



GENASI COMPENDIUM

A HEARTY HELPING OF HALF-ELEMENTALS
BY JACOB DRISCOLL

INTRODUCTION

The fundamental forces that make up this world express themselves in mortal form as the genasi. Heirs to raw elemental power, the descendants of genies, or those simply touched with elemental energy, the genasi are known to come in four main forms, matching the four dominant elements of the multiverse.

But the elements are in chaos. These powerful forces are subject to demonic and mortal corruption, as well as intermingling and expressing in many different ways. Though the four major types of genasi remain the most dominant, those who know genasi know that these four types are not comprehensive. This reality has been shaped by more the four types of elemental energy.

That's where this document comes in. Within its pages, you will unlock the secrets of the genasi, including additional subraces, archetypes, organizations, feats, and spells. You will find lesser-known genies such as the qorrashi and the khayal. You will see the power wielded by the Anarchs of Shyr, and hear the pained cries of the Desert's Voice.

You will see the genasi in a whole new light.

ABOUT THIS DOCUMENT

This document exists in four chapters.

Chapter one discusses thirteen new genasi subraces. Most are a part of one of three major groups of genasi, but others are simply rarer or more unusual genasi types.

Chapter two discusses organizations that are created and led by genasi, including player options for those who wish to tap into the power these groups offer.

Chapter three describes new spells popular among the genasi organizations, especially the group known as the Anarchs of Shyr.

Chapter four describes two new types of genies that have been known to produce lineages of rare genasi.

ABOUT THE AUTHOR

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CHAPTER ONE: SUBRACES

Below are the 13 new subraces for genasi. These can be broadly sorted into four different categories.

Airspur Genasi. These genasi live in the city of Airspur in the Forgotten Realms. One of the few genasi settlements in the world, these genasi exhibit subtle differences in their elemental powers from the better-known groups of genasi. The genasi of Airspur include the earthsoul, firesoul, stormsoul, watersoul, and windsoul subraces.

Corrupted Genasi. These genasi have a lineage that has been corrupted by the Abyss in one way or another. They bear a resemblance to the elemental forces, but their Abyssal corruption has made them toxic, destructive, and monstrous in the eyes of many. The corrupted genasi include the causticsoul, cindersoul, plaguesoul, and voidsoul subraces.

Rare Genasi. These genasi are born of genie blood, much like the well-known genasi types, but their genies are less known and less common than the four dominant genie types. The snow genasi, born of the qorrash, and the shadow genasi, born of the khayal, are included in this group.

Wasteland Genasi. These genasi are born when elemental forces are out of balance and where nature has been ravaged. They come from elemental forces that have been tainted, twisted, and robbed of life-giving potential. The wasteland genasi include the embersoul, magmasoul, sandsoul, and sunsoul subraces.

CAUSTICSOUL GENASI

Causticsoul genasi are water genasi who were born corrupted by the Abyss. They have skin in shades of sickly green and are typically bald. Their flesh is often carved by flowing lines of dark greenish-black.

Causticsoul genasi often believe themselves to be one of the most powerful genasi, with such strength that it eats away at everything near them. The melancholier causticsouls find this painfully isolating. The bolder causticsouls believe this is a unique gift.

Ability Score Increase

Your Wisdom score increases by 1.

Acid Resistance

You have resistance to acid damage.

Amphibious

You can breathe air and water.

Acid Surge

When you move on your turn, you can transform into acid. When you do, you can move across liquid terrain as easily as land, and you can move through other creature's spaces. Any creature whose space you move through takes acid damage equal to your Constitution modifier (minimum 1). After you use this trait, you must finish a short or long rest before you can use it again.

CINDERSOUL GENASI

Cindersoul genasi are fire genasi who were born corrupted by the Abyss. Their skin is typically an ashen gray, sometimes spotted with darker patches. They are hairless, with light clouds of ash pouring from their scalps. Their flesh is often carved by jagged patterns inscribed in triangular patterns of dull, smoldering orange.

Cindersoul genasi are known to be fairly serious and difficult to animate. They seem to have a knack for sucking the intensity out of a room. This trait, unusually, makes them fairly good diplomats, but it also contributes to the sense that many cindersoul genasi get that they are difficult to love.

Ability Score Increase

Your Intelligence score increases by 1.

Fire Resistance

You have resistance to fire damage.

Darkvision

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. Your ties to the Elemental Plane of Fire make your darkvision unusual: everything you see in darkness is in a shade of red, and while using your darkvision, a light as of a dying spark shines in your eyes.

Firedeth

When you take damage, you can use your reaction to treat each die rolled for damage as if it had a result of 1 for you. After you use this trait, you must finish a short or long rest before you can use it again.

EARTHSOUL GENASI

Earthsoul genasi have skin in shades of earthy brown and are typically bald. Their flesh is often carved by round patterns inscribed in lines of brilliant gold.

Earthsoul genasi have a reputation for stubbornness and vanity, with a tendency to not just win over their enemies, but to utterly crush them. They also tend to react strongly when pushed into something they don't want to do.

Ability Score Increase

Your Strength score increases by 1.

Lightning Resistance

You have resistance to lightning damage.

Primordial Lore

You can speak, understand, read, and write Primordial. You also gain proficiency in the Nature skill.

Earthshock

As a bonus action on your turn you can create a small earthquake that shakes the ground within 5 feet of you. Creatures within range that are touching the ground when you do this must make a Strength saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or fall prone.

After you use this trait, you can't use it again until you complete a short or long rest.

EMBERSOUL GENASI

Embersoul genasi are air genasi whose pure vapors have been tainted by ash and smoke. They have skin of dark greyish-black, and fissure-like patterns of black energy crisscross the skin. Smoke and ash billow about their head in place of hair.

Embersoul genasi tend to have explosive and destructive personalities, and many tend to cruel expressions of violence even in their quieter times.

Heroic embersoul genasi direct their violent impulses only at those deserving of their ire.

Ability Score Increase

Your Dexterity score increases by 1.

Fire Resistance

You have resistance to fire damage.

Ashfall Evasion

After you take damage, you can use your reaction to become a 15-foot diameter cloud of smoke and ash until the start of your next turn. You can't talk, attack, or cast spells in this form, and you can't take damage, either. Creatures in the area can't breathe or see, and are effectively blinded. Any creature that ends its turn in the cloud takes fire damage equal to your Constitution modifier (minimum 1). When you return to your normal form, the ash cloud lingers around you, imposing disadvantage on attack rolls against you until the end of the turn after you return.

After you use this trait, you must finish a short or long rest before you can use it again.

FIRESOUL GENASI

Firesoul genasi tend to have skin the color of burnished bronze, with their hair replaced by flickering flames. Their flesh is often carved by jagged patterns inscribed in lines of fiery orange.

Firesoul genasi have a reputation for powerful passions, especially their anger. Their sense of competition is also strong, and they are often eager to use the elemental power they feel at their fingertips.

Ability Score Increase

Your Intelligence score increases by 1.

Fire Resistance

You have resistance to fire damage.

Primordial Lore

You can speak, understand, read, and write Primordial. You also gain proficiency in the Nature skill.

Firepulse

After you are hit with a melee attack, you can use your reaction to deal 2d6 fire damage to the

creature that hit you. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use this trait, you can't use it again until you complete a short or long rest.

