.

FALLEN SPELLS

2nd-level Fallen Spirit feature

You learn the spells at the Vessel levels noted in the table below. These don't count against your total number of Spells Known and cannot be switched out when you gain a level.

Vessel Level Spells

2nd	<i>guiding bolt, shield of faith</i>
5th	<i>branding smite, spiritual weapon</i>
9th	<i>revivify, spirit shroud</i> ^{TCoE}
13th	<i>banishment, guardian of faith</i>
17th	<i>flame strike, summon celestial</i> ^{TCoE}



FALLEN ARCHON

3rd-level Fallen Spirit feature

You take on a form wreathed in rings of fire or a humanoid that radiates golden light. When you transform into your Archon Form, you use the Fallen Archon stat block below:

FALLEN ARCHON

Medium Celestial (Shapechanger)

Armor Class 14 + your Charisma modifier
Speed 30 ft.

Skills Intimidation +PB, Religion +PB
Damage Resistances necrotic, radiant
Senses darkvision 120 ft.
Languages Celestial, and any languages you know

Celestial Ward. As a bonus action on its turn, the Archon can grant one target other than itself, that it can see within 30 feet temporary hit points equal to your Charisma modifier (minimum of 1).

Radiant Wrath. Once per turn when the Archon makes a Blade of Judgment attack, it can cause the damage dice of that weapon to become 2d6. If the target is a fiend or undead it deals an additional 1d6 damage.

CONDEMNATION

6th-level Fallen Spirit feature

Your Spirit burns to mark foes for divine judgment. When you deal radiant damage to a creature while in your Archon Form, you can mark it as Condemned until the end of your current transformation. A Condemned creature must expend two feet of movement for every foot it wishes to move away from you, and your Blades of Judgment score a critical hit against the Condemned on a roll of 19 or 20 on the d20.

You can only mark a creature in this way once per Archon Form transformation. It ends early if you or the creature die.

HEAVENLY WARRIOR

14th-level Fallen Spirit feature

Your Fallen Spirit compels you to slay all who stand against you. If a Condemned creature dies, you can use your reaction to Condemn another creature that you can see within 30 feet.

Also, your Blades of Judgment score a critical hit on a roll of 18-20 on the d20 against Condemned creatures.

DIVINE REVELATION

20th-level Fallen Spirit feature

Your soul can fully channel the radiant light of the Fallen Spirit bound to your mortal flesh, if only temporarily. When you are in your Archon Form you gain the following benefits:

- You assume the true appearance of your Fallen Spirit.
- Your Blades of Judgment gain a thrown range of 60 feet, and instantly return to your hand after a thrown attack.
- Your Blades of Judgment score a critical hit on a roll of 17 through 20 on the d20 against all creatures.
- When you hit a creature with your Blade of Judgment it must succeed on a Constitution saving throw or become blinded and deafened until the start of your next turn. A creature can only make this saving throw once per turn.



THE FORMLESS

Before the world was shaped, horrible things slithered about the darkness. Formless monsters with only one desire, to eat and consume anything they could. These shapeless creatures of hunger are known as Formless, and even now, they gnaw the roots of the world, trapped deep below the material plane.

AMORPHOUS SHAPE

1st-level Formless Spirit feature

The oozing Spirit bound to your soul allows you to bend and squeeze your body in unnatural ways. You can move through gaps as narrow as 1 inch wide without squeezing, though you cannot bring objects with you unless they fit through the gap.

Also, your Iridescent Strikes deal acid damage on hit, and you gain resistance to both acid and poison damage.

FORMLESS SPELLS

2nd-level Formless Spirit feature

You learn the spells at the Vessel levels noted in the table below. These don't count against your total number of Spells Known and cannot be switched out when you gain a level.

Vessel Level Spells

2nd *caustic brew*^{TCoE}, *entangle*

5th *ray of enfeeblement*, *web*

9th *life transference*^{XGtE}, *slow*

13th *grasping vine*, *vitriolic sphere*^{XGtE}

17th *contagion*, *hold monster*



FORMLESS ARCHON

3rd-level Formless Spirit feature

You morph into a shapeless form of slime or an unspeakable flowing mass of opaque ooze. When you transform into your Archon Form you use the Formless Archon stat block below:

FORMLESS ARCHON

Medium Ooze (Shapechanger)

Armor Class 13 + your Charisma modifier
Speed 30 ft., climb 30 ft.

