

THE EMERGENT

A SOULFUL MARTIAL CLASS WITH PERSONALITY TO SPARE



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EMERGENT

A halfling serving boy is being bullied by a group of half-orcs at the local tavern. The drunk and rowdy half-orcs begin throwing the halfling to each other, playing catch with their portable victim. Suddenly, a golden-scaled dragon appears out of nowhere, using its mighty breath to knock the half-orcs from their feet. The halfling straightens his clothing and returns to work as the dragon throws the half-orcs out the door.

A gnome is tinkering in her lab, too focused with her work to retrieve the ladder she requires to reach the part she needs for the next step in her tinkering. An automaton more than twice her size seems to step out of her body, casually reaches up to grab the part, places it on the desk next to her, and then flows back inside her. The whole time, the gnome's eyes never leave her newest contraption.

An elf runs through the forest, bow drawn and arrow nocked, on the hunt for an owlbear that has been ravaging a nearby village for the past month. A large wolf appears next to him, materializing out of thin air. The wolf raises his nose to the air and takes a deep whiff, scenting for their quarry. It takes off at an angle, the elf leaping into action at the same instant.

A human and her wagon are beset upon by a group of bugbears. They surround her on all sides, so she calmly steps down with her hands raised to show that she carries no weapon. One of the bugbears grunts and heads to the back to see what loot they have plundered. Meanwhile, many bugbears begin to absentmindedly scratch their heads, a persistent, annoying buzz clouding their minds. The wagon springs into action, its wheels suddenly morphing into vicious tentacles that give the bugbears a good smacking. In confusion and fear, the bugbears flee, and the human climbs back atop her seat. The wagon begins moving again. If only the bugbears had taken the time to notice that there are no horses propelling the wagon, they may have known better.

Each of these individuals is an emergent, people who discovered at some point in their lives that they could manifest their soul into a living creature. Emergents are very rare, but they come from all races, all walks of life, and are an incredibly diverse group. No two souls are the same, so neither will be two emergents.

THE EMERGENT

Level	Proficiency Bonus	Features
1st	+2	Incarnation, Incarnation Aspect
2nd	+2	Incarnation Aspect (2), Incarnation Type Feature
3rd	+2	Symbiotic Warrior
4th	+2	Ability Score Improvement
5th	+3	Incarnation Assault
6th	+3	Incarnation Aspect (3), Soul Strikes
7th	+3	Incarnation Type Feature
8th	+3	Ability Score Improvement
9th	+4	Incarnation Aspect (4)
10th	+4	Well-Rounded Personality
11th	+4	Incarnation Aspect (5)
12th	+4	Ability Score Improvement
13th	+5	Incarnation Type Feature
14th	+5	Complex Personality
15th	+5	Incarnation Aspect (6)
16th	+5	Ability Score Improvement
17th	+6	Incarnation Type Feature
18th	+6	Incarnation Aspect (7)
19th	+6	Ability Score Improvement
20th	+6	Unconquerable Spirit

COHESION IN DIVERSITY

It isn't difficult for most creatures to recognize an emergent when one springs into action; the sudden appearance of a creature without the usual verbal and somatic components of conjuration spells is often a dead giveaway. All emergents share this defining ability to summon and recall their incarnation. However, assuming that emergents are all the same due to this shared ability is fallacious.

Emergents bear the most diverse classification in the multiverse; an incarnation's abilities, strengths, and weaknesses are all entirely dependent not only on the emergent's physical characteristics, but also the emergent's personality. Since even the most genetically similar of races have incredibly varied personalities, even the incarnations of identical twins could be entirely different. When emergents meet, as rare as that occurrence is, they bask in this diversity; comparing their incarnations' appearances and abilities in the way that philosophers might discuss the ways of sapient thought.

HIDDEN SELVES

Many beings repress aspects of themselves for various reasons: cultural norms, peer pressure, trying to impress a love interest, trauma, and nigh infinite others. Incarnations are the soul of an emergent given physical form. To an eye studied in interpreting how an incarnation's physical features represent the emergent, all is made apparent, even the aspects that have been repressed. In some cases, repressed emotions and personality traits can be especially dominant features of the incarnation, allowing deep insight into the emergent itself. Emergents with repressed characteristics due to childhood trauma may not even be aware of those parts of themselves until summoning their incarnation for the first time. Because they are so constantly made aware of their own flaws and issues, emergents are far more likely to address and resolve their traumas than others.

CREATING AN EMERGENT

Emergents are as varied as the denizens of the multiverse. Since every individual soul is unique, so should be every incarnation. As you decide which Incarnation Type you want your incarnation to be, consider what its type says about you. Since the creature is the physical embodiment of your soul, your incarnation's type and appearance is a great opportunity to hint at hidden information about your character's personality and backstory. For example, your character could present a public face of a benevolent, kind, and caring patron, but have a wickedly demonic incarnation, hinting that everything may not be as it seems. Or, you could flip the script, playing a jaded and angry character whose fiend incarnation is playful and lighthearted, representing your character's repressed childhood.