MAGMASOUL GENASI

Magmasoul genasi are earth genasi whose solid form has been put under enough heat and pressure to begin to melt it. They have coal-black skin with scarlet lines of power carved into it. Their eyes especially display a deep crimson glow, and dark, stony splotches swim through them. Obsidian crystals replace the hair on their heads, and their bodies radiate intense heat.

Magmasoul genasi are known to be very patient and contemplative. Some go so far as to think them dumb or brutish, and though some are, the race is, on average, no smarter or duller than your average human.

Ability Score Increase

Your Strength score increases by 1.

Fire Resistance

You have resistance to fire damage.

Flowing Magma

As a bonus action on your turn, you can assume the form of flowing magma. You resume your normal form at the end of your next turn. While in this form, you become immune to fire damage, and as long as you are touching the ground, you cannot be moved unless you choose to be. Any creature that ends its turn within 5 feet of you takes fire damage equal to your Constitution modifier (minimum 1) and must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or catch on fire. A creature that catches on fire takes 1d6 fire damage at the start of each of their turns. A creature on fire can repeat the saving throw at the end of their turn to extinguish the flames, or they can take an action on their turn to smother the flames.

After you use this trait, you must finish a short or long rest before you can use it again.

PLAGUESOUL GENASI

Plaguesoul genasi are earth genasi born corrupted by the Abyss. Their skin is in shades of bruised,

scabrous dark red. Many have scalps topped by rusty red shards rather than hair. Jet black lines forming hexagonal shapes trace their way through the plaguesoul genasi's flesh.

Plaguesoul genasi tend to be morbid, without much patience for social norms or the feelings of others. This callousness tends to isolate them – which is often just fine with the plaguesoul.

Ability Score Increase

Your Strength score increases by 1.

Poison Resistance

You have resistance to poison damage.

Disease Resistance

You have advantage on saving throws to avoid catching a disease, and on saving throws to recover from a disease you have contracted.

Plaguebearer

You emit a cloud of toxins. Until the end of your next turn, any creature that starts its turn within 5 feet of you takes poison damage equal to your Constitution modifier (minimum 1). After you use this trait, you must finish a short or long rest before you can use it again.

SANDSOUL GENASI

Sandsoul genasi are water genasi born desiccated and dry. The skin of a sandsoul genasi resembles the bronzed skin of a tanned human, but the faint white lines of radiance that trace their way around their bodies give away an elemental heritage.

Sandsoul genasi also are typically bald, though some have glasslike crystal growing in place of their hair.

Sandsoul genasi have a reputation as wanderers and explorers, who are difficult to confine. Many are nomads, who wander the wasteland endlessly.

Ability Score Increase

Your Wisdom score increases by 1.

Slip Through the Grasp

You are unaffected by difficult terrain, and are immune to the paralyzed and restrained conditions.

Sandslide

As a bonus action on your turn, you can dissolve your body into swirling grains of sand. This transformation lasts until the end of your next turn. While in sand form, you can move through a space as narrow as 1 inch wide without squeezing, you can move through another creature's space (though you must end your turn in an empty space), and you are resistant to all damage. When you resume your normal form, you can move up to half your speed without provoking opportunity attacks.

After you use this trait, you must finish a short or long rest before you can use it again.

SHADOW GENASI

As a shadow genasi, you are descended from the *khayal*, genies who are famed for their mastery of darkness and deception. You lie and elide as a matter of course, considering composing a great falsehood like bards consider composing great songs.

Shadow genasi typically have dusky gray skin, hair of dark black, and have eyes that are little more than black voids (occasionally with specks of bright color floating in them). Some have silvery, geometric lines etched into their bodies.

Ability Score Increase

Your Charisma score increases by 1.

Natural Born Liar

Wisdom (Insight) checks made to see if you are being honest are made at disadvantage.

Corrupt the Light

You know the *light* cantrip. When you reach 3rd level, you can cast the *darkness* spell as a 2nd-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

SNOW GENASI

As a snow genasi, your ancestors were *qorrash*, proud and artistic genies of elemental ice. You are moved by the beauty of frozen morning dew and feel kindred to the power of a deep winter blizzard.

Snow genasi have flesh of snowy white or frosty blue. Their hair is often frosted with white, and the air around them is noticeably cooler. Their eyes are white, with black, snowflake-like patterns drifting in them. Unaffected by most cold temperatures, snow genasi often wear very little clothing. Some have geometric, fractal patterns etched into their skin, like lines of frost.

Ability Score Increase

Your Dexterity score increases by 1.

Cold Resistance

You have resistance to cold damage.

Winterwalk

You can move across difficult terrain made of snow or ice without spending extra movement. You also do not slip on wet or icy surfaces.

Invitation to Frost

You know the *frostbite* cantrip. When you reach 3rd level, you can cast the *ice knife* spell as a 1st-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

STORMSOUL GENASI

Stormsoul genasi tend to have skin in shades of violet and purple, with their hair replaced by transparent crystal spikes. Their flesh is often carved by forking patterns inscribed in lines of brilliant silver.

Stormsoul genasi are considered brooding and mercurial, with deep-running passions that they rarely show. When roused to energy, however, they act swiftly, decisively, and ferociously.

Ability Score Increase

Your Charisma score increases by 1.

Lightning Resistance

You have resistance to lightning damage.

Primordial Lore

You can speak, understand, read, and write Primordial. You also gain proficiency in the Nature skill.

Promise of Storm

As a bonus action on your turn you can shroud a weapon that you are wielding in lightning or thunder. When the weapon next hits a creature, as long as it hits a creature within the next minute, it discharges the energy, dealing an additional 2d10 damage of the selected type and ending the effect. The damage increases to 3d10 at 6th level, 4d10 at 11th level, and 5d10 at 16th level. After you use this trait, you can't use it again until you complete a short or long rest.

SUNSOUL GENASI

Sunsoul genasi are fire genasi born without fuel to burn, becoming pure radiance. Their skin is golden, shining like liquid metal. Their flesh is often carved by concentric circles of deep crimson, which is also found in their eyes, and in the corona of light that surrounds their head.

Sunsoul genasi are arrogant and often see themselves as more god-like than elemental. Among the genasi, they are the most likely to find faith.

Ability Score Increase

Your Intelligence score increases by 1.

Radiant Resistance

You have resistance to radiant damage.

Sun Flare

When you are hit with an attack, you can use your reaction to flare with blinding light. Each creature within 5 feet of you must make Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or be blinded until the end of its next turn. Creatures that aren't blinded still have disadvantage on attack rolls against you until the end of your next turn.

After you use this trait, you must finish a short or long rest before you can use it again.

VOIDSOUL GENASI

Voidsoul genasi are air genasi born corrupted by the Abyss on. Their skin is simply black, with tendrils of darkness replacing the hair on their head. Their flesh is often carved by swirling, angular lines that seem to absorb all light.

Voidsoul genasi tend to be philosophical and somewhat detached from the creatures around them, considering high ideals and thought experiments more than feelings or physical needs.

Ability Score Increase

Your Dexterity score increases by 1.

Psychic Resistance

You have resistance to psychic damage.