Skills Deception +PB, Stealth +PB
Damage Resistances acid, cold
Senses blindsight 60 ft. (blind beyond this radius)
Languages Primordial, and any languages you know

Pseudopod. The Archon has a number of additional pseudopods equal to your Constitution modifier. These pseudopods can only make Iridescent Strikes, and have a reach of 10 feet. Attacks can target these pseudopod limbs to attack the Archon directly.

Grasping Slime. When the Archon hits a creature with an Iridescent Strike, it must succeed on a Dexterity saving throw or be grappled by that limb. To escape this grapple, a creature must use its action to make a Strength saving throw, escaping on a success. If a pseudopod is grappling a creature it cannot attack.

CONSUME VITALITY

6th-level Formless Spirit feature

You are driven by the endless hunger of your Spirit. When you are in your Archon Form, you can use a bonus action to force any creatures grappled by you to make a Constitution saving throw. On a failure, they take 2d8 acid damage and your current temporary hit points increase by an amount equal to half of the acid damage dealt to all creatures.

This acid damage increases at certain Vessel levels: at 9th (3d8), 13th (4d8), 17th (5d8), and 20th level (6d8).

CONSUME STRIKE

14th-level Formless Spirit feature

Your Formless Spirit hungers for the power of your foes. When you are hit by an attack while you are in your Archon Form, you can use your reaction to temporarily consume the memory of the attack. The first Iridescent Strike you make before the end of your next turn morphs into a gelatinous mockery of the attack you consumed, and on hit, it deals the damage of the consumed attack along with any of its effects.

PRIMORDIAL HUNGER

20th-level Formless Spirit feature

You and the Formless Spirit bound to you have become one flesh, one spirit, and one unquenchable hunger. When you are in your Archon Form you gain the following benefits:

- You assume the true appearance of your Formless Spirit.
- You gain immunity to acid damage, and whenever you deal acid damage, you ignore resistance to acid damage and you treat immunity to acid damage as resistance.
- You gain the benefits of the *freedom of movement* spell.

THE TRICKSTER

The beings of the Feywild are known for their whimsical and ephemeral ways, often unpredictable to mortals. Most of the faerie are content to follow these self-imposed rules and only interfere with mortals when they are approached. However, the Fey known as Tricksters cannot help but spread discord and need to be sealed away to limit the chaos they spread.

SEEDS OF CHAOS

1st-level Trickster Spirit feature

The Trickster bound to your soul infuses you with its chaotic presence. You gain proficiency in Deception or Performance, and whenever you make an ability check with either of these skills you can treat a roll of 7 or lower on the d20 as an 8. You can also unerringly mimic any sounds or voices you hear.

Finally, your Iridescent Strikes deal psychic damage on hit.

TRICKSTER SPELLS

2nd-level Trickster Spirit feature

You learn the spells at the Vessel levels noted in the table below. These don't count against your total number of Spells Known and cannot be switched out when you gain a level.

Vessel Level Spells

2nd	<i>charm person, disguise self</i>
5th	<i>invisibility, misty step</i>
9th	<i>hypnotic pattern, summon fey</i> ^{TCoE}
13th	<i>charm monster</i> ^{XGE} , <i>greater invisibility</i>
17th	<i>dream, mislead</i>

TRICKSTER ARCHON

3rd-level Trickster Spirit feature

You take on a form that is elegant, whimsical, and terrifying, much like the powerful faerie. When you transform into your Archon Form you use the Trickster Archon stat block below:

TRICKSTER ARCHON

Medium Fey (Shapechanger)

Armor Class 11 + your Charisma modifier
Speed 30 ft.

Skills Deception +PB, Sleight of Hand +PB
Condition Immunities charmed, frightened
Senses darkvision 60 ft.
Languages Sylvan, and any languages you know

Disappearing Act. Once per turn when the Archon hits a creature with an Iridescent Strike, it can force it to make a Wisdom saving throw. On a failure, it cannot see, hear, smell, or sense the Archon in any way with any of its senses until the start of your next turn.

Juxtapose. As a bonus action, the Archon can force a creature it can see within 60 feet to make a Charisma saving throw. On a failure, it instantly switches places with the Archon. A creature can willingly fail the save.



ILLUSORY APPEARANCE

6th-level Trickster Spirit feature

You can change your appearance to better sow chaos. You can cast *disguise self* at will, without expending a spell slot. This spell can change the appearance of your Archon Form.

ILLUSORY STRIKES

6th-level Trickster Spirit feature

You can project potent illusions to attack your foes. Once per turn when you make an Iridescent Strike, you can create an illusory copy of yourself in an unoccupied space you can see within 30 feet. The illusory copy immediately makes a single Iridescent Strike against a target in range and disappears.

