

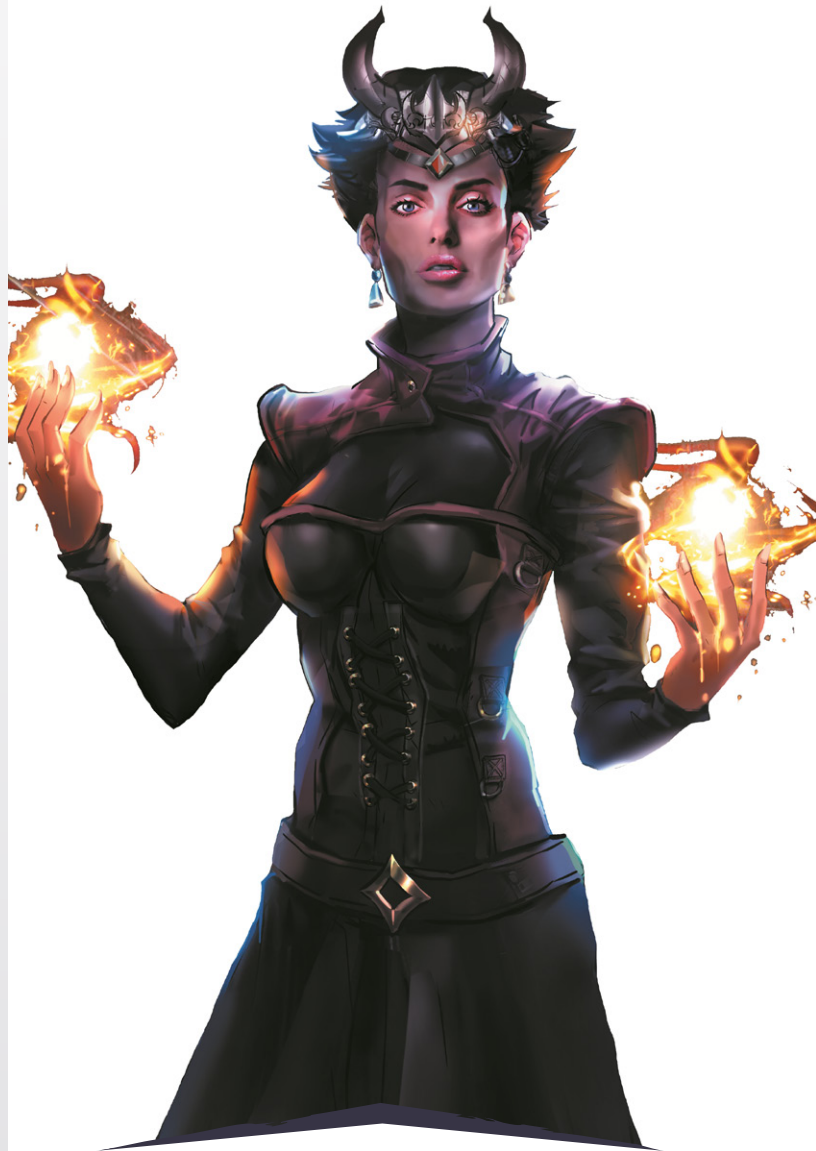
SPELLSHAPER

PRESTIGE CLASS

THE ELVEN ARCHER'S BOW IS TAUT AND her aim sighted on the foul master of this place but she watches in shock as a half-orc charges into the ritual chamber, the lich rising up indignantly with power coursing in its skeletal hands. "Leroyyy JENNNKINNNS!" the barbarian bellows, leaping up at the cackling undead mage just as a potent ray of green magic strikes into his chest. The lich's mirth transforms into surprise as the magic suffuses into the warrior's body and his axe glows bright cyan, the captured energy turned back against the abomination as his blade strikes true!

Flabbergasted, the archer's draw on her bow goes slack as she asks, "does he always—"

"YES," everyone frustratedly replies in unison, rushing past her and into the fray.



