

# PNEUMAMANCY

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A NEW ARCANES TRADITION  
CELEBRATING THE  
LOVED ONES IN OUR LIVES

by MAKENZIE DE ARMAS



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## CREDITS

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Special thanks to Dennis Aldea, Adam Cleaver, Alice Cleaver, and Renee Rhodes. They are part of my found family, and you'll find them represented in the art for this supplement as D&D heroes—because that's what they are to me. Heroes.

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# FOREWORD

Family is an interesting thing, isn't it?

Growing up, I was taught that family denoted respect first, love second. Everyone in my family had a title: my godfather was *Ninong*; my grand-relatives were *Tito-Lolo* and *Tita-Lola*; my older cousins were *Kuyas* and *Ates*. Sure, we loved each other, but that love was always structured so formally, based on following rules and meeting expectations. Be strong, be smart, be successful—but be loving? No, “loving” was never really on the table for us, no matter how much we may have pretended it was.

It's hard to teach yourself how to love as an adult. It's difficult to forgive the unhealthy burdens you've carried for most of your life, and it's downright terrifying to open yourself up to the possibility of love after years of isolation.

But it's so, so worth it.

I'm by no means a relationship expert, nor am I a therapist of any kind. I'm just a messy human being who's finally torn down her walls and let herself love again. And these relationships I've forged—these partnerships, friendships, and yes, even newfound family—they've changed my life for the better.

So here's a subclass that's a celebration of love. Not the flowery kind, nor the sexy kind, but the messy and brave kind.

The best kind, in my opinion.

Cheers,

Makenzie



# ARCANE TRADITION: PNEUMAMANCY

Love—that’s what most people call it, anyways.

Referring to the ephemeral bonds that form between partners and family members, many creatures fancy the idea of love in fleeting romantic dreams. Some zealous mages regard love as a distraction from their studious works, preferring isolation to “frivolous emotion.”

But arcanists of the pneumamancy tradition know love’s true value. Such wizards have grasped the latent magic of the bonds between individuals, and they use this power to bolster those they care deeply about. They understand that the truth of family lies not in blood relations, but in the people found along the adventure.

These practitioners *love*, and love fiercely. And they will do all they can to protect those they cherish.



## WHAT IS PNEUMAMANCY?

When creatures speak of soulmates or kindred spirits, they are (whether consciously or not) referencing the practice of pneumamancy. Also called soulbound magic, pneumamancy is a method of spellcasting that harnesses the power of strong interpersonal relationships—sometimes referred to as “soulbonds”—in order to support and protect others.

Any sentient creature with the capacity to love can access pneumamancy magic. This encompasses the love between romantic partners, as well as the bonds between best friends and surrogate family members.

Unlike many schools of magic, pneumamancy explicitly requires the consent of all individuals involved. Most practitioners of pneumamancy vehemently despise any enchantments that override a creature’s free will, as that is the very antithesis of the love central to soulbonds. Attempting to force an unwilling creature into a soulbond corrupts any latent pneumamancy magic that would otherwise exist between the caster and the target, immediately nullifying any of the caster’s further attempts to bond with said target.

## STRINGS OF FATE

Beginning when you select this tradition at 2nd level, you learn how to physically actualize the interpersonal bonds between individuals. As an action, you can manifest an arcane spool of silvery red string. This spool serves as an arcane focus for your wizard spells.

Additionally, you can use lengths of this thread to magically bolster your bonds with other creatures. Choose a number of willing creatures up to a number equal to half your wizard level (rounded down) and fasten a length of string somewhere on their person. These creatures are now considered to share a soulbond with you.

Soulbonds stretch across all distances and even planar separation. A creature keeps sharing a soulbond with you until either the creature returns the piece of string to you or one member of the bond ceases their willingness to partake in the relationship. When this happens, the piece of string dissolves into mist.

Once per long rest, you can also choose one of the following boons to benefit you and all creatures soulbound with you:

- **Ward.** Each creature gains a +1 bonus to their AC.
- **Motivate.** Each creature's speed increases by a number of feet equal to 5 times your Intelligence modifier.
- **Fellowship.** Choose one ability. Each creature now has advantage on all checks and saving throws made with that ability.

While a single creature can share soulbonds with multiple individuals, a creature can only benefit from one of these pneumamancy boons at a time; if granted multiple boons via different soulbonds, the creature must choose which one to draw from.

## COMPANIONATE SKILLS

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At 2nd level, choose any one skill or tool proficiency of a creature who shares a soulbond with you. You gain that proficiency. During a short or long rest, you can choose to replace this proficiency with another, given that at least one creature soulbound with you is also proficient with that skill or tool.

Starting at 10th level, you may choose to add any one cantrip known by a creature soulbound with you

to your spell list instead of gaining this proficiency. While you have access to this cantrip, it counts as a wizard spell for you. During a short or long rest, you can either replace this cantrip with another or substitute it for a skill or tool proficiency (and vice versa).