Empty Mind

When a creature forces you to make a Wisdom saving throw, or when a creature deals psychic damage to you, you can use your reaction to deal psychic damage equal to your Constitution modifier to the triggering creature.

Assume the Void

As a bonus action on your turn, you can cease to exist until the start of your next turn. You cannot take actions or affect anything, and you are not affected by anything. You cannot be seen, nor can you see. When this effect ends, you reappear within 15 feet of the space you left. After you use this trait, you must finish a short or long rest before you can use it again.

WATERSOUL GENASI

Watersoul genasi tend to have skin of seafoam green and tend to be bald. Their flesh is often carved by undulating and arcing geometric lines of bright cobalt blue.

Watersoul genasi are independent-minded, imagining themselves as untamable as the sea. They have a sense of arrogance about them, even in regards to other genasi.

Ability Score Increase

Your Wisdom score increases by 1.

Fire Resistance

You have resistance to fire damage.

Primordial Lore

You can speak, understand, read, and write Primordial. You also gain proficiency in the Nature skill.

Swiftcurrent

When you move on your turn, you can transform into a liquid. When you do you can move across liquid terrain as easily as land, your movement does not provoke opportunity attacks, squeezing doesn't cost you extra movement, you can move through enemy spaces, you ignore difficult terrain, and you ignore damage that would result from the spaces you move through. After you use this trait, you must finish a short or long rest before you can use it again.

WINDSOUL GENASI

Windsoul genasi tend to have silvery skin, with their hair replaced by blue and gray crystalline spikes. Their flesh is often carved by swirling geometric lines of light blue. They are often flighty, experiencing strong emotions and then quickly shifting onto a new feeling. Windsoul genasi have a reputation as drifters and loners, but also a reputation for good humor and an acceptance of others.

Ability Score Increase

Your Dexterity score increases by 1.

Cold Resistance

You have resistance to cold damage.

Primordial Lore

You can speak, understand, read, and write Primordial. You also gain proficiency in the Nature skill.

Windwalker

As a bonus action on your turn you can fly up to 40 feet to an unoccupied space you can see. After you use this trait, you must finish a short or long rest before you can use it again.

MIXING ELEMENTS

Wasteland genasi are known to occasionally slide into more pure expressions of their elemental heritage, sometimes expressing both sides at once. Some genasi have been reported with three or more elements flowing through them, and there are those with two supposedly opposing elemental forces running in their veins. Genasi with more than one elemental affinity are seen as closer to the Elemental Chaos than their kin, rawer and less mortal in some ways.

If you would like to play one of these genasi of Elemental Chaos, you can use the following feat, in campaigns that permit feats.

SOUL OF ELEMENTAL CHAOS

Prerequisites: Genasi

You contain elemental multitudes. Choose another genasi subrace. You gain the racial traits of that subrace, in addition to your own. If that subrace gives you proficiency in a language or skill that you already possess, you can choose a different language or skill. If that subrace gives you resistance to a type of damage that you already have resistance to, you can choose another type of damage to gain resistance to from the following list: acid, cold, fire, lightning, necrotic, radiant, or thunder.

CHAPTER TWO: GENASI GROUPS

Genasi do not have many civilizations or traditions uniquely their own. However, in certain regions, and for certain reasons, genasi have banded together to present a powerful elemental force in the mortal world. Some of those genasi groups are presented here. They include the following groups.

Anarchs of Shyr. A group of arcane fighters based out of Airspur, the Anarchs of Shyr were famous rebels against dragon lords in ancient days. Today, some knights of Airspur still swear by their ancestral techniques.

Desert's Voice. In areas where the elemental forces of the world are unbalanced, nature cannot grow or thrive. A group of genasi druids called the Desert's Voice have banded together to extract vengeance on those who threw the land out of balance.

Enemies of the Abyss. Some of those genasi who were born with the taint of the Abyss in their elemental blood have united together to fight against the very demons that give them their birthright.

Scions of Absence. A group of philosophical voidsoul genasi, the Scions of Absence seek to understand the nature of nothingness, and to control its considerable power.

Shyran Spiritblade. A group of druids who dwell near Airspur, these genasi have learned to combine their elemental heritage and the techniques of the Anarchs of Shyr with the power of primal spirits.

Soul of Erosion. The Soul of Erosion is a group of causticsoul genasi who have succeeded in removing some of their Abyssal taint. Flowing occasionally with pure water, they see themselves as incarnations of entropy, dissolution, and change.

ANARCHS OF SHYR

The genasi of Airspur maintain a tradition of arcane magic and martial skill blended together in the tradition of their ancestors. This tradition focuses on powerful blasts of elemental energy, and on executing retribution on those that attack the anarch's allies. Anarchs of Shyr are known for

being masterful teleportation specialists, capable of instantly travelling across entire battlefields to unleash gouts of primordial energy.

Most Anarchs of Shyr are members of the Fighter class who take the Eldritch Knight martial archetype, and trend toward taking evocation spells that unleash elemental energy. Favored spells include (1st-level) *burning hands*, *thunderwave*, (2nd-level) *acid arrow*, *gust of wind*, *scorching ray*, *shatter*, (3rd-level) *fireball*, *lightning bolt*, (4th-level) *fire shield*, *ice storm*, and *wall of fire*.

There are secret techniques that are taught by the true inheritors of the lore of the Anarchs, but not every trainee is worthy of these spells. Those who get access to these deeper mysteries take the Anarch of Shyr feat, presented below.

ANARCH OF SHYR

Prerequisites: Genasi, Eldritch Knight

You have trained in a school of genasi magic that emphasizes both swordplay and arcane casting. You gain the following benefits:

- You learn the *aegis of assault* cantrip. It is a wizard spell for you.
- When your Eldritch Knight archetype allows you to learn a new spell, you can choose a spell from the Anarch of Shyr spell list, in addition to the choices your Eldritch Knight archetype grants you. Spells from that spell list are wizard spells for you.
- Once, when you use *aegis of assault*, it does not use your reaction. You regain this trait when you finish a short or long rest.
- When you cast *aegis of assault*, its range is doubled.

PRIMORDIAL PATHS

The Anarchs of Shyr could be divided into four main houses, depending on the elemental forces they preferred to use. Though the inheritors of the tradition today tend to blend these forces together as needed, there are some that closely adhere to the traditions of one house or another. The house an Anarch adheres to tends to go in tandem with

their elemental lineage, but there are certainly exceptions.

Path of Astral Fire. Firesoul genasi adopt this path, which was supposedly practiced by some of the most formidable generals of ancient Shyr. These Anarchs prefer spells that deal fire damage or that deal radiant damage. Iconic spells from this path include *green-flame blade*, *burning hands*, *burning blade*, *incendiary sword*, *flamewall strike*, *leaping flames*, and *binding light*.

Path of the Burning Blizzard. Watersoul and windsoul genasi make up the bulk of this path. The Anarchs dedicated to the Burning Blizzard prefer acid and cold damage and tend to enjoy limiting their enemy's ability to escape their punishment. Iconic spells from this path include *freezing blade*, *sleet strike*, *sloth strike*, *icy sweep*, and *acid burst blade*.

Path of the Raging Storm. Stormsoul and windsoul genasi find this path appealing. Anarchs who follow this path learn abilities to affect multiple enemies, and favor lightning and thunder damage. Iconic spells from this path include *lightning lure*, *booming blade*, *lightning clash*, *dimensional thunder*, *blastback swipe*, *lingering lightning*, *electrified lash*, and *lightning strider*.