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Able to control the flow of magic around them, some warriors are destined from birth to live an exceptional existence—and by their very nature become legend. With an impressive degree of martial prowess, spellshapers are fell opponents capable of negating and redirecting mystical forces their foes bring to bear with terrifying counterattacks of raw power.

LEGENDARY ADVENTURERS

Spellshapers are a rare breed and inevitably rise to fame, their miraculous ability to control raw magic a source of deadly envy and constant strife. Dark magicians seeking potent sacrifices, generals keen to a powerful new battlefield asset, fey curious as to how such a being might react to all kinds of magic—there are countless threats and enemies for adventuring spellshapers, driving many into seclusion until they have sufficiently honed their talents or the need to act is too dire to ignore.

POWERED BY MAGIC

Spellshapers are versatile and can fit a number of different roles. Given their myriad abilities a spellshaper might be a dangerous warrior, a ranged powerhouse, a swift scout, or an extremely sly operator. They require magic to function properly however, and in low fantasy settings the spellshaper might find themselves at a great disadvantage when compared to more martial counterparts. Even so spellshapers can target themselves with spells they are able to cast and should be able to hold their ground, albeit not with spectacular flair.

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PREREQUISITES

The spellshaper prestige class requires a Constitution score of 16 or higher, proficiency bonus of at least +3, and the Primal Conduit feat. Taking levels in this prestige class follows the same rules as multiclassing except where noted.

SPELLSHAPER PRESTIGE CLASS

Prof.

Level Bonus Features

1	+3	Intuitive Arcanist, Primal Movement, Shaping Reservoir
2	+3	Magical Attacks, Primal Deflection
3	+3	Primal Deflection
4	+4	Raw Illusion, Spell Eater
5	+4	Conduit Concentration, Supernatural Flight
6	+4	Raw Abjuration, Spell Memory
7	+4	Spell Thievery
8	+5	Masterful Absorption

CLASS FEATURES

While tuning your body, mind, and soul to the forces of magic, you gain the following class features.

Hit Points

- **Hit Dice:** 1d8 per spellshaper level
- **Hit Points:** 1d8 (or 5) + your Constitution modifier per spellshaper level

Proficiencies & Equipment

- You gain proficiency with Arcana.

Intuitive Arcanist

You have advantage on Intelligence (Arcana) checks.

Primal Movement

Beginning at 1st level when you take this prestige class, you can expend conduit points to gain other effects:

- Use a bonus action and 1 conduit point to cast the *jump* spell.
- Use a bonus action and 1 conduit point to increase your speed by 20 feet for 1 minute.

New Feat

Primal Conduit

Prerequisites Constitution 15

Your body reacts strangely to magic and with concentration, focus, and luck you have learned to channel the raw arcane and divine energies that empower spells.

- When you are hit by a spell attack, you can use your reaction to absorb it. Make an opposed Constitution saving throw against the spell's caster. On a success, you negate the spell and convert its spell levels into a number of conduit points equal to the spell's level (cantrips yield 1 point). On a failure, the spell resolves normally.
- You have a number of conduit slots equal to your proficiency bonus. You cannot absorb a spell if you do not have enough conduit slots for it. For example, if you have 3 conduit slots and 0 conduit points from absorbed spells, you can absorb a *vampiric touch* that was cast using a 3rd-level spell slot and end the spell, but if you have any conduit points already, there aren't enough conduit slots for a 3rd level spell so you cannot.
- You cannot absorb spells cast using Innate Spellcasting or magical effects that are not from a spell.
- If you have any unspent conduit points when you finish a long rest, they dissipate.
- After concentrating for 1 minute, you can draw in ambient magic from the area around you to gain a conduit point. Once you have absorbed a number of conduit points equal to your Constitution modifier in this manner, you cannot do so again until you have finished a long rest.
- You can use your action to expend 1 or more conduit points, unleashing a 15-foot cone of raw magic. Creatures in the area make a Dexterity saving throw (DC 8 + your Constitution modifier + your proficiency bonus). On a failed save, a creature takes 1d8 force damage per expended conduit point (to a maximum of 6d8), or half as much damage on a successful one.
- You can expend a conduit point and take the Attack action to make a ranged spell attack against a creature or object within 100 feet, using Constitution as your spellcasting ability. On a hit, the target takes 1d10 force damage. If you are able to attack more than once with the Attack action, you can expend an additional conduit point for each extra attack to make an additional ranged spell attack.

