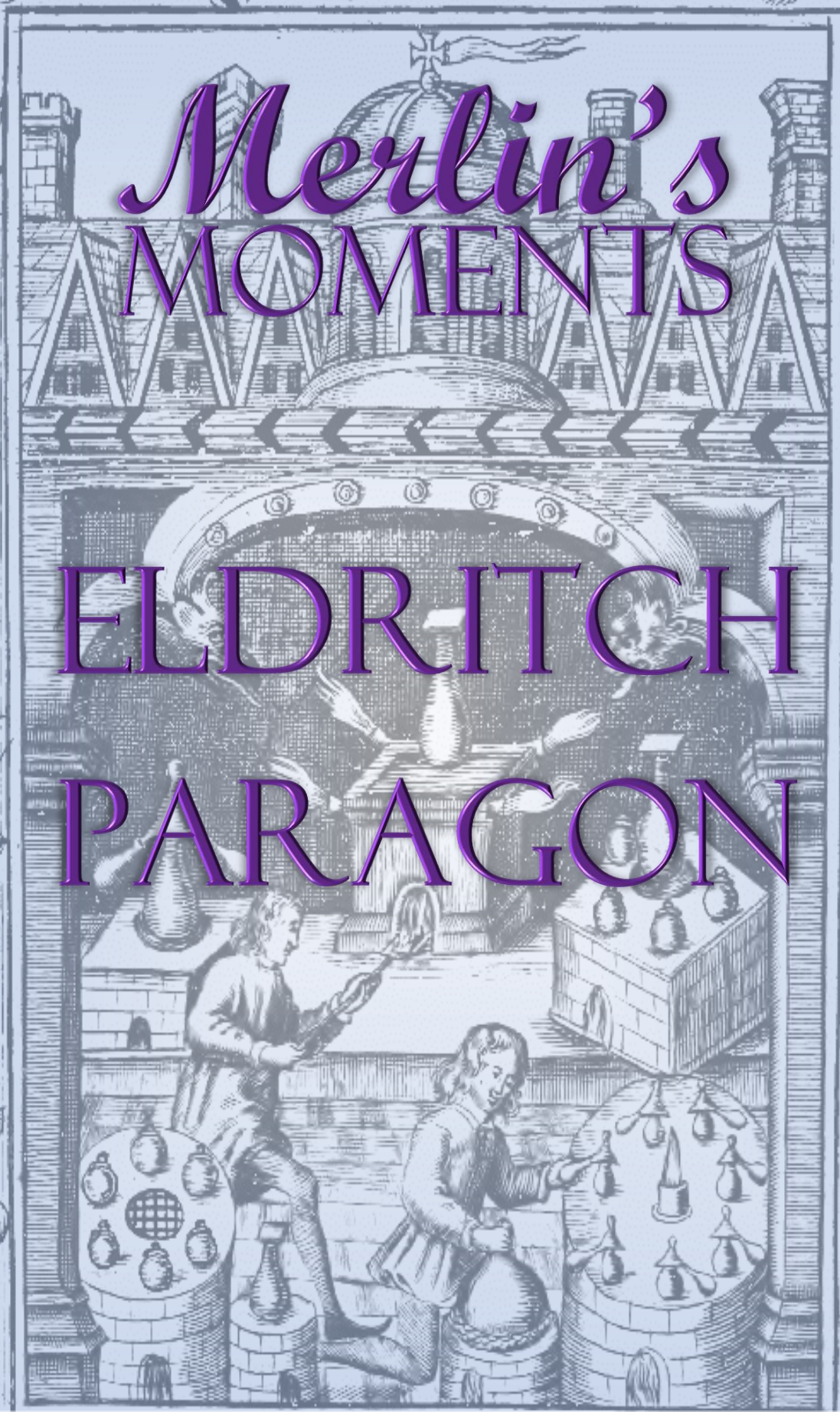




Merlin's MOMENTS

ELDRITCH PARAGON

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ELDRITCH PARAGON

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ELDRITCH PARAGON

Steeped from childhood in the art of spellcasting, you avidly listened the the tales of the heroes of old and the powerful magic they controlled. Some say that the days of magic are waining, that the technology of the press and gun is weakening the ancient arts. You pay no heed to these doomsayers, for you have found the path to become a paragon amost your eldritch peers.

Whilst not, for now, able to wield more powerful magics, you have found ways of increasing your daily sustainability, mirroring those who follow multiple paths whilst keeping your powers within your chosen tradition.

ELDRITCH PARAGON FEAT 4

UNCOMMON ARCHETYPE DEDICATION MAGICAL

Access an ancestry feat that grants a cantrip or innate spell.