Another important aspect is to consider how you came to discover that you are an emergent. Incarnations tend not to appear until an emergent has experienced something particularly traumatic. Perhaps you fell off a cliff, barely surviving, and in your desperation for company and food, you manifested your incarnation, which cared for you until you were healthy enough to find your family again. Or, if you want to get particularly dark with your character, perhaps your entire village was destroyed in front of your eyes, and your despair caused you to mentally shut down, manifesting an incarnation as an escape to the horrors you witnessed. There are many different possibilities.

One more important factor you should think about is how you will roleplay your incarnation at the table. Is it a basic extension of yourself that behaves exactly the same way as your normal character, or is it a separate aspect of your personality that you repressed for years? Will you have discussions or arguments with your incarnation at the table? If you want to make your incarnation a completely separate aspect of yourself with its own personality and opinions, you may want to discuss with your DM about treating the incarnation itself as an NPC so you aren't literally talking to yourself at the table, which could slow down play and make your party members feel a little excluded.

QUICK BUILD

You can make an emergent quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, followed by Constitution. Also take a look at the individual features of your Incarnation Type to determine if Intelligence, Wisdom, or Charisma will be necessary. Second, choose the folk hero background, although any background could work since emergents comes from all walks of life.

CLASS FEATURES

As an emergent, you have the following class features.

HIT POINTS

Hit Dice: 2d6 per emergent level

Hit Points at 1st Level: 12 + Constitution modifier

Hit Points at Higher Levels: 2d6 (or 7) + your Constitution modifier per emergent level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Tools: One type of artisan's tools of your choice

Saving Throws: Constitution, Charisma

Skills: Choose two from Animal Handling, Deception, History, Insight, Intimidation, Persuasion, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) leather armor or (b) scale mail
- (a) a shortbow and a quiver of 20 arrows or (b) any simple weapon
- (a) two daggers or (b) two handaxes
- (a) an explorer's pack or (b) a dungeoneer's pack

INCARNATION

At some point in your life, you realized that you could manifest an aspect of yourself into living flesh. It was most likely in a time of high emotion, extreme danger, or huge desperation. No matter how you initially discovered you could manifest this creature, you came to learn that it is known as an incarnation, a piece of your soul emerged from your body. Choose one of the following incarnation types, all detailed at the end of the class description: Aberration, Beast, Celestial, Construct, Dragon, Fiend, or Plant. The incarnation type you choose grants you features at 1st level, and again at 2nd, 7th, 13th, and 17th level.

You and your incarnation are, in essence, a single unit. You share hit points, an alignment, languages, senses, a turn in the initiative, and a single reaction each round. You can perceive through your incarnation's senses at any time, no action required. Your incarnation uses your ability scores and proficiency bonus, and is proficient in the same skills and saving throws that you are. On your turn, you and your incarnation can move independently, but share an action and bonus action. During each of your turns, you can use your action to have your incarnation take the Attack action. If you take the Dash, Disengage, Dodge, or Hide action, your incarnation also benefits from the effects of the action. If you are your incarnation's size or smaller, you can use your incarnation as a mount. You and your incarnation

concentrate on spells you or it cast as though you are a single creature.

If you or your incarnation would be transported to another plane of existence, the other is also transported there. Otherwise, if you or your incarnation becomes the target of a spell or effect, and the other is not a target, only the targeted creature is affected.

If you and your incarnation are both subjected to a spell or effect that can cause multiple targets to make a saving throw, such as a *fireball* or *thunderwave* spell, you roll a single saving throw for both you and your incarnation. If the spell or effect deals damage, you take damage from it only a single time. Otherwise, if you fail the saving throw, you and your incarnation suffer its effects normally.

Some of your incarnation's traits and features require your target to make a saving throw to resist the trait or feature's effects. The saving throw DC is calculated as follows:

$$\text{Incarnation save DC} = 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$$

While you are within 5 feet of your incarnation, you can use an action on your turn to absorb it back into your body. While it is absorbed this way, your incarnation can't be interacted with in any way, nor can you or it make use of any of its traits or abilities. If your incarnation is absorbed, you can use your action to cause it to reappear in the nearest unoccupied space to you.

Your incarnation disappears if you die.

INCARNATION ASPECT

Your incarnation is the physical manifestation of your soul. Its visage and abilities are directly affected by your personality traits, more of which appear on your incarnation as you level up.

At 1st, 2nd, 6th, 9th, 11th, 15th, and 18th level, you gain an aspect of your choice from the options available at that level, all of which are detailed at the end of the class description.

SYMBIOTIC WARRIOR

Beginning at 3rd level, when you use your action to have your incarnation take the Attack action, you can use your bonus action this turn to make a weapon attack against one of your incarnation's targets.

ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

INCARNATION ASSAULT

Starting at 5th level, your incarnation can attack twice, instead of once, whenever you use your action to have it take the Attack action.

SOUL STRIKES

Beginning at 6th level, your incarnation's weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

WELL-ROUNDED PERSONALITY

At 10th level, you gain two aspects of your choice from among those you could have chosen at 1st, 2nd, and 6th level.