FEY RETRIBUTION

14th-level Trickster Spirit feature

The power of the Trickster can reflect the magic of foes back onto them. If you succeed on a saving throw against a spell, you can use your reaction to force the spellcaster to make a Wisdom saving throw. On a failure, the target is charmed by you as if by the *charm person* or *charm monster* spell.

Once a creature is charmed by you in this way, it cannot be charmed by this feature again until the following dawn.

LORD OF MISCHIEF

20th-level Trickster Spirit feature

You have learned to wield the whimsical and terrifying power of your Trickster Spirit and can bend it to your will. When you are in your Archon Form you gain the following benefits:

- You assume the true appearance of your Trickster Spirit.
- When you use Illusory Strikes the range becomes 60 feet, you can create up to three illusory copies of yourself, with each of these copies making a single Iridescent Strike.
- When you hit a creature with an Iridescent Strike it has disadvantage on the next Wisdom saving throw it makes.

UNSEALED ASPECTS

Below are the Unsealed Aspects available to a Vessel. If an Aspect has a prerequisite you can learn it at the same time that you meet its prerequisites. Unsealed Aspects use your Vessel spellcasting ability, attack modifier, and save DC.

DISARMING VOICE

Your speech is enhanced by your Spirit. You gain proficiency in Deception or Persuasion, and you learn the *friends* spell.

ETHEREAL TENDRIL

As a bonus action, you can manifest an ethereal tendril from any point on your body. It has a reach of 10 feet and it has a Strength score equal to your Charisma score. It cannot use weapons or shields, but it can manipulate simple objects and be used to make Iridescent Strikes, shove, and grapple. You can only have a single ethereal tendril manifested at a time, and the tendril can be attacked as if it were part of you.

MINOR MAGICKS

You can draw out small amounts of your Spirit's power. You learn two of the following cantrips of your choice: *dancing lights*, *mage hand*, *message*, *minor illusion*, or *thaumaturgy*, and Charisma is your spellcasting ability for these cantrips.

SPIRIT SENSE

The Spirit bound to you allows you to sense similar beings. When you see a Celestial, Elemental, Fey, or Fiend with a CR equal to your Vessel level or lower, you learn its creature type, its spellcasting ability, and the level of its highest spell.

UNCANNY STRENGTH

The spiritual power you harbor within your body grants you inordinate bodily strength. You gain proficiency in Athletics, and whenever you would make a Strength (Athletics) check you can make a Charisma (Athletics) check instead.



IRIDESCENT SHIELD

Prerequisites: 2nd level Vessel

You can draw out spiritual power to deflect attacks. When a creature you can see targets you, or a creature within 5 feet of you with an attack, you can use your reaction to project a shield of spirit from an empty hand and add your Charisma modifier to the target's Armor Class against that attack.

OPALESCENT ARMOR

Prerequisites: 2nd level Vessel

You draw on the fortitude of your Spirit to protect you. When you have temporary hit points, you gain resistance to all bludgeoning, piercing, and slashing damage from nonmagical and non-silvered attacks.

OTHERWORLDLY MAW

Prerequisites: 2nd level Vessel

You can channel the hunger of your Spirit to fuel your life force. Once per turn when you hit a creature with a melee Iridescent Strike, you can force it to make a Charisma saving throw in place of dealing damage. On a failure, it takes 2d6 necrotic damage, and your temporary hit points increase by an amount equal to half the damage dealt.

SHIMMERING LANCE

Prerequisite: 2nd level Vessel

You learn to project your spiritual strikes at great distance. Whenever you make an Iridescent Strike, you can choose for it to become a ranged spell attack with a range of 30 feet.

VEXING STRIKE

Prerequisites: 2nd level Vessel

The overwhelming spiritual magnetism of your Spirit draws in your foes. When you hit a creature with a melee Iridescent Strike, it has disadvantage on attack rolls against targets other than you until the beginning of your next turn.

DIRE STATURE

Prerequisites: 6th level Vessel

You can tap into the primordial stature of your Spirit. When you transform into your Archon Form, you can choose for it to grow by one size category if there is room. For example, the Archon Form might grow from Medium to Large.

For each size category it is above Medium, the reach of its melee attacks grows by 5 feet, its melee attacks deal an additional 1d4 damage, and its Armor Class increases by 1.