DESERT'S VOICE

The Desert's Voice is a group of wasteland genasi who seek to persecute those that have defiled the natural world. Wastelands are artificial environments – no mere desert or rocky badland, wastelands are created by the interference of others, who exploit the primal energy of nature for their own purposes until it is drained, causing life to wither and die as it does.

The leaders of the Desert's Voice are druids who have joined the Circle of the Land, and have chosen the Wasteland as their land. For characters who would like to follow this path, this Circle of the Land option is presented below, along with the new spells it grants.

WASTELAND CIRCLE SPELLS

Those who become a druid in the lands ravaged by destruction and cataclysm may choose the Wasteland as the land that grants them circle spells. That spell list appears below.

Druid Level	Spells
3rd	<i>dust devil</i> , <i>spike growth</i>
5th	<i>elemental weapon</i> , <i>wall of sand</i>
7th	<i>wasteland winds</i> , <i>wrath of the ravaged</i>
9th	<i>commune with nature</i> , <i>wrath of nature</i>

ENEMIES OF THE ABYSS

Though there is much dispute about the origin of the corrupted souls of the Abyssal genasi, the predominant theory of the curse being somehow related to the demons of the Abyss has a significant following, even among corrupted genasi. As a result, some have banded together to turn this curse back on its masters, and have gathered under a single banner – that of the Enemies of the Abyss. Opinions of the Abyssal genasi who join this organization vary fairly wildly between seeking redemption for the sins of their ancestors, or continuing the crusade that their ancestors were cursed for. Regardless of the motive, all of the Enemies of the Abyss share a similar goal: to use their elemental power to slay demons.

The Enemies of the Abyss accept any genasi with a corrupted manifestation that wants to join their crusade, regardless of ability or experience. Those who wish to pledge themselves to a deeper commitment typically join the knighthood and swear a sacred oath to fight ceaselessly against the forces of the Abyss and elemental evil. Those warriors are paladins whose sacred oath is the Oath of Abyssal Enmity, presented below.

OATH OF ABYSSAL ENMITY

Paladins who swear the Oath of Abyssal Enmity are committing to fighting against entropy, dissolution, and destruction in all its forms. The Abyss represents the greatest source of those things, and so the Abyss becomes the focus of this oath's ire.

Typically, this oath is limited to those genasi of Abyssal heritage, but special circumstances may extend it to those of other races. Typically, this happens when those of other races experience a personal corruption as deep and as vile as those experienced by Abyssal genasi. All who swear this oath use the power of the Abyss in some way, but seek to turn the Abyss back on itself, to complete

its nihilistic ouroboros and to thus end its influence on the planes.

Tenets of Abyssal Enmity

The tenets of this oath focus on destroying those which destroy.

Seek the Source. Know that evil has layers, and that you must often uncover these layers to find out the true seed of evil that keeps creating suffering.

Protect the Built. Raw elemental matter in its natural form is often destructive, but when correctly harnessed, it can be used for good. Your job is to help harness it, and to fight back when it becomes untamed again.

Use Evil to Fight Evil. You are marked by corruption, but do not fear it. You can attain redemption by using the evil that was forced on you to fight the evil that is forced on others. Wherever possible, use the powers of evil to fight those who wield those powers.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Abyssal Rend. As an action, you present your holy symbol and speak a prayer of destruction against a target within 5 feet of you. That creature must make a Constitution saving throw. On a failure, the target takes necrotic damage equal to 2d10 + your paladin level. If the creature has less than half its hit points, it takes 1d10 additional necrotic damage.

Abyssal Blood Pact. As a bonus action on your turn, you can use your Channel Divinity to start to steal life energy from a creature within 15 feet of you. The designated creature takes 5 necrotic damage at the start of each of its turns. When the creature takes damage from this feature, you heal hit points equal to the damage dealt. At the end of each of the creature's turns, it can make a Constitution saving throw, ending this effect on a success.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>absorb elements, chaos bolt</i>
5th	<i>magic weapon, Melf's acid arrow</i>
9th	<i>elemental weapon, summon lesser demons</i>
13th	<i>conjure minor elementals, summon greater demon</i>
17th	<i>banishing smite, conjure elemental</i>

ABYSSAL PRESENCE

Starting at 7th level, damage you deal ignores the damage resistances of any creature within 30 feet of you.

Additionally, you have advantage on Wisdom (Perception) checks made to see demons, and on Wisdom (Insight) checks made to identify demons in disguise.

DEMONIC SOUL

Starting at 15th level, you gain resistance to cold, fire, and lightning damage. You also become immune to poison damage, and the poisoned condition. Magical effects treat you as a fiend.

ABYSSAL COMMAND

At 20th level, you can magically corrupt the body and mind of another creature of your choice within 5 feet of you. That creature becomes charmed by you. While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

A creature can make a saving throw against this feature at the end of each of its turns, ending the effect on a success. Demons have disadvantage on this saving throw, and cannot gain advantage on it.

Once you use this ability, you must finish a long rest before you can use it again.

SCIONS OF ABSENCE

A philosophical group of voidsoul genasi have dipped deep into the nothingness they were born with in place of a soul, and have awakened some surprising powers from within that hollow place. Those who look deep within and wish to harness the void for their own purposes can take the Scion of Absence feat below.

SCION OF ABSENCE

Prerequisites: Voidsoul genasi

You are a student of the inverted fundament, the lack of all things, and you use your connection to the primordial void gain power yourself. You gain the following benefits:

- When a creature misses you with an attack, you can use your reaction to deal to deal psychic damage equal to your Constitution modifier to the triggering creature.
- When you use your *assume the void* race feature, you can also end one effect on you that a saving throw can end.
- You can use your *assume the void* race feature on one creature within 5 feet of yourself. The creature must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or cease to exist until the start of your next turn. While it does not exist, the target cannot take actions, affect anything, or be affected by anything. It cannot be seen, nor can it see. When this effect ends, the creature reappears in the space it left, or the nearest unoccupied space if that space is occupied, and grants advantage to attack rolls against it until the end of the turn in which it returns.
- When you take damage, you can use your reaction to reduce the damage to 0. You must finish a short or long rest before you can use this benefit again.
- As a bonus action on your turn, you can compel creatures near you to feel the fatal pull of utter dissolution. Any creature that

starts its turn within 10 feet of you must choose one of the following options: it is incapacitated, or it takes psychic damage equal to twice your Constitution modifier. Once activated, this benefit lasts for 1 minute, and requires concentration to maintain (as if you were concentrating on a spell).

SHYRAN SPIRITBLADES

The Anarchs of Shyr are the inheritors of an old tradition of elemental power that has remained for ages in Airspur. However, in the ancient days of Shyr, the abilities of the Anarchs were closely controlled by powerful elemental lords. A few Anarchs managed to escape into the wilderness, and there found druids of the Circle of the Shepherd. The Anarchs combined their art with their spirit animals and formed the Spiritblades - druids who call upon and fight alongside spirits of the wild.

Those who are initiated into the Shyran Spiritblades can take the Shyran Spiritblade feat, presented below, to gain access to those inner mysteries.