COMPLEX PERSONALITY

Beginning at 14th level, whenever you finish a short or long rest, you can spend 1 minute meditating to change your incarnation's aspects. When you do, you replace one of your incarnation's aspects with a different aspect you could have chosen at the same level.

UNCONQUERABLE SPIRIT

At 20th level, when you are reduced to 0 hit points or are subjected to an effect that would kill you instantaneously, you can choose to fall to 1 hit point instead. If you do, your body is absorbed into your incarnation, you gain temporary hit points equal to half your hit point maximum, and you gain the following benefits for 1 minute:

- Your incarnation adds your proficiency bonus to the damage of its weapon attacks for 1 minute.
- During each of your turns, you can use a bonus action to have your incarnation make a weapon attack against a target within range.
- You are treated as though you are on a different plane of existence, though you can still perceive through your incarnation's senses. You can't be targeted by spells or attacks, and you can't attack or cast spells. However, you can still telepathically command your incarnation to take actions, and you can use your reaction as normal.

At the end of the duration, or if you drop to 0 hit points, you fall prone in the nearest unoccupied space to your incarnation.

Once you use this feature, you can't do so again until you finish a long rest.



INCARNATION TYPES

Incarnations, as physical embodiments of an emergent's soul, represent the core of that person. Consider what your incarnation type says about your personality. Are you distant and cold, your incarnation a construct? Or are you passionate and domineering, your incarnation a dragon? Choosing an incarnation this way is an excellent roleplaying opportunity to hint at hidden information about your character. You can, of course, also just choose your incarnation by the traits and abilities you most favor.

ABERRATION

Emergents with aberration incarnations tend to have inquisitive minds. Their incarnations' strange forms represent the way the emergent tends to look at the world, usually from a different perspective from everyone else. Often, these emergents are searching for the deepest secrets of the world, or perhaps just the greatest truths. Your incarnation uses the following stat block:

ABERRATION

Example Creatures: Aboleths, Beholders, Cloakers/Mimics, Flumphs, Gibbering Mouthers, Otyugh
Medium aberration

Armor Class 13 + your Dexterity modifier
Speed 30 ft.

Attuned. You gain proficiency in the Arcana skill.

Telepathy. Your incarnation can magically transmit simple messages and images to any creature within 60 feet of it that can understand one of your languages. This form of telepathy doesn't allow the receiving creature to telepathically respond.

ACTIONS

Tentacle. *Melee Weapon Attack:* Your Strength modifier + your proficiency bonus to hit, reach 10 ft., one target. *Hit:* 1d8 + your Strength modifier bludgeoning damage.

OBJECT MIMICRY

Beginning at 2nd level, you can use your action to have your incarnation transform into an object that is up to one size category smaller or larger than its normal size, or back into its true form. Its statistics are the same in each form. It reverts to its true form if you drop to 0 hit points.

While transformed, if your incarnation remains motionless, it is indistinguishable from a normal object, but can still be detected as an aberration by the *detect evil and good* spell or similar effects.

MIND INVASION

At 7th level, your incarnation gains the ability to use its telepathy to read the surface thoughts of creatures. As an action, you can have your incarnation cast *detect thoughts* without needing material components.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

TELEPATHIC SHROUD

Beginning at 13th level, you and your incarnation's thoughts can't be read by telepathy or other means unless you allow it. Additionally, you and your incarnation are immune to divination spells unless you choose to be affected by them.

TELEPATHIC SHIELD

Starting at 17th level, you can use your action to have your incarnation project an area of antimagic, as in the *antimagic field* spell, in a 15-foot cone for 1 minute. When you use this feature, and at the start of each of your turns, you decide which way the cone faces, and whether or not you want it to be active for that round.

Once you use this feature, you can't do so again until you finish a long rest.

BEAST

Emergents with beast incarnations tend to be focused and driven individuals. They are often very loyal people who ferociously protect their comrades, and tend to prefer not to waste time on trivialities. These emergents tend to love the idea of adventure and relish the excitement each new day could bring. Your incarnation uses the following stat block:

BEAST

Example Creatures: Bears, Boars, Panthers, Snakes, Spiders, Wolves
Medium beast

Armor Class 13 + your Dexterity modifier

Speed 30 ft.

Kin to Beasts. You gain proficiency in the Animal Handling skill.

Sneaky. You gain proficiency in the Stealth skill.

ACTIONS

Bite. *Melee Weapon Attack:* Your Strength modifier + your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d10 + your Strength modifier piercing damage

FEROCIOUS CHARGE

Beginning at 2nd level, if your incarnation moves at least 20 feet straight toward a target and then hits it with a bite attack on the same turn, the target must succeed on a Strength saving throw or be knocked prone.

NATURAL TRACKER

At 7th level, your incarnation becomes peerless in its ability to track. Once, you can use your action to have your incarnation cast *locate creature* without needing material components, and you regain the ability to do so when you finish a long rest.