ETHEREAL GRASP

Prerequisite: 6th level Vessel, Uncanny Strength

You can seize the spirits of others with your own enhanced spiritual power. When you initiate a grapple with a Charisma (Athletics) check, the creature must succeed on a Charisma (Acrobatics) or a Charisma (Athletics) check against your Charisma (Athletics) check to escape from the grapple.

EVOKE SPIRIT

Prerequisite: 6th level Vessel

You can release a minor form of the Spirit sealed within you. You learn the *find familiar* spell, it counts as a Vessel spell for you, but it does not count against your total Spells Known.

When you cast *find familiar* it resembles a tiny version of your Sealed Spirit, shares the creature type of your Archon, can attack on its turn, and uses the Spirit Familiar stat block:



SPIRIT FAMILIAR

Tiny Creature (type of your Archon Form)

Armor Class 8 + your Charisma modifier

Hit Points 5 + your Vessel level

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	7 (-2)	8 (-1)	10 (+0)	16 (+3)

Senses darkvision 60 ft., passive Perception 10

Languages any spoken by your Archon Form

Hit Dice. The Spirit Familiar has a number of d4 Hit Dice equal to your Vessel level. It also gains all the normal benefits of both short and long rests.

Vessel Bond. You add your PB to any ability checks or saving throws that your Spirit Familiar makes.

Magic Resistance. The Spirit Familiar has advantage on saving throws against spells and magical effects.

Actions

Invisibility. The Spirit Familiar magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the Spirit Familiar is wearing or carrying is invisible with it.

Spirit Strike. *Melee Spell Attack:* Your Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d4 + 3 damage of the same type as your Iridescent Strike.





PIERCING GAZE

Prerequisite: 6th level Vessel, Spirit Sense

Your enhanced eyes can see the absolute truth of the world around you. You gain a bonus to any Wisdom (Perception) checks you make equal to your Charisma modifier.

You can also see through magical darkness, and you can instantly detect the presence of illusions and shapeshifters.

VENGEFUL SPIRIT

Prerequisite: 6th level Vessel, Iridescent Shield

The Spirit within you drives you to revenge. When you use *Iridescent Shield* and the triggering attack misses its target, you can make a single Iridescent Strike against the attacker as part of the same reaction if the attacker is within range.

DAZZLING BURST

Prerequisite: 9th level Vessel, Shimmering Lance

You can project immense power. When you turn an Iridescent Strike into a ranged spell attack the range becomes 120 feet.

Moreover, when you hit a target with a ranged Iridescent Strike, you can expend a Vessel Magic spell slot to create an explosion of spiritual power at the point of impact. Creatures within 30 feet of the point must make Dexterity saving throw. They take 6d6 damage of the type of your Iridescent Strike on a failed save, and half as much damage on a success.

As you gain Vessel levels the damage of the explosion on impact increases: at 13th level (7d6) and 17th level (8d6)

PERILOUS VISAGE

Prerequisite: 9th level Vessel

You can reveal a fraction of your Sealed Spirit's true power, horrifying all who behold it. When you transform into Archon Form, you can force creatures of your choice that can see you within 60 feet to make a Wisdom saving throw. On a failure, creatures are frightened of you for 1 minute.

A creature can repeat this saving throw at the end of each of its turns, ending the effect on a success. If the creature is still able to see you it has disadvantage on its saving throw.

PRIMEVAL THIRST

Prerequisite: 9th level Vessel, Otherworldly Maw

The ancient being within you can absorb magic to restore its vitality. When you are in Archon Form and a creature that you can see within 60 feet casts a spell, you can expend a Vessel Magic spell slot as a reaction to attempt to absorb the spell.

The caster of the triggering spell must immediately make a saving throw using its spellcasting ability. On a failed save, its spell is dispelled as if by *counterspell*, and if it was cast using a spell slot of a level equal to your Vessel Magic spell slots or higher, you regain one expended Vessel Magic spell slot.

SUNDERING STRIKE

Prerequisite: 9th level Vessel

Your strikes assault the body and soul of your foes. When you hit a creature with two Iridescent Strikes in one turn, you can force it to make a Charisma saving throw. On a failed save, it cannot cast spells or use any other magical features, as if it were in an *antimagic field* until the start of your next turn.

AETHER WINGS

Prerequisites: 15th level Vessel

You can manifest spectral wings reminiscent of the Sealed Spirit bound to your soul. Both you and your Archon Form gain a 60-foot flying speed and can hover while flying.

