

THE LODESTAR

ADVANCED CLASS INFORMATION

THE HALFLING'S FLAMING

orbs saw the adventurers through the worst of it, setting ablaze the fungal horrors down in the catacombs. As they stand before the accursed wizard with her swarm of mephits smoldering before her and magma dripping onto the floor, she grins with confidence at the futility of the halfling's methods—until with a smirk and a wry comment his flaming orbs turn into solid ice. Her smile twists into a grimace of rage and the fight is on!



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The dwarf battles with axe and sword, orb and instinct, the sanguine spheres moving with her to strike and deflect. As the beast rears up to meet her she grasps a crimson stone, gripping onto a handle as it flows into the shape of a spear before savagely driving the animal down with her newly-formed weapon.

LOCUS OF POWER

Lodestones are the soul given physical form, about the size of its creator's fist with the consistency of stone, metal, or a supernatural energy depending on the personality of the lodestar, each a reflection of their soul and truly unique. The lodestar is the core of the soul still contained within their body, their lodestones always nearby in celestial orbit. Living with a fractured soul is difficult however and lodestars require intense training to figuratively and literally keep themselves together. They must all find their own way to remain centered—becoming unstable is a fear forever looming at the back of every lodestar's mind.

CREATING A LODESTAR

As you make your lodestar character, consider first how your soul fractured. Were you born with this damage or was there some dramatic event that sent you tumbling towards madness? What kind of person is your character, and what centers them and makes them feel whole? Perhaps you were born in this condition and have bound your soul through vigorous mental training regimens, or an event in your past was so horrible that you cling to creative

expression as your bastion of tranquility, using frivolity and humor to stay grounded in this world.

Next determine what attracts your lodestar to an adventuring lifestyle—most have an ideal, person, or pursuit that remains at the core of their identity and keeps them stable. Maybe you're seeking restitution and revenge for the trauma that shattered your soul in the first place, your stability comes through the obsessive study of ancient ruins or a love of scriptures from a local faith, or a loved one is an adventurer and you'd follow them to the ends of the world.

TRAINING METHODS

The class features for lodestars and the Control training method appear in *Lodestar: Basic Class Information*. Imaginative training enriches the soul, discovering peace by way of indulgence. Instinct melds soul and body, tempering soul fragments to act naturally and instinctively.

IMAGINATIVE

Imaginative training seeks to constantly nourish the lodestar's fragmented soul through creative endeavor, encouraging a stream of consciousness that pushes through internal conflict by indulging impulses and constant change. Those with imaginative training are constantly exploring new creative pursuits, often failing but always keeping their soul enriched. Every fleeting idea must run its course and no creative spark can be left unexplored. Of all the regimens this is the most lax and unpredictable, the lodestones of those practicing it moving wildly and transforming at a whim.

Malleable Mind and Soul

When you select this training method at 3rd level, you learn to redesign the nature of your lodestones and transform their forms. As a bonus action, you may transform all of your lodestones. Choose either bludgeoning, piercing, slashing. Until you use this feature again to transform your lodestones, any damage dealt by your lodestones is of the chosen type. At 6th level, you may choose from acid, cold,

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fire, or lightning. At 9th level you may choose from force, necrotic, or radiant.

In addition, your imaginative training allows you adapt quickly to new artistic pursuits and you add your Charisma modifier to ability checks using artisan's tools.

Lodestone Toolkit

At 6th level, you learn to transform your lodestones into whatever is needed for the task at hand. As an action, you can reshape a lodestone in orbit into an object the material and shape of your choice, such as a pinion or a copy of a key. You may choose any non-magical material and any non-mechanical or complex shape and the lodestone will function as the desired object. Objects created in this way can be no longer than 6 inches to any side. You may use a bonus action to revert the lodestone to its original form and return it to orbit. A transformed lodestone disintegrates if it is ever more than 60 feet away from you.

Wonderment Materialized

At 9th level, your lodestones can become a direct line to your imagination, twisting and reshaping in a physical display of your creativity. As an action while you have 3 lodestones in orbit, you can create a twisting mass of any shape that warps through the air at a point within 60 feet. Each creature within 30 feet of the display must make a Wisdom saving throw. On a failed save, the creature becomes charmed by the display. While charmed, the creature is incapacitated and has a speed of 0. The effects end for an affected creature if the display ends, if it takes any damage, or if another creature uses an action to shake the creature out of its stupor. The display immediately ends if you are more than 60 feet away from it, at which point the lodestones disintegrate. You can maintain this display for a number of minutes equal to your Charisma modifier (minimum 1).