SAVAGE AGILITY

At 13th level, your incarnation's base movement speed increases to 35 feet. Additionally, you can use your bonus action to have your incarnation take the Dash action.

PACK TACTICS

Beginning at 17th level, your incarnation has advantage on an attack roll against a creature if you or at least one of your allies is within 5 feet of the target and you or the ally aren't incapacitated.

CELESTIAL

Emergents with celestial incarnations tend to be kind individuals who may have gone through immense tragedy. They usually want to help people, hoping to prevent others from experiencing the same horrors they lived through. These emergents may be very guarded individuals who are very slow to trust. Your incarnation uses the following stat block:

CELESTIAL

Example Creatures: Angels, Couatls, Emyreans, Pegasi, Unicorns
Medium celestial

Armor Class 13 + your Dexterity modifier

Speed 30 ft.

Holy. You gain proficiency in the Religion skill.

ACTIONS

Strike. *Melee Weapon Attack:* Your Strength modifier + your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d10 + your Strength modifier bludgeoning damage.

Healing Touch. You can use your action to have your incarnation touch a creature and remove one disease or neutralize one poison affecting it.

You can use this action a number of times equal to half your emergent level, rounded up. You regain all expended uses when you finish a long rest.

IMPROVED HEALING TOUCH

Beginning at 2nd level, when your incarnation uses its Healing Touch, the target also regains a number of hit points equal to 1d8 + your Wisdom modifier.

DIVINE PROTECTION

At 7th level, your incarnation gains the ability to use its holy power to shield creatures from the forces of above and below. You can use your action to have your incarnation cast *protection from evil and good* without needing material components.

Once you use this feature, you can't do so again until you finish a short or long rest.





DIVINE TOUCH

Beginning at 13th level, you can use your action to have your incarnation touch a willing creature and expend two uses of its Healing Touch to end one spell on the target.

DIVINE LIGHT

Beginning at 17th level, you can use your action to have your incarnation release a wave of healing energy. When you do, you remove all diseases and neutralize all poisons from each creature of your choice within 30 feet of your incarnation. Each of those creatures regains 4d8 hit points.

Once you use this feature, you can't do so again until you finish a long rest.

CONSTRUCT

Emergents with construct incarnations tend to be logical and dispassionate individuals. They usually approach every situation as objectively as possible, and may have trouble connecting with other sapient races. The way these emergents state facts may come off as being incredibly arrogant or cruel. Your incarnation uses the following stat block:

CONSTRUCT

Example Creatures: Animated Objects, Golems, Helmed Horrors
Medium construct

Armor Class 17

Speed 30 ft.

Knowledgeable. You gain proficiency in the History skill.

Immutable Form. Your incarnation is immune to any spell or effect that would alter its form.

ACTIONS

Slam. *Melee Weapon Attack:* Your Strength modifier + your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d10 + your Strength modifier bludgeoning damage.

CONSTRUCTED RESILIENCE

Beginning at 2nd level, your incarnation is immune to being poisoned, and it resists poison damage.

CONSTRUCTED OBJECTIVITY

At 7th level, your incarnation gains the ability to analyze creatures and objects for weaknesses. You can use a bonus action to have your incarnation analyze a creature or object within 30 feet of it. If you chose a creature, your incarnation gains a +1 bonus to the attack and damage rolls of its slam attacks against the target for 1 minute.

If you chose an object, the object is treated as being vulnerable to your incarnation's slam attacks for 1 minute.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CONSTRUCTED PROTECTION

At 13th level, your incarnation's base AC increases to 19.

CONSTRUCTED JUGGERNAUT

At 17th level, your incarnation gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.



DRAGON

Emergents with dragon incarnations tend to be passionate and confident people. They often give orders that they just assume will be followed without meaning any malice or harm. These emergents can be just a bit narcissistic and may come across as arrogant or bossy. Your incarnation uses the following stat block:

DRAGON

Example Creatures: Dragons, Drakes, Wyverns
Medium dragon

Armor Class 13 + your Dexterity modifier
Speed 30 ft.

Intimidating. You gain proficiency in the Intimidation skill.

Draconic Color. Your incarnation is a specific color of dragon. Your incarnation's damage type is determined by your dragon color. Choose a dragon color for your incarnation.

Damage Resistance. Your incarnation has resistance to the damage type associated with its dragon color.

ACTIONS

Bite. *Melee Weapon Attack:* Your Strength modifier + your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d10 + your Strength modifier piercing damage

DRACONIC COLOR

Dragon Color	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

BREATH WEAPON

Beginning at 2nd level, you can use your action to have your incarnation use its breath weapon. When you do, your incarnation exhales its elemental breath in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, taking 3d8 damage of the damage type associated with your incarnation's dragon color, or half as much on a successful save.

The damage increases by 1d8 when you reach certain levels in this class: at 4th level (4d8), at 6th (5d8), at 8th level (6d8), at 10th level (7d8), at 12th level (8d8), at 14th level (9d8), at 16th level (10d8), at 18th level (11d8), and at 20th level (12d8).

