

ALLIES & ADVERSARIES

SUMMER

MAGI

NEW SUBCLASSES FOR THE
LINGERING HEAT OF SUMMER

AS SUMMER ASCENDS, THE land releases its abundance, flowers bloom, and the rivers run true. But the summer holds a sharper edge as well: one where wildfires run unchecked, the sun beats down without pity upon those beneath, and the very land swelters underneath omnipresent heat. Such are the two sides of the true summer's spirit.

This article introduces a nomadic people who call themselves the Summer Magi, a clan of arcanists who seek to venerate and embody the duality of the Summer's greatness. It includes a description of the people and their culture, as well as a new cleric Domain, a new sorcerer bloodline, and a new warlock patron. In addition, the article introduces the signature weapon of the Summer Magi: the saber.



WRITING GM LENT
COLOR ART PHIL STONE
EDITING JAMES J. HAECK
LAYOUT ERIC LIFE-PUTNAM

CULTURE OF THE MAGI

In itinerant villages of yurts and pavilions, the Summer Magi roam across the endless terrain, seeking to serve and exemplify the True Summer—what they call *the Blaze*. Clad in loose-fitting robes with hoods and turbans tied round their heads, the Summer Magi (all members of the group refer to themselves by this term, even those who are not spellcasters) are steadfast in their devotion to this power and ideal. Some were called by it, some bound themselves to it, and some were born touched by its radiance. All seek to emulate its nature, and adhere to the Three Purposes they find within it. They wear at their side the symbol of the Summer Magi: the long, slender, curved blade of a saber.

The Summer Magi navigate their lives by three guiding principles they call the Three Purposes of the Blaze: Be Bountiful, Be Gracious, and Be Merciless. Be Bountiful means to be productive, and to create something. The Summer Magi are a people of art, craft, baking, and song; each seeks to leave a tangible, indelible mark upon the world. Be Gracious means to appreciate what one has, and be respectful of those who one meets; after all, it is not always easy to see the posterity of a stranger. Be Merciless means to follow one's passions and purpose without remorse and without apprehension, regardless of circumstances.

The Summer Magi produce fine baskets, woodcarvings, and textiles. They ride and walk across the land in unending cycles, following patterns known only to their elders. Eager to trade goods and share tales of marvelous adventure and preposterous derring-do, the Summer Magi enjoy good relations with most people whose lands they travel.



The emblem of the Summer Magi is a curved sword known as the saber. All Summer Magi are presented with their own saber when they come of age or, for the rare outsider who joins the Summer Magi later in life, when they have proved their devotion to the Blaze. Not all Summer Magi are skilled with using their saber in combat, but all wear it proudly. Some carve intricate runes, reliefs, or family histories into their blades; woe betide the fool who steals such an heirloom.

The Summer Magi revel in the warmth and bounty of the Blaze, but they also revel in its remorselessness as a killer. A follower of the Blaze is generous with their friends, allies, and trusted fellows, but is without pity when dealing with adversaries. All Summer Magi hate and detest undead creatures; these beings are the very antithesis of the Blaze's light.

NEW SUBCLASSES

The following section includes mechanical ways of incorporating the Summer Magi into your campaign. The Blaze Domain for clerics is available for those who understand the Blaze as the source of divine ability and power. The Blaze Bloodline for sorcerers is available for those touched by and bound to the power of the Summer Magi even before they were born. The Blaze Patron for warlocks is available for those who pledge themselves to the Blaze in hopes of understanding the universe through its mysteries. Finally, the saber is a new martial weapon available to Summer Magi.

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NEW CLERIC DOMAIN: SACRED BLAZE DOMAIN

Clerics who follow the Blaze are granted power by its grace. The Blaze favors action and the pursuit of goals, regardless of their nature, and clerics who chose this path tend to be brash, unafraid, and decisive. They are both generous and vicious, as mood and situations warrant.

SACRED BLAZE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>create or destroy water, heroism</i>
3rd	<i>enhance ability, scorching ray</i>
5th	<i>create food and water, remove curse</i>
7th	<i>fabricate, freedom of movement</i>
9th	<i>flame strike, wall of force</i>

Bonus Proficiencies

You gain proficiency with light armor, shields, and the saber (described below).

Bounty of the Blaze

Starting when you choose this domain at 1st level, when you would suffer a level of exhaustion, ignore it. You must complete a long rest before you can use this feature again.

Channel Divinity: The Summer's Grace

Starting at 2nd level, you can use your Channel Divinity to visit the glory of the Blaze upon your fellows.

As an action, you present your holy symbol and invoke the Blaze. All creatures you designate within 30 feet of you are satiated as though they just finished a nutritious meal. They have advantage on saving throws against fear, exhaustion, and necrotic effects for 1 hour.

Channel Divinity: Favor of the Blaze

Starting at 6th level, you can use your Channel Divinity to bring ease to your allies and hindrance to your foes. For one hour, all creatures that are friendly to you treat the area within 15 feet of you as normal terrain. All hostile creatures treat the area within 15 feet of you as difficult terrain.

