

# PRIMAL RITES

HOME BREW



# PRIMAL RITES

Version 1.0

**A CONVERSION OF OVER 770  
4TH EDITION PRIMAL POWERS  
INTO 5TH EDITION ABILITIES**

Conversion work done by [DM Steel](#)  
Special thanks to everyone who gave feedback  
and inspired me to do this in the first place:

My Wife, Abby

“Proselus”

The Angry GM

And everyone who has supported me on DM's Guild and Ko-Fi

# TABLE OF CONTENTS

<b>INTRODUCTION</b> .....	4	<b>NEW MONSTERS</b> .....	96
What is a Rite?		<b>CHANGE NOTES</b> .....	102
How to use Rites in Your Game		<b>CREDITS AND LEGAL</b> .....	Back
How Players can Acquire Rites			
Reading a Rite			
<b>NEW RULES &amp; TERMS</b> .....	5		
<b>CONDITIONS</b> .....			
Bleeding			
Dazed			
<b>RULES</b> .....			
Marked			
Saving Throws			
<b>KEYWORDS</b> .....			
Abjuration			
Bestial			
Charm			
Conjuration			
Divination			
Enchantment			
Evocation			
Familiar			
Fear			
Focus			
Hex			
Illusion			
Necromancy			
Offensive			
Polymorph			
Raging			
Skill or Tool			
Spirit			
Summoning			
Susceptibility			
Stance			
Transmutation			
Utility			
Weapon			
<b>TERMS</b> .....	8		
“Attacks and abilities”			
Charging Attack			
Spending Hit Dice			
Rite			
Lesser Hex			
Movement and Safe Movement			
“When you hit a creature with an attack”			
<b>CONVERTING RITES INTO SPELLS</b> .....	9		
<b>RITES</b> .....			
<b>RANK 1 RITES</b> .....	11		
<b>RANK 2 RITES</b> .....	36		
<b>RANK 3 RITES</b> .....	54		
<b>RANK 4 RITES</b> .....	66		
<b>RANK 5 RITES</b> .....	83		



# INTRODUCTION

This document is part of a larger series converting 4th edition powers into 5th edition abilities. This particular document presents Barbarian, Druid, (Some) Ranger, Seeker, Shaman, and Warden themed Rites. Any Rite in this document is not intended to be only for these classes. It is intended to add a little dash of magical Primal flavor to any character.

That being said, there are abilities presented here that benefit certain classes more. Those Rites often refer to marking, a variant combat option in the DMG. There are also a number of Rites that have the "Bestial" keyword, which allows the ability to be used while wild shaped or polymorphed.

## WHAT IS A RITE?

Rites are abilities converted from 4th edition Primal Powers, taken from Barbarian, Druid, (Some) Ranger, Seeker, Shaman, and Warden.

They are Primal which means they are fueled by the Primal magic that permeates the natural land.

These Rites are divided by Rank, with each rank about equal in power to a spell of the same level or a permanent magic item of equal rarity. See the Rite Rank and Rarity table for comparison.

## HOW TO USE RITES IN YOUR GAME

These Rites are intended to be used as either special abilities for NPCs to use to make them unique, or as rewards for players in place of magic items. They do not take up an attunement slot, but are also more limited in function than a magic item.

Each rank is intended to have a minimum character level to acquire, but that is ultimately up to the DM to decide.

## HOW PLAYERS CAN ACQUIRE RITES

It is up to you to decide how they are introduced into your game, and which ones are available. Here are a few examples of how you could allow players to acquire them.

- You could have NPCs reward them as special training instead of treasure. Similar in the way Boons are awarded.
- The players find a magical scroll that when studied is consumed as it bestows the knowledge of the Rite on the character.
- You could use the "Buying a Magic Item" Downtime Activity from Xanathar's Guide to Everything as a framework for spending downtime to train a rite from a teacher. This is the method I use most often outside of awarding them as treasure.
- If using the training method or rewarding them instead of treasure, it is unlikely that an instructor knows all of the Rites. I would recommend picking 3-5 Rites that the instructor is willing to teach, and allowing the players to pick from that list.

## RITE RANK AND RARITY COMPARISON

Rank	Spell Level	Magic Item Rarity	Level Range
1	1st	Common	1-4
2	2nd	Uncommon	5-8
3	3rd	Rare	9-12
4	4th	Very Rare	13-16
5	5th	Legendary	17-20

## READING A RITE

### NAME OF RITE

*Rank of Rite • Keywords (How often the Rite recharges)*

Rite text. This section describes the activation requirements and mechanical benefits of the Rite.