Once you use this feature, you can't do so again until you finish a short or long rest.

DRACONIC SENSES

At 7th level, you gain blindsight to a radius of 30 feet.

TERROR OF THE SKIES

At 13th level, your incarnation gains a flying speed equal to its base walking speed.

FRIGHTFUL PRESENCE

Beginning at 17th level, you can use your action to have your incarnation harness the primal fear a dragon inspires and use it to debilitate your enemies. Each creature of your choice within 60 feet of your incarnation must make a Wisdom saving throw. On a failed save, the creature is frightened of your incarnation for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature succeeds on the initial saving throw or the effect ends for it, the creature is immune to this feature for the next 24 hours.

Once you use this feature, you can't do so again until you finish a short or long rest.

FIEND

Emergents with fiend incarnations tend to be a bit more than a little mischievous. At their best, they're chronic pranksters who do it all in good fun. At their worst, they're master manipulators who tend to cause suffering for their own gain. Either way, these emergents often delight in fooling others, and for that reason are likely to earn the distrust of people around them. Your incarnation uses the following stat block:

FIEND

Example Creatures: Demons, Devils, Succubi/Incubi, Yugoloths
Medium fiend

Armor Class 13 + your Dexterity modifier
Speed 30 ft.

Deceitful. You gain proficiency in the Deception skill.

Devil's Sight. If you don't have darkvision, you gain it to a range of 60 feet. Magical darkness does not impede your darkvision.

ACTIONS

Claw. *Melee Weapon Attack:* Your Strength modifier + your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d10 + your Strength modifier slashing damage



THE DEVIL AMONG US

Beginning at 2nd level, you can use your action to have your incarnation transform into any beast with Challenge Rating no greater than 1/8. When it does, its statistics are replaced by the statistics of the beast, but it retains your shared hit points, alignment, personality, and Intelligence, Wisdom, and Charisma scores. Any equipment it is wearing or carrying isn't transformed.

While transformed, a *detect evil and good* spell or other similar effect will still recognize your incarnation as a fiend, and the actions your incarnation can take and the senses it can use are limited to those of its beast form.

You can use a bonus action on your turn to revert your incarnation to its normal form. It will also revert to its normal form if you drop to 0 hit points.

FIENDISH FRIEND

At 7th level, your incarnation gains the ability to attempt to summon a fiend to fight alongside it. You can use your action to have your incarnation attempt such a summoning. Roll percentile dice. On a result no greater than five times your emergent level, a fiend of your choice with challenge rating no more than your level divided by four appears in an unoccupied space within 60 feet of your incarnation. Roll initiative for the creature.

The summoned fiend acts as your ally, and can't summon other fiends. It remains for 1 minute, until it or you fall to 0 hit points, or until you dismiss it as an action. It otherwise acts according to its alignment.

If the result of your percentile dice roll is greater than five times your emergent level, there is a brief puff of fire and smoke in a random unoccupied space within 60 feet of your incarnation, and the smell of brimstone persists near the space for 1 minute.

Once your incarnation successfully summons a fiend, you can't use this feature again until you finish a long rest.

INFERNAL STEP

Beginning at 13th level, your incarnation gains the ability to teleport short distances. You can use your bonus action to have your incarnation teleport up to 30 feet to an unoccupied space you can see in a puff of smoke or fire.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

DOMINATING PRESENCE

Starting at 17th level, you can use your action to have your incarnation cast *dominate person*. The target does not gain advantage on the saving throw as a result of you or your companions fighting it.

Once you use this feature, you can't do so again until you finish a long rest.

PLANT

Emergents with plant incarnations tend to be cantankerous loners. They are often easily irritated and sarcastic, sometimes to the point of insult. These emergents may just be mean and nasty to everyone around them, but often have a dark reason from their past that makes them want to keep from getting close to others. Your incarnation uses the following stat block:

PLANT

Example Creatures: Awakened Plants, Blights, Gas Spores, Myconids, Shambling Mounds
Medium plant

Armor Class 13 + your Dexterity modifier
Speed 30 ft.

One with Nature. You gain proficiency in the Nature skill.

False Appearance. While your incarnation remains motionless, it is indistinguishable from a normal plant.

ACTIONS

Slam. *Melee Weapon Attack:* Your Strength modifier + your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d10 + your Strength modifier bludgeoning damage



PROJECTILE THORNS

At 2nd level, your incarnation gains the following action:

Needles. Ranged Weapon Attack: Your Dexterity modifier + your proficiency bonus to hit, range 30/60 ft., one target. *Hit:* 1d8 + your Dexterity modifier piercing damage.

ENTANGLING VEGETATION

At 7th level, your incarnation gains the ability to wrap itself about a creature and entangle it. As an action, you can have your incarnation enter a space occupied by a creature that is no greater than one size category larger than it. That creature must make a Strength saving throw. On a successful save, the creature resists your incarnation's attempt to restrain it, and your incarnation moves back to the space it previously occupied.