SHYRAN SPIRITBLADE

Prerequisites: Genasi, Circle of the Shepherd

You fight with arcane magic and martial might alongside your summoned spirits. You gain the following benefits:

- You learn the *aegis of assault* cantrip. It is a druid spell for you.
- When your Druid class allows you to learn a new spell, you can choose a spell from the Anarch of Shyr spell list, in addition to the choices your Druid class grants you. Spells from that spell list are druid spells for you.
- When your spirit totem is active, you can choose to dismiss your spirit totem and gain advantage on all attack rolls until the end of your next turn.
- When you cast a spell that requires you to make a melee weapon attack, you can treat the spell as if it was cast by a creature you have summoned instead, as long as that creature is within 30 feet of you. You still

use your own action, bonus action, or reaction to cast the spell.

SOULS OF EROSION

A group of causticsoul genasi has learned to purify itself so that it can also adopt the form of pure, running water. These genasi view themselves as incarnations of erosion, creatures whose purpose in life is to dissolve and destroy. Genasi who follow this path can take the Soul of Erosion feat below.

SOUL OF EROSION

Prerequisites: Causticsoul genasi

You have learned to slightly purify your acidic nature, and become a more fluid, faster liquid. You gain the following benefits:

- When you use your *acid surge* race feature your movement does not provoke opportunity attacks, squeezing doesn't cost you extra movement, you ignore difficult terrain, and you ignore damage that would result from the spaces you move through.
- Your *acid surge* race feature also deals its acid damage to creatures that you move within 5 feet of.
- When you use your *acid surge* race feature, you can stop your movement in a creature's space. That creature becomes soaked in your corrosive body. While soaked, the creature takes acid damage equal to your

Constitution modifier (minimum 1) at the start of each of their turns. You cannot take actions while soaking a creature, but you can stop on your turn. While soaking a creature, you move with it. The effect ends if you are forced from the creature's space. The creature can also make a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) at the end of each of their turns, ending this effect on a success and causing you to solidify in a space within 5 feet of it.

- You can expend your *acid surge* race feature to produce an acidic whirlpool. Creatures within 20 feet of you when you do so take acid damage equal to your Constitution modifier (minimum 1) and must make a Strength saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or be pulled 10 feet closer to you and knocked prone.
- You can expend your *acid surge* race feature to produce a spray of sticky acid in a 20-foot cone. Creatures in the cone take acid damage equal to your Constitution modifier (minimum 1) and must make a Dexterity saving throw. On a failure, they take this acid damage again at the start of each of their turns. An afflicted creature can repeat the saving throw at the end of each of their turns, ending the effect on a success.

CHAPTER THREE: SPELLS

The spells below include the Anarch of Shyr spell list (for members of that organization, as well as Shyran Spiritblades), as well as spells for druids of the Circle of the Land who choose the Wasteland as their place of druidic origin.

ANARCH OF SHYR SPELL LIST

The Anarch of Shyr spell list includes a few motifs throughout its spells that burgeoning Anarchs should be aware of.

Wizard Spells. The first category of spell is similar to typical wizard spells – a gesture, a word, and an elemental outburst. These tend to be evocation spells but are otherwise simple variations on common arcane magic.

Weapon Attack Spells. The second category of spell relies on a weapon attack to complete the casting. These tend to augment the weapon attack in some way and are often but not always evocation spells. For Anarchs of Shyr, these are always melee attacks, as well.

Aegis Spells. The final category of spell is perhaps the best-known. Patterned after *aegis of assault*, these take place as reactions to allies being attacked. They often include a defensive element (disadvantage on the triggering attack), a teleportation, and an offensive element (typically, an augmented weapon attack). Because these involve teleportation, they are considered conjuration spells.

CANTRIPS

Aegis of Assault
Freezing Blade

1ST-LEVEL

Blastback Swipe
Blazing Lunge
Blazing Pursuit
Electrified Lash
Elemental Aegis
Flamewall Strike
Incendiary Sword
Sleet Strike
Spikes of Agony

2ND-LEVEL

Acid Burst Blade
Armor of Assault
Binding Light
Burning Blade
Burning Mantle
Deep Freeze
Firelasher's Lunge
Fist of Force
Icy Sweep
Leaping Flames
Lingering Lightning
Lightning Clash
Misty Step
Sloth Strike
Spell Strike
Stance of Chaos

3RD-LEVEL

Dimensional Thunder
Elemental Weapon
Freezing Swordburst
Maelstrom Blade
Meteor Strike
Wrath of the Arctic Wind

4TH-LEVEL

Dimension Door
Fire and Thunder
Lightning Strider
Shyran Cataclysm

SPELL DESCRIPTIONS

The specific descriptions of the new spells that Anarchs of Shyr learn are presented below.

ACID BURST BLADE

2nd-level conjuration

Casting Time: 1 reaction, which you take when a creature other than you in range is attacked.

Range: 60 feet

Duration: Instantaneous

Components V, S, M (a weapon)

The triggering attack suffers disadvantage. If the triggering attack hits, you can teleport to an open space within 5 feet of the target and make a melee weapon attack against it. If there is no open space within 5 feet of the target, the spell fails. If you hit

with the melee weapon attack, you deal 1d4 additional acid damage.

Furthermore, if you hit with the melee weapon attack, your attack emits a splash of searing acid that deals 1d4 acid damage to each creature within 5 feet of the triggering creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, each source of acid damage increases by 1d4 for each slot level above 2nd.

AEGIS OF ASSAULT

Conjuration cantrip

Casting Time: 1 reaction, which you take when a creature other than you in range is attacked.

Range: 60 feet

Duration: Instantaneous

Components V, S, M (a weapon)

The triggering attack suffers disadvantage. If the triggering attack hits, you can teleport to an open space within 5 feet of the target and make a melee weapon attack against it. If there is no open space within 5 feet of the target, the spell fails.

This spell's damage increases when you reach higher levels. At 5th level, you deal additional damage with your melee weapon attack equal to 1d8 + your spellcasting ability modifier. This damage can be acid, cold, fire, lightning, or thunder damage. At 11th level and again at 17th level the damage increases by 1d8.

ARMOR OF ASSAULT

2nd-level abjuration

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

Components V, S

Each time you hit with a melee weapon attack during this spell's duration, attacks that target you suffer disadvantage until the start of your next turn.

BINDING LIGHT

2nd-level conjuration

Casting Time: 1 reaction, which you take when a creature other than you in range is attacked.

Range: 60 feet

Duration: 1 round

Components V, S, M (a weapon)

The triggering attack suffers disadvantage. If the triggering attack hits, you can teleport to an open space within 5 feet of the target and make a melee weapon attack against it. If there is no open space within 5 feet of the target, the spell fails. If you hit with the melee weapon attack, you deal an additional 1d8 radiant damage.

Furthermore, if you hit with the melee weapon attack, your attack emits a burst of light that forms chains that wrap around the limbs of creatures near you. Creatures who were within 5 feet of you when you hit with the attack have their speed reduced to 0 until the end of your next turn.

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

BLASTBACK SWIPE

1st-level conjuration

Casting Time: 1 reaction, which you take when a creature other than you in range is attacked.