- Use a bonus action and 1 conduit point to gain a climb or swim speed of 20 feet for 1 minute.
- Use your reaction and 1 conduit point to cast the *feather fall* spell.

Shaping Reservoir

Also at 1st level, your conduit slots increase by 1 for each level you have in this prestige class. Regardless of how many conduit slots you have open, you are unable to absorb spells of 7th level and higher.

Magical Attacks

At 2nd level, while you have at least 1 conduit point your unarmed strikes and melee weapon attacks are considered magical. You can expend 2 conduit points to cast the *magic weapon* spell on a weapon you are touching. As long as the weapon remains in your possession, you do not have to concentrate on the spell.

Your Primal Conduit area attack increases to 2d6 force damage per conduit point and 1d12 force damage when using the Attack action. By expending an additional conduit point when using Primal Conduit to unleash a magic blast, the area becomes a 10-foot wide line that is 30-feet long. By expending an additional conduit point when using Primal Conduit to Attack, you can change the type of damage to cold, fire, lightning, psychic, or thunder.

Primal Deflection

At 3rd level, you can use a bonus action and expend conduit points to conjure raw magic in the air around you, encircling yourself in protective motes of power. These motes have 3 temporary hit points per conduit point you expend. Any damage you would take in the next minute is subtracted first from this pool of hit points. You cannot absorb spells that deal damage reduced by these motes.



Raw Illusion

At 4th level, you can use an action and expend 2 conduit points to cast *invisibility*. When you reach 8th level in this prestige class, you are able to expend 4 conduit points to cast *improved invisibility* on yourself.

Spell Eater

Also at 4th level, you learn how to absorb the magic of spells around you. When you are in the target area of a spell as it is being cast, you can use Primal Conduit to try to absorb it.

Conduit Concentration

At 5th level, when you cast *invisibility* or *fly* on yourself you do not have to concentrate on the spell. This feature can only be used with one spell at a time.

Supernatural Flight

Also at 5th level, you can use your action and a conduit point to cast *fly*.

Raw Abjuration

At 6th level, you can use your reaction to expend conduit points when you are hit by a weapon attack to conjure a barrier of magical force that protects you. Until the start of your next turn, you have a bonus to AC equal to three times the number of expended conduit points, including against the triggering attack.

Spell Memory

Also at 6th level, you are able to rework the most recent magic utilized against you. By spending an

Alternative Class Feature

Optional Ability Score Increase

When you reach 3rd level in this prestige class, you may choose to gain a feat or standard Ability Score Increase instead of Primal Deflection.

When you reach 7th level in this prestige class, you may choose to gain a feat or standard Ability Score Increase instead of Spell Thievery.

action and expending a number of conduit points equal to the spell level of the last spell you absorbed, you can cast that spell. Once you have used this feature a number of times equal to your Constitution modifier, you cannot do so again until you have finished a long rest.

Spell Thievery

At 7th level, you can pluck magic from the air like a puppeteer manipulating strings. When you are within 50 feet of a spell being cast and can see the spellcaster, you can use Spell Eater to try to absorb the spell (as if you were in the spell's area or targeted by the spell attack).

Masterful Absorption

At 8th level, your sublime form is to magic like rivers are to water. You have advantage on Constitution saving throws to absorb spells. Once per round, you are able to absorb a spell attack that hits you without using your reaction (Spell Eater and Spell Thievery still require your reaction). In addition, you are able to absorb spells of up to 8th level so long as you have the required conduit slots. 🎮