On a failed save, the target is restrained for 1 minute. As an action, the creature can repeat the saving throw, freeing itself and moving to the nearest unoccupied space on a success. While your incarnation has a creature restrained, your incarnation's speed drops to 0, and that creature doesn't impose disadvantage on your incarnation's ranged attack rolls.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all of your expended uses when you finish a short or long rest.

REACHING VINES

Beginning at 13th level, your incarnation grows subtle vines it can hide when not in use, but can use to lengthen the reach of its attacks. The range of its slam attack increases to 15 feet, the short range of its needles attack increases to 45 feet, and the long range of its needles attack increases to 90 feet.

Additionally, when your incarnation hits a creature within 5 feet of it with a slam attack, you can use a bonus action to have your incarnation attempt to grapple the target.

PERNICIOUS PLANT

Starting at 17th level, the thorns on your incarnation fill with a potent poison. Once during each of your turns, when your incarnation hits a creature with a slam or needles attack, you can choose to have the target make a Constitution saving throw. On a failure, the target becomes poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a successful save.

INCARNATION ASPECTS

Many aspects have a required Incarnation Type. You can only choose that aspect if you chose that Incarnation Type. You can't choose an aspect more than once, even if you later get to choose again.

At 1st level, you gain one of the following aspects of your choice:

Adaptive. Your incarnation can breathe air and water, and gains a swimming speed equal to its base walking speed.

Deft. Your incarnation uses Dexterity, instead of Strength, for the attack and damage rolls of its melee weapon attacks.

Tough. Your incarnation uses Constitution, instead of Dexterity, to determine its Armor Class.

At 2nd level, you gain one of the following aspects of your choice:

Communicative (Aberration Required). When your incarnation communicates telepathically with a creature, that creature can now respond with a simple message or image as long as you understand one of its languages.

Confident (Dragon Required). Your hit point maximum increases by your emergent level when you choose this aspect, and increases by 1 again whenever you gain a subsequent level in this class.

Defensive. Your incarnation gains a +1 bonus to its AC.

Determined (Beast Required). Your incarnation can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Guarded (Celestial Required). Bludgeoning, piercing, and slashing damage from nonmagical weapons dealt to your incarnation is reduced by an amount equal to half your proficiency bonus, rounded up.

Protective. When a creature you can see attacks a target other than your incarnation that is within 5 feet of your incarnation, you can use your reaction to have your incarnation impose disadvantage on the attack roll.

Stubborn (Plant Required). At the start of each of your turns, you recover a number of hit points equal to half your emergent level if you have no more than half your hit points left. You don't gain this benefit if you have 0 hit points.

Tactical (Construct Required). When a creature casts a spell targeting your incarnation that would alter its form, such as the *enlarge/reduce* spell, you can use your reaction to have your incarnation ignore its Immutable Form for that casting of the spell. When the spell ends, your incarnation then returns to its normal form.

Untrusting (Fiend Required). Your incarnation gains a bonus to its saving throws against magic equal to half your proficiency bonus, rounded down.

At 6th level, you gain one of the following aspects of your choice:

Apathetic (Construct Required). You and your incarnation add your Intelligence modifier (a minimum of +1) to saving throws you make against being charmed or frightened.

Benevolent (Celestial Required). You regain all of your expended uses of Healing Touch when you finish a short or long rest.

Braggadocious. Your incarnation counts as one size category larger for grappling, when determining if it can be mounted by a creature, when determining its carrying capacity, and when determining the weight it can push, drag, and lift.

Charming (Fiend Required). While your incarnation is in physical contact with a humanoid creature, you can use your action to cast *charm person* on that creature from your incarnation's space. If the creature fails the saving throw by 5 or more, it does not realize it was charmed by you when the spell ends. You must finish a short or long rest before you can have your incarnation cast *charm person* this way again.

Evasive. When your incarnation is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Focused (Beast Required). Your incarnation has advantage on Wisdom (Perception) checks that rely on one of the following senses of your choice: hearing, sight, or smell. You can choose this aspect more than once,

but must choose a different sense each time.

Receptive (Aberration Required). The range of your incarnation's telepathy increases to 300 feet.

Renitent (Dragon Required). Your incarnation gains immunity to the damage type associated with its dragon color.

Trenchant (Plant Required). When your incarnation is hit with a melee weapon attack by a creature within 5 feet of it, you can use your reaction to have your incarnation release harmful spores at the attacker. The target must make a Constitution saving throw. On a failed save, roll a d10, and the creature suffers the corresponding effect:

- 1-5. **Noxious Spore.** The target's lungs fill with spores and it begins to uncontrollably cough. The target becomes poisoned for 1 minute. At the end of each of its turns, the target can repeat the saving throw, ending the effect on a success.
- 6-9. **Allergen Spore.** The target's eyes water and begin to puff up. The target becomes blinded for 1 minute. At the end of each of its turns, the target can repeat the saving throw, ending the effect on a success.
- 10. **Paralytic Spore.** The target feels its muscles contract as its body stiffens. The target becomes stunned for a number of rounds equal to your Wisdom modifier (a minimum of 1 round).