Wrath of the Blaze

At 8th level, you can channel the fury of the Blaze. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target. When you reach 14th level, you can choose to deal radiant damage instead of fire damage.

One with the Blaze

At 17th level, you are immune to fire damage from non-magical sources and have resistance to fire damage from magical sources.

NEW SORCEROUS ORIGIN: THE ARCANIC BLAZE

Your innate magic comes not from feeling the call of the Blaze or being otherwise drawn to its majesty, but by being are touched by it in the core of your very existence. Your parent or parents may have been touched by the sun at a vulnerable moment, or you may have encountered the glory of the Blaze yourself at a young age. No matter the circumstances, the Blaze flows through your veins as no other can claim, and seeks to further its influence by your action.

Touch of the Blaze

Starting when you choose this origin at 1st level, the power of the Blaze radiates through you in every move and action you take. Whenever you make an ability check, you can choose use your Charisma modifier in place of a different ability modifier for that check. If the check is for a Charisma skill with which you are proficient, you can choose to double your Charisma bonus for that check.

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

Blood of the Blaze

The Blaze is as much a part of you as your own skin, and it bolsters your physical and mental being. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

In addition, any time you fail a saving throw to resist madness or psychic damage, you can choose to succeed instead. Once you use this feature, you can't use it again until you finish a short or long rest.

Tongue of the Blaze

Your words carry power, and any listeners must bow to your will. At 6th level, when you cast a spell that requires a Charisma, Intelligence, or Wisdom saving throw you can spend one sorcery point to impose disadvantage on the target's saving throw.

Step of the Blaze

At 14th level, you gain the ability to transport yourself between physical fires. As a bonus action, you can enter a fire and move from it to another fire within 500 feet. Each fire must be at least the size of a torch, and once inside it you instantly know the location of all other fires of at least torch size within 500 feet. As part of the move used to enter the fire, can either pass into one of those fires or step out of the fire you're in. You appear in a spot of your choice within 5 feet of the destination fire, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the fire you entered.

The effect lasts up to 1 minute and requires concentration (as though you were concentrating on a spell). You can use this transportation ability once per round for the duration. You must end each turn outside a fire.

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

Soul of the Blaze

At 18th level, you are immune to necrotic damage. In addition, any time a creature targets you with a spell or attack that would inflict necrotic damage, that creature must make a Charisma saving throw against your sorcerer spell save DC or be blinded for 1 minute. At the end of each of its turns, the blinded target can make another Charisma saving throw. On a success, the blinded condition ends.

WARLOCK PATRON: THE ETERNAL BLAZE

Your patron is the all-encompassing Blaze, the essence of both nurturing care and unstoppable destruction. The Blaze speaks in half-heard whispers, and only to its most fervent devotees, but you heard those whispers as a call and roused yourself to answer it.

Expanded Spell List

The Blaze lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

ETERNAL BLAZE EXPANDED SPELLS

Spell Level	Spells
1st	<i>false life, shield of faith</i>
2nd	<i>enlarge/reduce, branding smite</i>
3rd	<i>bestow curse, haste</i>
4th	<i>phantasmal killer, wall of fire</i>
5th	<i>creation, hallow</i>

Heart of the Blaze

Starting at 1st level, the Blaze has infused you with courage and determination beyond mortal ken. You have advantage on saving throws to resist being charmed or frightened. In addition, you gain proficiency with the saber.

Hand of the Blaze

At 6th level, you can use your enemy's failed attacks against them. Whenever a creature misses you with a melee weapon attack, it takes fire damage equal to your warlock level + your Charisma modifier.

Vitality of the Blaze

At 10th level, you automatically succeed on saving throws to resist the heat and cold effects of extreme climates. You have advantage on saving throws against spells or effects that would deal cold damage or fire damage.

MARTIAL MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Saber	50 gp	1d8 slashing	3 lb.	Finesse

Face of the Blaze

At 14th level, you can force creatures to behold the true power of the Blaze. As an action, choose a creature you can see within 60 feet of you. It must make a Wisdom saving throw against your warlock spell save DC. On a failed save, the creature takes 8d10 psychic damage from the trauma and is stunned for one minute. At the end of each of its turns, the stunned target can make another Wisdom saving throw. On a success, the stunned condition ends.

At your discretion, the creature regains 8d10 hit points instead of being traumatized and is not stunned.

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

NEW WEAPON

Saber

The saber, known to the Summer Magi colloquially as the *szabla* or *szablya*, is a sword with a long, curved blade, similar to a scimitar but with a longer, narrower, slightly heavier blade. Even those Summer Magi who do not wield it as a weapon wear it at their side as a badge of honor.

Summer Magi characters can substitute the saber for any other tool or weapon provided by the character's Background. At the GM's discretion, the saber could simply be an accessory granted in addition to the Background equipment, or taken in place of a roll on the Trinkets table. 