Prerequisites trained in Arcana, Nature, Religion or Occultism, trained in a tradition of spellcasting that casts using spell slots.

You are a paragon with a single tradition of magic. Select a tradition that you already have spell slots for, this becomes your paragon tradition.

If you learn two additional cantrips from your paragon tradition. If you're a prepared caster, you can prepare these in addition to your usual cantrips per day; if you're a spontaneous caster, you add these cantrip to your spell repertoire.

Special You can't select another dedication feat until you have gained two other feats from the eldritch archer archetype.

BASIC ELDRITCH PARAGON SPELLCASTING FEAT 6

ARCHETYPE

Prerequisites Eldritch Paragon Dedication

You gain additional spell slots, adding the slots to those you already have for your paragon tradition. At 6th level, you gain a 1st-level spell slot, at 8th level, they grant you a 2nd-level spell slot, and at 10th level, they grant you a 3rd-level spell slot.

Each time you gain a spell slot of a new level from this archetype, add a spell of the appropriate spell level to your repertoire, either a common spell of your paragon tradition or another spell of that tradition you have learned or discovered.

METAMAGIC HASTE FEAT 8

ARCHETYPE

Prerequisites Eldritch Paragon Dedication, a focus pool.

You gain the *Metamagic Haste* focus spell.

METAMAGIC HASTE FOCUS 4

UNCOMMON TRANSMUTATION

Traditions arcane, divine, occult, primal

Cast somatic

Duration until the start of your next round.

You become infused with magical potential. You gain the quickened condition and can use the extra action each round only to activate metamagic feats.

Heightened (6th) The spell lasts until the end of your next round.

Heightened (8th) The spell lasts for 1 minute.

Heightened (10th) The spell lasts for 10 minutes.

PARAGON BREADTH FEAT 10

ARCHETYPE

Prerequisites Basic Eldritch Paragon Spellcasting

Your repertoire expands, and you can cast more paragon spells each day. Increase the number of spells in your repertoire and the number of spell slots granted to you from eldritch paragon archetype feats by 1 for each spell level other than your two highest spell levels.

EXPERT ELDRITCH PARAGON SPELLCASTING FEAT 12

ARCHETYPE

Prerequisites Basic Eldritch Paragon Spellcasting.

Expert proficiency with spell DC's for your paragon tradition.

You gain additional spellcasting benefits, adding the slots to those you already have for your paragon tradition. At 12th level you gain an additional 4th-level spell slot, at 14th level you gain a 5th-level spell slot, and at 16th level, you gain a 6th-level spell slot.

PREPARED METAMAGIC FEAT 14

ARCHETYPE

Prerequisites Paragon Breadth, prepared spell caster.

When you prepare your spells, you can pre-apply a single metamagic feat that you know to a spell in advance. The spell takes two slots of the same level instead of one, and the spell must be at least two levels lower than your highest spell level.

SPONTANEOUS METAMAGIC FEAT 14

ARCHETYPE

Prerequisites Paragon Breadth, spontaneous spell caster.

When you cast a spell, you can use two spell slots of the same level to cast it instead of one to apply a single metamagic feat that you know to a spell as a free action. The spell must be at least two levels lower than your highest spell level.

OPEN SLOT FEAT 16

ARCHETYPE

Prerequisites Paragon Breadth, prepared spell caster.

When you prepare your spells, you can leave one slot per level empty, ready to fill as circumstances change throughout the day. You can fill an empty slot by refocusing for 10 minutes, then selecting the replacement spell from those you know of the same tradition.

ADAPTABLE SIGNATURE SPELL FEAT 16

ARCHETYPE

Prerequisites Paragon Breadth, spontaneous spell caster.

Frequency once per day.

You designate one of your signature spells as adaptable. You can refocus for 10 minutes to select which of the spells you know of the same tradition is a signature spell for that day.

MASTER ELDRITCH PARAGON SPELLCASTING FEAT 18

ARCHETYPE

Prerequisites Expert Eldritch Paragon Spellcasting.

Master proficiency with spell DC's for your paragon tradition.

You gain additional spell slots, adding the slots to those you already have for your paragon tradition. Upon reaching 18th level you gain a 7th-level spell slot and at 20th level, you gain an 8th-level spell slot.

LEGENDARY ELDRITCH PARAGON SPELLCASTING FEAT 20

ARCHETYPE

Prerequisites Master Eldritch Paragon Spellcasting.

Legendary proficiency with spell DC's for your paragon tradition.

You gain an additional spell slot, adding an additional 9th level slot to those you already have for your paragon tradition.