A creature that is immune to the poisoned condition is unaffected by this feature. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.



At 9th level, you gain one of the following aspects of your choice:

Acute. You gain proficiency in Dexterity saving throws.

Resilient. You gain proficiency in Wisdom saving throws.

At 11th level, you gain one of the following aspects of your choice:

Ferocious (Beast Required). Your incarnation can attack three times, instead of twice, whenever you use your action to have it take the Attack action.

Inquisitive (Aberration Required). Whenever your incarnation hits a creature with a tentacle attack, the target takes an additional 1d10 psychic damage.

Merciless (Fiend Required). Whenever your incarnation hits a creature with a claw attack, the target takes an additional 1d10 necrotic damage.

Opportunistic. Once per turn, your incarnation can deal an additional 2d6 damage to a creature it hits with a weapon attack if the target is within 5 feet of another enemy of the target that isn't incapacitated. That creature doesn't need to be within 5 feet of another of its enemies if your incarnation has advantage on the attack roll.

Righteous (Celestial Required). Whenever your incarnation hits a creature with a strike attack, the target takes an additional 1d10 radiant damage.

Savage. You can use your action to have your incarnation make a melee weapon attack against each creature of your choice within 10 feet of it, using a separate attack roll for each target.

Severe (Construct Required). Whenever your incarnation hits a creature with a slam attack, the target takes an additional 1d10 bludgeoning damage.

Vehement (Dragon Required). Whenever your incarnation hits a creature with a bite attack, the target takes an additional 1d10 damage of the type associated with your incarnation's dragon color.

Virulent (Plant Required). Whenever your incarnation hits a creature with a slam or needles attack, the target takes an additional 1d10 poison damage.

At 15th level, you gain one of the following aspects of your choice:

Alloof (Celestial Required). Your incarnation has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Brutal. Your incarnation's weapon attacks deal an additional 1d4 damage.

Captivating (Fiend Required). When your incarnation teleports using its *Infernal Step*, you can use your action to have it cast *enthrall*. If you do, the targets don't gain advantage on the saving throw as a result of you or your companions fighting them.

Curious (Aberration Required). When your incarnation attacks a creature it can't see, its inability to see the target doesn't impose disadvantage on your incarnation's attack rolls against it. Additionally, as long as a creature is within your incarnation's telepathy range, that creature does not gain advantage on attack rolls against your incarnation as a result of being hidden from it. This feature has no effect on a creature immune to effects that would read its mind.

Fickle (Dragon Required). Whenever you finish a short or long rest, you can choose to change your incarnation's dragon color, and thereby its associated damage type, to a different color.

Nettlesome (Plant Required). When your incarnation successfully restrains a creature using its Entangling Vegetation or successfully grapples one, that creature takes piercing damage equal to 1d10 + your Wisdom modifier. At the beginning of a creature's turn that is grappling, restrained by, or grappled by your incarnation, that creature takes piercing damage equal to your Wisdom modifier (a minimum of 1 damage).

Oblivious (Construct Required). Your incarnation is immune to psychic damage.

Reckless (Beast Required). When your incarnation takes the Dash action, opportunity attacks against it are made with disadvantage this turn.

Strategic. You can use your bonus action to have your incarnation take the Disengage or Dodge action.

At 18th level, you gain one of the following aspects of your choice:

Analytical. Your incarnation's weapon attacks score a critical hit on a 19 or 20.

Despicable (Fiend Required). When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Domineering (Dragon Required). When your incarnation deals damage of the type associated with its dragon color, it ignores resistance to that type of damage.

Impatient (Beast Required). When a creature within 5 feet of your incarnation hits it with a melee attack, you can use your reaction to have your incarnation make a bite attack against the creature.

Indomitable. Once per short or long rest, when your incarnation fails a saving throw, you can choose for it to succeed instead.

Inspiring (Celestial Required). Your incarnation gains a flying speed equal to its base walking speed. Allied creatures within 30 feet of your incarnation have advantage on saving throws against being charmed or frightened.

Observant (Aberration Required). When you use your action to have your incarnation take the Attack action, you can replace one or both of its attacks with random eye rays (reroll duplicates) if your incarnation isn't blinded. The eye rays have a range of 60 feet, and are negated by areas of antimagic:

1. **Charm Ray.** The target must succeed on a Wisdom saving throw or be charmed by your incarnation for 1 minute, or until it is harmed by you or a creature friendly to you.
2. **Paralyzing Ray.** The targeted creature must succeed on a Constitution saving throw or be paralyzed for a number of rounds equal to your Intelligence modifier (a minimum of 1 round). The target can repeat the saving throw at the end of each of its turns, ending the effects on a success.
3. **Fear Ray.** The target must succeed on a Wisdom saving throw or become frightened of your incarnation for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effects on a success.