Range: 60 feet

Duration: 1 round

Components V, S, M (a weapon)

The triggering attack suffers disadvantage. If the triggering attack hits, you can teleport to an open space within 5 feet of the target and make a melee weapon attack against it. If there is no open space within 5 feet of the target, the spell fails. If you hit with the melee weapon attack, you deal additional thunder damage equal to your spellcasting ability modifier and you push the target 10 feet away from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the thunder damage increases by 1d4 for each slot level above 1st.

BLAZING LUNGE

1st-level evocation

Casting Time: 1 reaction, which you take when a hostile creature that you can see moves out of your reach.

Range: 5 feet

Duration: 1 round

Components V, S, M (a weapon)

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and takes additional fire damage equal to your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the fire damage increases by 1d4 for each slot level above 1st.

BLAZING PURSUIT

1st-level conjuration

Casting Time: 1 action

Range: 5 feet

Duration: 1 round

Components V, S, M (a weapon)

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and takes additional fire damage equal to your spellcasting ability modifier.

Furthermore, if the target ends its next turn within 30 feet of you and the spell is still active, you can teleport to an open space within 5 feet of the target.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the fire damage increases by 1d4 for each slot level above 1st.

BURNING BLADE

2nd-level evocation

Casting Time: 1 action

Range: 5 feet

Duration: Concentration, up to 1 minute

Components V, S, M (a weapon)

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the

spell fails. On a hit, the target suffers the attack's normal effects, and takes an additional 1d4 fire damage.

Furthermore, the weapon you used to attack remains enchanted. Melee weapon attacks you make with this weapon that hit deal 1d4 additional fire damage for the duration of the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, each source of fire damage increases by 1d4 for each slot level above 1st.

BURNING MANTLE

2nd-level conjuration

Casting Time: 1 reaction, which you take when a creature other than you in range is attacked.

Range: 60 feet

Duration: Concentration, up to 1 minute

Components V, S, M (a weapon)

The triggering attack suffers disadvantage. If the triggering attack hits, you can teleport to an open space within 5 feet of the target and make a melee weapon attack against it. If there is no open space within 5 feet of the target, the spell fails. If you hit with the melee weapon attack, you deal 1d4 additional fire damage.

Furthermore, for the duration of the spell, you are wrapped in curling arcs of flame. Each creature that starts its turn within 5 feet of you takes 1d4 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, each source of fire damage increases by 1d4 for each slot level above 2nd.

DEEP FREEZE

2nd-level evocation

Casting Time: 1 action

Range: 5 feet

Duration: Concentration, up to 1 minute

Components V, S, M (a weapon)

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 1d4 cold damage.

Furthermore, regardless of if you hit or miss, the target is enshrouded in a bone-chilling mist. For the duration of the spell, creatures that start their turn within 5 feet of the target take 1d4 cold damage. A creature also takes this damage the first time on a turn that it moves to within 5 feet of the target.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, each source of cold damage increases by 1d4 for each slot level above 1st.

DIMENSIONAL THUNDER

3rd-level conjuration

Casting Time: 1 action

Range: 5 feet

Duration: Concentration, up to 1 minute

Components V, S, M (a weapon)

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and takes an additional 2d6 thunder damage.

Furthermore, regardless of if you hit or miss with the attack, you can teleport up to 20 feet after the attack. Every creature within 5 feet of you when you appear is surrounded in thundering force. The thundering force deals 2d6 points of thunder damage at the start of each of the affected creature's turns for the duration of the spell. An affected creature can make a Constitution saving throw at the end of each of their turns, ending the effect on a success.

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

ELECTRIFIED LASH

1st-level evocation

Casting Time: 1 action

Range: Self (5-foot radius)

Duration: Instantaneous

Components V, S

You release a cascade of lightning from your upraised hand. Each creature within 5 feet of you must make a Constitution saving throw. On a

failed save, the creature takes 2d6 lightning damage.

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

ELEMENTAL AEGIS

1st-level abjuration

Casting Time: 1 reaction, which you take when a creature other than you in range is attacked.

Range: 60 feet

Duration: Instantaneous

Components V, S, M (a weapon)

The attacked creature gains resistance to one of the following damage types of your choice: acid, cold, fire, lightning, or thunder. This resistance lasts only for the turn this spell is cast on.

FIRE AND THUNDER

4th-level evocation

Casting Time: 1 action

Range: 5 feet

Duration: 1 minute

Components V, S, M (a weapon)

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and takes 2d6 additional fire damage and 2d6 additional thunder damage. The target also catches on fire and takes 1d6 points of fire damage at the start of each of their turns. At the end of each of their turns, they can make a Dexterity saving throw, extinguishing the fire and ending the spell on a success. While on fire, the target is also deafened.

FIRELASHER'S LUNGE

2nd-level conjuration

Casting Time: 1 reaction, which you take when a creature other than you in range is attacked.

Range: 60 feet

Duration: Instantaneous

Components V, S, M (a weapon)

The triggering attack suffers disadvantage. If the triggering attack hits, you can teleport to an open space within 5 feet of the target and make a melee

weapon attack against it. If there is no open space within 5 feet of the target, the spell fails. If you hit with the melee weapon attack, you deal an additional 1d4 fire damage.

Furthermore, your attack spouts a gout of flame. If you hit with the melee weapon attack, each creature within 5 feet of the triggering creature also takes 1d4 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, each source of fire damage increases by 1d4 for each slot level above 2nd.

FIST OF FORCE

2nd-level evocation

Casting Time: 1 action

Range: 5 feet

Duration: Instantaneous

Components V, S

Make a melee spell attack against one creature within range. On a hit, the creature takes 3d10 points of force damage. Regardless of if you hit, you can push the creature away from you 20 feet and knock it prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the force damage increases by 1d10 for each slot level above 2nd.

FLAMEWALL STRIKE

1st-level evocation

Casting Time: 1 action

Range: Self (three contiguous 5-foot square spaces)

Duration: 1 round

Components V, S

You sweep your hand in a wide arc and flames appear from the ground. The fire fills three contiguous 5-foot square spaces, at least one of which must be within 5 feet of you. Creatures in the fire at the start of their turn take 2d6 points of fire damage. Creatures also take this damage the first time they enter a space filled with flame on a turn.

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

FREEZING BLADE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Duration: 1 round

Components V, S, M (a weapon)

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, but any damage dealt is cold damage.

Furthermore, your attack explodes in a spray of frost and ice that encrust the limbs of those near you. If you hit with the melee weapon attack, each creature that starts its turn within 5 feet of you for the duration of the spell has its speed halved. The penalty to speed lasts until the end of the creature's next turn.

This spell's damage increases when you reach higher levels. At 5th level, you deal additional cold damage with your melee weapon attack equal to 1d8 + your spellcasting ability modifier. At 11th level and again at 17th level the damage increases by 1d8.

FREEZING SWORDBURST

3rd-level conjuration

Casting Time: 1 reaction, which you take when a creature other than you in range is attacked.

Range: 60 feet

Duration: 1 round

Components V, S, M (a weapon)

The triggering attack suffers disadvantage. If the triggering attack hits, you can teleport to an open space within 5 feet of the target and make a melee weapon attack against it. If there is no open space within 5 feet of the target, the spell fails. If you hit with the melee weapon attack, you deal an additional 1d8 cold damage.