## LIGET VITALITY

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Your fierce love for those in your life sparks a newfound sense of energy within you. Starting at 6th level, when a creature who shares a soulbond with you takes damage, you can use your reaction to spend one or more of your hit dice. The creature regains hit points equal to the total rolled on those dice.

## JOINT ARCANA

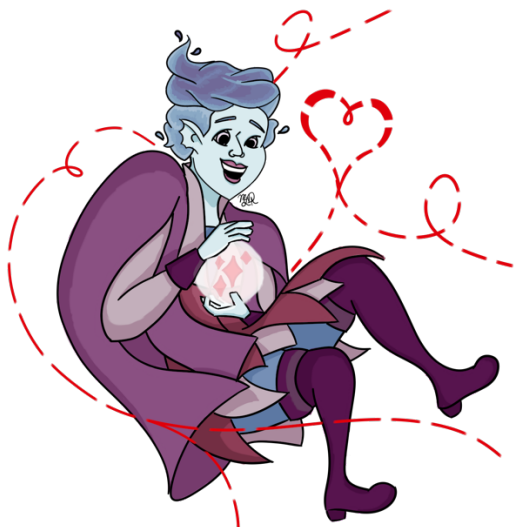
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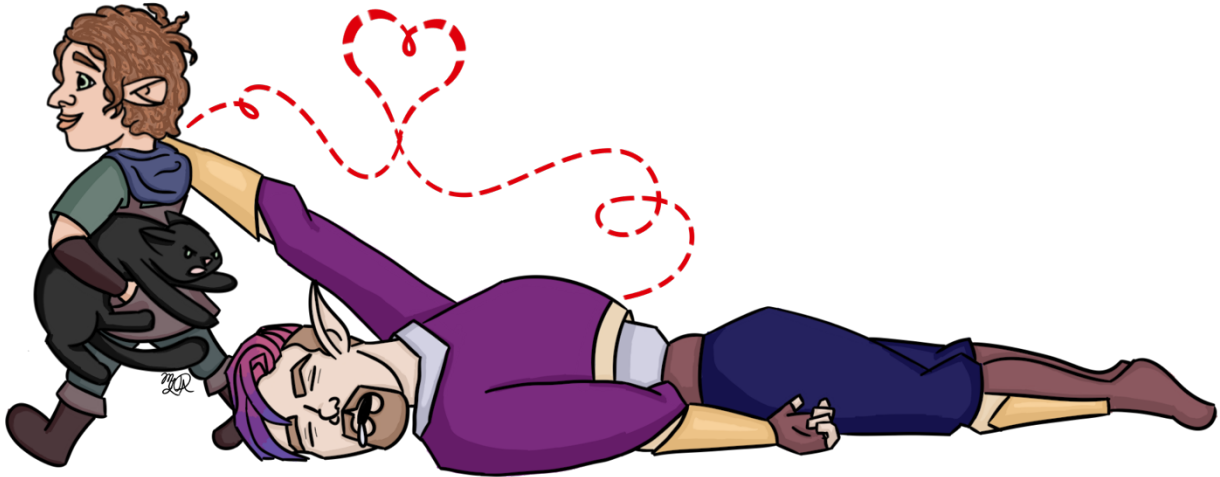
Beginning at 10th level, you can disperse magic across your soulbonds. Whenever you cast a spell that targets yourself, you can choose one creature who shares a soulbond with you. That creature immediately also gains the effects of that spell. If the spell requires concentration, only you must maintain concentration to keep the spell active. If the spell results in a change of position, like *misty step*, the soulbound creature can choose where they would like to move. You regain use of this feature after a short or long rest.

## UNBREAKABLE HEART

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Your desire to protect those you love manifests in powerful arcane defenses. Starting at 14th level, you and any creatures who share a soulbond with you gain resistance to bludgeoning, piercing, and slashing damage. Additionally, you and any creatures who share a soulbond with you become immune to being charmed or frightened





## PNEUMAMANCY FEATS

Though wizards are the most common practitioners of pneumamancy, they are by no means the only ones. Many adventurers, through the sheer strength of their love for one another, have tapped into the arcane magic of soulbonds, using their power to aid and protect.

### BOLSTERING SOULBOND

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*Prerequisite: At least one other willing creature to share the soulbond with you*

The power of your bond strengthens your abilities. Upon taking this feat, choose one ability score. You gain the following benefits:

- You gain proficiency in saving throws using the chosen ability.
- When the creature who shares this soulbond with you fails a check or saving throw made with the chosen ability, you can spend your reaction to allow them to reroll. You regain use of this feature after a short or long rest.

### INVIGORATING SOULBOND

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*Prerequisite: At least one other willing creature to share the soulbond with you*

When the creature who shares this soulbond with you takes damage, you can use your reaction to spend one or more of your hit dice. The creature regains hit points equal to the total rolled on those dice.

### WARDING SOULBOND

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*Prerequisite: At least one other willing creature to share the soulbond with you*

Once per long rest, you can innately cast *shield of faith*, requiring no spell components. Your concentration on this spell cannot be broken as a result of taking damage.