4. **Slowing Ray.** The target must make a Dexterity saving throw. On a failed save, the target's speed is halved for a number of rounds equal to your Intelligence modifier (a minimum of 1 round). In addition, the target can't take reactions, and it can take either an action or a bonus action on its turn, not both. The target can repeat the saving throw at the end of each of its turns, ending the effects on a success.
5. **Enervation Ray.** The target must make a Constitution saving throw, taking 6d8 necrotic damage on a failed save, or half as much damage on a successful one.
6. **Telekinetic Ray.** If the target is a creature, it must succeed on a Strength saving throw or your incarnation can move it 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of your next turn or until you are incapacitated.
If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. Your incarnation can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or container.
7. **Sleep Ray.** The target must succeed on a Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.
8. **Petrification Ray.** The target must make a Dexterity saving throw. On a failed save, that creature begins to turn to stone and is restrained. It must make a Constitution saving throw at the end of its next turn. On a success, the effect ends. On a failure, the target is petrified for 1 minute.
9. **Disintegration Ray.** If the target is a creature, it must succeed on a Dexterity saving throw or take 6d10 force damage. If the damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.
If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.
10. **Death Ray.** The target must succeed on a Dexterity saving throw or take 8d10 necrotic damage. The target dies if the ray reduces it to 0 hit points.

Obstinate (Construct Required). Your incarnation has advantage on saving throws against spells and other magical effects.

Pernicious (Plant Required). Your incarnation's features and effects ignore immunity to poison damage and the poisoned condition. If a creature is immune to the poisoned condition, it instead makes its saving throw against being poisoned with advantage.



EMERGENT MULTICLASSING

Emergents follow all the normal rules for multiclassing. The following tables function as additions to those listed on page 163 and 164 of the *Player's Handbook*.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Emergent	Strength or Dexterity 13, and Constitution 13

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Emergent	Light armor, medium armor, simple weapons

INCARNATIONS OF OTHER CREATURE TYPES

Not every creature type in DUNGEONS & DRAGONS is represented as an incarnation type. There are a few different possible reasons for this: 1) The creature type itself doesn't have enough of a unifying theme, 2) The creature type is too similar to another creature type, 3) The creature type doesn't have enough unique characteristics to make for an interesting option, or 4) It makes no sense for that creature type to be an incarnation due to lore or mechanics. If you want to play one of the unrepresented creature types, discuss it with your DM. Below is some advice on how to approximate these creature types if possible:

ELEMENTALS

Elementals were excluded for reason number 1 above. They do so many different things based on their elemental type, and have no real features that bring them all together. There are a couple different ways to approximate elementals. To make an Earth Elemental incarnation, you can use the Construct incarnation type and simply change its type to *Medium elemental*. Water Elementals can be approximated the same way using the Plant incarnation type and swapping many of the poison and piercing effects for ice and cold damage effects that do similar things. Fire Elementals can be approximated using a mixture of features and aspects from Dragon and Fiend. Finally, Air Elementals can be approximated by mixing features from Construct and Dragon.

FEY

Fey were excluded for reason number 2 above. Thematically, Fey incarnations would work fundamentally similar to Fiend incarnations, but with some lore adjustments, like Infernal Step becoming Fog Step, and replacing the *Merciless* aspect's necrotic damage with cold damage. We felt it more interesting roleplay-wise for there to be Fiend incarnations than Fey.

GIANTS

Giants were excluded for reasons number 1, 3, and 4. All of the incarnations are sized Medium for a reason, and a Medium giant makes no sense. Also, giants don't do much but be large and deal a lot of damage with their attacks as a result, which would result in balance issues. If you really want to have a Giant incarnation, prepare for a long and detailed discussion with your DM.

HUMANOIDS

Humanoids were also excluded for reasons 1, 3, and 4. There are far too many different types of humanoids and they all do immensely different things, so creating a unified Humanoid incarnation was basically impossible. Also, the fantasy of this class is that you are giving your soul physical shape, and having it do the fighting. If you want to control a humanoid that does similar things to what the incarnation could do, there are many classes available to you, such as Fighter, Monk, and Paladin.

MONSTROSITIES

Monstrosities were excluded for reasons 1 and 2. There are far too many types of monstrosity that all vary wildly, and they are all just basically beasts with additional elemental damage, magic resistance, and/or limbs. To approximate playing a Monstrosity, you can use the Beast incarnation type, change its type to *Medium monstrosity*, and replace the *Ferocious* aspect with one of the aspects that adds 1d10 elemental damage to your incarnation's attacks.

OOZES

Oozes were excluded for reasons 1, 2, and 3. In this case, there are too few oozes in the current monster manuals to find a unifying theme, and those that exist would not be terribly interesting for the player. To approximate an Ooze, though, you can use the Plant incarnation, change its type to *Medium ooze*, and change all of its instances of piercing and poison damage to acid damage.

UNDEAD

Undead were excluded for reasons 1, 3, and 4. Primarily, it is an odd concept for a person's soul to be something that has died and returned. There also aren't a lot of unifying and interesting game mechanics to create an Undead incarnation. You can approximate one using the Construct incarnation type, changing its type to *Medium undead*, and replacing the *Severe* aspect's bludgeoning damage with necrotic damage.

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