Furthermore, if you hit with the melee weapon attack, your attack bursts in a cloud of freezing frost. Each creature within 5 feet of the triggering creature also takes 2d6 cold damage and the speed of all creatures that take damage from this casting of the spell is halved until the end of the triggering creature's next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the additional cold damage from your melee weapon attack increases by 1d8 for each slot level above 3rd, and the cold damage from the burst of freezing frost increases by 1d6 for each slot level above 3rd.

ICY SWEEP

1st-level evocation

Casting Time: 1 action

Range: 5 feet

Duration: Instantaneous

Components V, S, M (a weapon)

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and takes an additional 1d4 cold damage.

Furthermore, if you hit with the attack, you can move the target to another space within 5 feet of you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d4 for each slot level above 1st.

INCENDIARY SWORD

1st-level evocation

Casting Time: 1 action

Range: 30 feet (5-ft sphere)

Duration: 1 round

Components V, S, M (a weapon)

You throw your weapon into a space within range. From that space, an explosion erupts that fills a 5-foot radius sphere. After the explosion, the weapon you threw returns to your hand. Creatures in the explosion must make a Dexterity saving throw. Those who fail are dealt 2d6 fire damage and are covered in small, smoldering embers. The embers deal no damage, but if the target makes an attack that doesn't include you before the end of your next turn, the target is dealt 1d8 points of fire damage and the spell ends. When the spell ends, the embers fade to ash and fall off.

LEAPING FLAMES

1st-level conjuration

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

Components V, S

You attempt light a creature in range on fire with a word and a gesture. The target must make a Dexterity saving throw. On a failure, the target takes 1d6 fire damage and is lit on fire. On a success, the target takes half damage and the spell ends.

While spell lasts, a target that is lit on fire takes 1d6 fire damage at the start of each of their turns. At the end of each of their turns, they can attempt the save again. On a success, they are not on fire anymore, and the leaping flame is left in any 5-foot square space within 5 feet of the target when they succeed on their saving throw.

When a creature enters the 5-foot square space currently occupied by the leaping flames, they are lit on fire, just as above. The process repeats until the duration elapses, you lose concentration, or someone uses an action to extinguish the fire.

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

LINGERING LIGHTNING

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Components V, S

Choose up to three targets within range. Those targets must make a Dexterity saving throw. On a failure, the creature takes 1d4 points of lightning damage and the electricity remains coursing over their skin. At the start of each creature's turn, it takes another 1d4 lightning damage. At the end of each creature's turn, they can repeat the save, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the initial lightning damage increases by 1d4 for each slot level above 2nd.

LIGHTNING CLASH

2nd-level evocation

Casting Time: 1 action

Range: 5 feet

Duration: 1 round

Components V, S, M (a weapon)

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and takes an additional 1d4 lightning damage.

Furthermore, if you hit with the attack, lightning leaps from your target to one other creature of your choice within 30 feet of the target. That creature takes 1d4 lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, each instance of lightning damage increases by 1d4 for each slot level above 2nd.

LIGHTNING STRIDER

4th-level conjuration

Casting Time: 1 action

Range: Self

Duration: Instantaneous

Components V, S, M (a weapon)

You tear holes in the multiverse as you teleport around, ensconced in lightning and slashing at your foes. When you cast this spell, you teleport up to 20 feet. After you teleport, you can make a melee weapon attack against a target of your choice. On a hit, the target suffers the attack's normal effects and takes an additional 1d4 lightning damage.

You then teleport up to 10 feet. After you teleport, you can make a melee weapon attack against a target of your choice. On a hit, the target suffers the attack's normal effects and takes an additional 1d4 lightning damage.

MAELSTROM BLADE

3rd-level conjuration

Casting Time: 1 reaction, which you take when a creature other than you in range is attacked.

Range: 60 feet

Duration: 1 round

Components V, S, M (a weapon)

The triggering attack suffers disadvantage. If the triggering attack hits, you can teleport to an open space within 5 feet of the target and deal 2d6 fire damage, 2d6 lightning damage, and 2d6 thunder damage to every creature within 5 feet of you at the end of the teleport. Creatures in the area can make a Dexterity save to halve the damage. If there is no open space within 5 feet of the target, the spell fails.

METEOR STRIKE

3rd-level conjuration

Casting Time: 1 reaction, which you take when a creature other than you in range is attacked.

Range: 60 feet

Duration: Instantaneous

Components V, S, M (a weapon)

The triggering attack suffers disadvantage. If the triggering attack hits, you can teleport to an open space within 5 feet of the target and make a melee weapon attack against it. If there is no open space within 5 feet of the target, the spell fails. If you hit with the melee weapon attack, you deal an additional 1d6 fire damage.

Furthermore, if you hit with the melee weapon attack, your blade scatters burning rocks that you can direct to two creatures of your choice within 20 feet of the triggering creature. Each creature you chose takes 1d6 fire damage.

SHYRAN CATAclysm

4th-level evocation

Casting Time: 1 action

Range: Self (30-ft cone)

Duration: Instantaneous

Components V, S

You slice a rift between the planes, and an elemental maelstrom explodes out from it in a 30-foot cone. Each creature in that cone must make a Dexterity saving throw. On a failed save, a creature takes 1d8 acid damage, 1d8 cold damage, 1d8 fire

damage, 1d8 lightning damage, and 1d8 thunder damage. On a successful save, a creature takes half of each kind of damage.

SLEET STRIKE

1st-level evocation

Casting Time: 1 action

Range: 5 feet

Duration: 1 round

Components V, S, M (a weapon)

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and takes an additional 1d4 cold damage.

Furthermore, if you hit with the attack, you pour freezing rain over the target. The target and every creature within 5 feet of the target fall prone if they attempt to move. The freezing rain lasts until the start of your next turn, and then fades.

SLOTH STRIKE

2nd-level conjuration

Casting Time: 1 action

Range: 5 feet

Duration: 1 round

Components V, S, M (a weapon)

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, takes an additional 1d4 cold damage, and has their speed halved until the end of your next turn.

SPELL STRIKE

2nd-level evocation

Casting Time: 1 action

Range: 5 feet

Duration: Instantaneous

Components V, S, M (a weapon)

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and takes 1d12 additional damage of one of the following types of your choice: acid,

cold, fire, lightning, necrotic, poison, radiant, or thunder.

SPIKES OF AGONY

2nd-level conjuration

Casting Time: 1 reaction, which you take when a creature other than you in range is attacked.

Range: 60 feet

Duration: 1 round

Components V, S, M (a weapon)

The triggering attack suffers disadvantage. If the triggering attack hits, you can teleport to an open space within 5 feet of the target and make a melee weapon attack against it. If there is no open space within 5 feet of the target, the spell fails. If you hit with the melee weapon attack, you deal an additional 1d6 force damage.

Furthermore, until the start of your next turn, the creature is surrounded by spikes of magical force. If the target willingly moves before then, it immediately takes 1d6 force damage, and the spell ends.

STANCE OF CHAOS

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

Components V, S, M (a weapon)

You evoke elemental energy that cascades from your body into the weapons you wield. While the spell lasts, your melee weapon attacks deal an additional 1d8 cold, fire, or lightning damage (you choose each time you make an attack).