PRIMORDIAL BULWARK

Prerequisites: 15th level Vessel, Opalescent Armor

You draw forth the primordial defensive power of the ancient Spirit that dwells in you. Your Archon Form gains resistance to all damage except for force, psychic, and radiant damage.

TITANIC ARCHON

Prerequisites: 15th level Vessel, Dire Stature

The appearance of your Archon Form inspires legends and myths. When you transform into your Archon Form, it can become Huge in size if there is room for it to do so. It gains all the benefits to its reach, melee damage, and Armor Class from *Dire Stature* when it transforms in this way.



VESSEL SPELL LIST

Below are the spells available to a Vessel. They are organized by spell level and are from the *Player's Handbook*, *Xanathar's Guide to Everything**, and *Tasha's Cauldron of Everything***.

Any spells marked with a V are exclusive to the Vessel and can be found at the end of the Vessel class description.

1ST-LEVEL

*absorb elements**
armor of agathys
arms of hadar
bane
*cause fear**
charm person
command
compelled duel
detect evil & good
detect magic
dissonant whispers
entangle
ethereal anchor^V
faerie fire
false life
feather fall
fog cloud
hellish rebuke
inflict wounds
jump
longstrider
protection from evil & good
sanctuary
sleep
thunderwave
witch bolt

2ND-LEVEL

alter self
augury
blindness/deafness
blur
crown of madness
darkness
darkvision
detect thoughts
enhance ability
enlarge/reduce
enthrall
flame whip^V
hold person
invisibility
magic aura
*mind spike**
*mind whip***
misty step
see invisibility
*shadow blade**
silence
spider climb
suggestion
*warding wind**
web

3RD-LEVEL

bestow curse
blink
clairvoyance
dispel magic
fear
fly
gaseous form
haste
hunger of hadar
*intellect fortress***
*life transference**
nondetection
protection from energy
slow
speak with dead
spectral passage^V
*spirit shroud***
*thunder step**
vampiric touch

4TH-LEVEL

banishment
black tentacles
blight
*charm monster**
confusion
death ward
dimension door
divination
elemental bane
fire shield
freedom of movement
greater invisibility
phantasmal killer
polymorph
*shadow of moi***
*sickening radiance**

5TH-LEVEL

arcane hand
circle of power
cloudkill
contact other plane
contagion
destructive wave
dispel evil & good
*enervation**
*far step**
geas
hold monster
screying
*skill empowerment**
*wall of light**

VESSEL SPELLS

The following spells are available for a Vessel to choose from. The spells are presented in order of ascending spell level.

ETHEREAL ANCHOR

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a silver nail)

Duration: Concentration, up to 1 minute

You hurl a bolt of pure spirit at a creature within range. Make a ranged spell attack against your target. On hit, it takes 3d6 radiant damage and for the duration, its speed is reduced to 0 as it is pinned in place by the spiritual bolt. As an action on its turn, the creature can make a Strength saving throw against your Spell save DC, ending the spell on a success.

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

FLAME WHIP

2nd-level evocation

Casting Time: 1 attack

Range: Self

Components: V, S, M (a charred wooden hilt)

Duration: Concentration, up to 10 minutes

In place of an attack, you can evoke a whip of pure flame in a free hand, that lasts for the duration. If you let go of the whip, it disappears, but you can evoke this Flame Whip again in place of another attack without expending a spell slot.

Whenever you could make an attack, you can instead make a melee spell attack with your Flame Whip against one target within 10 feet that you can see. On hit, it takes fire damage equal to 1d10 + your spellcasting modifier, and if the target is Large or smaller you can instantly grapple it with the Whip.

You cannot attack with the Whip while it is grappling a creature, but a grappled creature takes 1d10 fire damage at the start of its turn and can use its action to make a Strength check against your spell save DC, escaping on a success.

While in your hand, your Flame Whip sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, both instances of fire damage dealt increase by 1d10 for every two slot levels above 2nd.

SPECTRAL PASSAGE

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (an object a spirit has passed through)

Duration: Concentration, up to 1 minute

You touch a willing creature. Until the spell ends, it becomes semi-incorporeal and can move through other creatures and objects as if they were difficult terrain. If the creature ends its movement inside another object or creature, it is immediately shunted to the nearest unoccupied space, taking 1d10 force damage for every 5 feet it was forced to travel.

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





THE VESSEL

Channel the power of the otherworldly Spirit bound to your soul with this new class for 5e! Channel the ancient and overwhelming power of six Sealed Spirits and their Unsealed Aspects:

*The Ascended - The Cataclysm - The Cursed
The Fallen - The Formless - The Trickster*

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