Lodestone Trickster

Starting at 13th level, as the line between your own soul and your lodestones blurs, your visage

duplicates and shifts constantly while your lodestones orbit you. The AC of your lodestones increases by your Charisma modifier. Each time a creature targets you with an attack, roll a d20 to determine whether the attack instead targets one of your lodestones. If you have three or more lodestones in orbit, you must roll a 6 or higher to change the attack's target to a lodestone. With two lodestones, you must roll an 8 or higher. With one lodestone, you must roll an 11 or higher. A creature is unaffected by this effect if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Imagined Protector

At 15th level, there is little to separate reality from whatever pours out from your mind. As an action while you have 3 lodestones in orbit, you can merge them together into a fantastical imagined creature. This creature appears in a large enough unoccupied space within 60 feet. This imagined creature functions as any creature of your choice with a challenge rating of 7 or lower. The imagined creature is friendly to you and your companions. Roll initiative for the creature, which has its own turns. It obeys any mental commands that you issue to it (no action required by you). If you don't issue any commands to the creature, it defends itself from hostile creatures but otherwise takes no actions. The imagined creature remains for a number of minutes equal to your Charisma modifier. After this duration or if it is dropped to 0 hit points, the creature and the lodestones that formed it disintegrate. Once you use this feature, you cannot use it again until you finish a long rest.

INSTINCT

These methods seek to reknit the lodestar's soul and body, combining physical performance and mental fortitude to contain their fragmented self by grounding it within their physical body. Rather than train as if the lodestones were an addition, they train as if the lodestones were always meant to be a part of themselves. Instinctual training allows the lodestar to reflexively use their lodestones as

extensions of their body, moving them as naturally as their own limbs.

Integrated Combat Training

Starting when you select this training method at 3rd level, you integrate more traditional combat training into your mental training. You gain proficiency with martial weapons.

You train rigorously to integrate your lodestones into your combat styles and with concentration can deflect with the lodestones like a common warrior would use a shield. While you have at least 1 lodestone in orbit, you gain a +2 bonus to your AC. While benefiting from this feature you cannot gain a bonus to AC from wielding a shield.

Unified Soul and Body

Also at 3rd level, you learn to strike with soul and body, buffeting your opponent with your lodestones as your weapon strikes. Whenever you make a melee weapon attack and have at least 1 lodestone in orbit, you gain a +2 bonus to damage rolls with that weapon.

Instinctual Weapon

At 6th level, your disciplined combat training has reshaped your soul and in turn you can reshape your lodestones. As a bonus action, you can transform a lodestone you have in orbit into any simple or martial melee weapon and immediately wield it. If the chosen weapon has the heavy quality it requires 2 lodestones. The newly formed lodestone weapon functions as the chosen weapon but is still considered a lodestone, using your Wisdom modifier for attack and damage rolls. You can use a bonus action to revert the lodestone weapon back and return it to orbit.

Mental Gymnastics

At 9th level, you've integrated your lodestones into every movement you make, vaulting chasms and

scaling heights by quickly shifting them into temporary handholds and platforms.

You gain proficiency in Dexterity saving throws.

As long as you have at least 1 lodestone in orbit, you may add your Wisdom modifier to Dexterity (Acrobatics) checks in addition to your Dexterity modifier.

Whenever you would make a Strength (Athletics) check to make a long jump or high jump, you may instead make a Dexterity (Acrobatics) check. In addition, you use your Dexterity score to determine your jump distances.

Lodestone Assailant

At 13th level, you can stretch your mental and physical attunement to the limit by dueling multiple opponents in multiple places. As an action, you can send a lodestone in orbit to anywhere within 60 feet and immediately form it into a weapon using Instinctual Weapon. You may then use it to make a melee attack against a target within 5 feet of the weapon. As a bonus action on each of your turns, you can move the weapon up to 20 feet and make an attack against a target within 5 feet of it. The lodestone remains transformed for a number of rounds equal to your Dexterity modifier before it disintegrates.

Lodestone Onslaught

Starting at 15th level, you seamlessly pluck newly formed lodestone weapons from the air around you in a seemingly impossible display of martial and mental mastery. Whenever you hit a creature with a lodestone weapon you are wielding formed with Instinctual Weapon, you may immediately make another attack by forming another weapon from a lodestone you have in orbit. You may use this feature multiple times in a turn, requiring another orbiting lodestone for each time it is used. After being used to make an attack with this feature, a lodestone disintegrates. 