WRATH OF THE ARCTIC WIND

3rd-level conjuration

Casting Time: 1 reaction, which you take when a creature other than you in range is attacked.

Range: 60 feet

Duration: 1 round

Components V, S, M (a weapon)

The triggering attack suffers disadvantage. If the triggering attack hits, you can teleport to an open space within 5 feet of the target and make a melee weapon attack against it. If there is no open space within 5 feet of the target, the spell fails. If you hit with the melee weapon attack, you deal an

additional 3d10 cold damage, you can knock the target prone or move it 15 feet in any direction you choose, and the target's speed is reduced to 0 until the end of your next turn.

WASTELAND WINDS

3rd-level conjuration

Casting Time: 1 bonus action

Range: Self

Duration: Instantaneous

Components V, S

You call upon a violent wind that picks up your enemies and moves them as you dictate. Each creature you specify within 15 feet of you is deafened until the end of your next turn, and must make a Strength saving throw. You can place creatures that fail this saving throw in any unoccupied space within the area of this spell that you desire.

WRATH OF THE RAVAGED

3rd-level evocation

Casting Time: 1 action

Range: Self

Duration: Instantaneous

Components V, S

You unleash vengeful nature spirits into a 20-foot cone. They take the form of powerful winds, dangerous debris, stinging sand and dust, boiling rocks, and poisonous ash. Creatures in the cone take 1d8 points of fire damage, 1d8 points of bludgeoning damage, and 1d8 points of slashing damage. They must also make a Strength saving throw, or be pushed up to 20 feet away from you.

CHAPTER FOUR: MONSTERS

GENIE, KHAYAL

The khayal are genies from the Shadowfell said to be made of the reflections of all the elemental forces. They are skilled deceivers who can manipulate light and darkness at a whim. They are humanoid in appearance, with skin of dusky gray, and eyes and hair of deep black. They dress in clothing dyed black as well and are fond of rich silks and velvets that muffle the sounds of their movement.

Aloof Liars. Khayal consider deception to be something of an art form and practice it like skilled minstrels will practice a song or skilled athletes will practice a play. They lie constantly, for issues slight and immense, and do so with such ease and skill that one can never be confident of getting the truth from them. Tradition among the khayal dictate two general rules that khayal follow when lying. First, they never lie to each other. Second, if a “lesser being” ever proves that a khayal has lied to them, the khayal is obliged to perform some service for that being as penance for being found out.

Khayal are distant to other genies, whom they regard as grasping and simplistic. Sages speculate that this is a result of how the khayal formed – outside of the Elemental Chaos where their kindred were born, the khayal formed in absence until the Shadowfell supplied their raw materials.

Light and Darkness. Khayal can manipulate light and darkness in many ways using their innate spellcasting abilities, conjuring up either one and even using shadow-magic to infuse their bodies with an unnatural hardness. In a fight, khayal typically use these abilities to keep their enemies off-guard, or to help in an escape. They are also able to grant the ability to see in the dark to those they favor.

The City of Onyx. The khayal rule a great city on the Shadowfell known as the City of Onyx, a bustling trade city open to all. The inner city is off limits to non-khayal, and contains the Grand Palace of Endings, wherein dwells the leader of the khayal, called the Malik al-Khayal, and also known as the King of Shadows. The rest of the city is a

grand complex of twisting spires and high minarets that protrude in all directions, seemingly without regard to physical laws.

KHAYAL

Medium elemental, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 171 (18d8+90)

Speed 30 ft., fly 60 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	18 (+4)	20 (+5)	14 (+2)	13 (+1)	15 (+2)

Saving Throws DEX +8, WIS +5, CHA +6

Damage Resistances Cold

Senses Darkvision 120 ft., Passive Perception 11

Languages Common

Challenge 11

Elemental Demise. If the khayal dies, its body fades into nothingness, leaving behind only equipment the qorrashi was wearing or carrying.

Innate Spellcasting. The khayal’s innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At-Will: *darkness, detect magic, light*

3/day each: *darkvision, false life, tongues*

1/day each: *conjure elemental, gaseous form, invisibility, major image, plane shift*

Sneak Attack. When the khayal has advantage on its attack roll, or when it attacks a creature with an enemy within 5 feet of it that isn’t incapacitated and the khayal doesn’t have disadvantage on the attack roll, the khayal deals an additional 24 (7d6) damage.

Actions

Multiattack. The khayal makes three scimitar attacks.

Scimitar. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 7 (1d6+4) slashing damage plus 3 (1d6) necrotic damage.

GENIE, QORRASHI

Qorrash (singular, Quorrashi) are genies from the Plane of Ice who appear as tall, pale blue humanoids with pure white hair. Their skin is covered in patterns resembling the frost on windows, and an aura of sharp cold surrounds them. They tend to dress sparsely and enjoy displaying fine metallic jewelry touching their bare skin.

Icy Artists. Qorrash are lovers of fine, intricate detail and especially enjoy recurring geometric patterns such as circles or flower-petals or the patterns that frost makes. They have rich tastes as well, favoring jewelry of precious metals. Architecture is also a favorite format of theirs, and their homes are stunningly beautiful, with delicate arches and precise, geometric tiling.

Qorrash consider the djinn to be cousins and get on well with them. The djinn see the qorrash as somewhat stuffy and uptight, but find a kindred soul in the appreciation of life's fineries. The qorrash fear the efreet and see the dao as arrogant, but they tolerate the marids well enough, and are very accepting of the water genies' tendency for long-winded tale-telling. Qorrash consider most mortals to be fragile and in need of great aid – which they are willing to offer, to those deserving, under certain terms and conditions.

Masters of Frost. As befits their elemental nature, qorrash don't seem to experience cold. They treat snow as a great building material (and a wonderful artistic medium), and to them, ice is worked as easily as a stiff clay. When a qorrashi flies, its lower body turns into a dense column of snow-filled air.

Paternalistic Servitors. Qorrash occasionally aid mortals, but they have a distinctly superior attitude while they do so. When serving, the qorrash view their masters as bumbling, soft, and foolish, and their role as servitors is to ensure their foolish masters don't get themselves killed on their reckless adventures. The best any qorrashi can hope for is that those who give them orders have the wisdom to heed the qorrashi's advice.

QORRASHI

Large elemental, lawful neutral

Armor Class 17 (natural armor)

Hit Points 161 (14d10+84)

Speed 30 ft., fly 60 ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	15 (+2)	22 (+6)	14 (+2)	15 (+2)	15 (+2)

Saving Throws DEX +6, WIS +6, CHA +6

Damage Immunities Cold

Damage Vulnerabilities Fire

Senses Darkvision 120 ft., Passive Perception 12

Languages Auran, Aquan

Challenge 11

Elemental Demise. If the qorrashi dies, its body disintegrates into a burst of snowflakes, leaving behind only equipment the qorrashi was wearing or carrying.

Innate Spellcasting. The qorrashi's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At-Will: *detect evil and good*, *detect magic*

3/day each: *create food and water*, *tongues*, *wind walk*

1/day each: *conjure elemental* (water or air elemental only), *cone of cold*, *gaseous form*, *ice storm*, *invisibility*, *major image*, *plane shift*

Actions

Multiattack. The qorrashi makes three scimitar attacks.

Scimitar. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage plus 3 (1d6) cold damage.