*Flavor text. This section describes how the Rite appears in the world*

### HOW OFTEN THE RITE RECHARGES

- **Turn.** The Rite recharges at the start of your turn.
- **Short.** The Rite recharges after a short or long rest.
- **Long.** The Rite recharges after a long rest.

### "AS AN ACTION / BONUS ACTION / WHEN X HAPPENS,..."

Whenever a rite starts with one of these, it means that you are using *your* action, bonus action, or some other trigger to activate the Rite. If another creature must use it's an action to do something, it will always appear later. If a rite doesn't require an action or bonus action to activate, it will list a different trigger, such as, "When you hit a creature...". If a Rite requires you to use your reaction, it will specify it after the trigger, for example: "When an enemy damages an ally you can see within 25 feet of you, you can use your reaction to..."

### RITES AND WIZARD SCHOOLS

All Rites have magic schools listed as keywords. When a Wizard is learning a Rite, I allow that school's **Savant** class feature to apply to learning these Rites. So if a rite has the **Evocation** keyword, then an Evocation Wizard could learn that Rites in half the time for half the cost (when using the training method). It is up to you how much you want Rites to act as spells. I personally, make them susceptible to anti-magic and counterspell, so that they aren't an always "better" option. This also makes [Martial Exploits](#) feel different, since those are not magical at all.

# NEW RULES & TERMS

## CONDITIONS

### BLEEDING

Bleeding is a new condition. A creature that is bleeding takes the listed amount of damage (usually a die amount) at the beginning of its turn. Bleeding can be stopped by using an action to make a DC 15 Wisdom (Medicine) check or through the application of any effect that allows the creature to regain hit points.

GMs can choose to have bleed damage stack with itself or not, depending on the type of campaign they wish to play.

**Variant:** A bleeding creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the bleeding on a success.

### DAZED

This is a new condition that means a creature may not take reactions, and on its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

## RULES

### MARKED

This is the variant rule presented on page 271 of the *Dungeons Masters Guide*. When a creature marks a target, the mark lasts until the end of the attacker's next turn unless specified otherwise, and any opportunity attack it makes against the marked target has advantage. The opportunity attack doesn't expend the attacker's reaction, but the attacker can't make the attack if anything, such as the incapacitated condition or the shocking grasps spell, is preventing it from taking reactions. The attacker is limited to one opportunity attack per turn.

### SAVING THROWS

Some Rites require your target to make a saving throw to resist its effects. The saving throw DC is calculated as follows:

$$\text{Rite Save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence or Charisma modifier (your choice)}$$

### ATTACKING OBJECTS

With your DM's permission, you can use a rite to target an object when it would normally target a creature.

## KEYWORDS

### ABJURATION

Abjuration Rites are protective in nature, though some of them have aggressive uses. They create magical barriers, negate harmful effects, harm trespassers, or banish creatures to other planes of existence. Abjuration Rites gain the benefits of a Wizard's **Abjuration Savant** class feature.

### BESTIAL

Bestial Rites often transmogrify part of your body to gain some sort of teeth, claws, or armored hide. They can be used while using the Wild Shape ability and while polymorphed by another effect. If they trigger off of a weapon, a creature's natural weapons will suffice. If a bestial rite has the Focus keyword and you are Wild Shaped or polymorphed, it is fulfilled if the focus has been absorbed into your body as part of that transformation.

### CHARM

A charm Rite controls a creature's actions in some way. This control is often represented by the creature being forced to attack its ally or being subjected to the dominated condition. This keyword is mostly used to identify which Rites ally to creatures that are resistant or immune to charm effects.

### CONJURATION

Rites that have the conjuration keyword create conjurations, objects or creatures of magical energy. Conjuration Rites gain the benefits of a Wizard's **Conjuration Savant** class feature. A conjuration you create uses these rules, unless a rite description says otherwise;

- **Occupies no Spaces:** The conjuration can be moved through by allies and enemies alike, and movement can end in its space.
- **Unaffected by the Environment:** Terrain and environmental phenomena have no effect on the conjuration. For example, a conjuration that is an icy hand functions in an inferno without penalty. The conjuration does not need to be supported by a solid surface, so it can float in the air.
- **Your Defenses:** Normally, a conjuration cannot be attacked or physically affected. If a conjuration can be attacked or physically affected, it uses your saving throw modifiers and its AC is 10 + the Rites rank + your spellcasting ability modifier. Unless an attack specifically targets conjurations, only the attack's damage (not including ongoing effects) affects the conjuration.
- **Attacking with a Conjuration:** If you can attack with a conjuration, you make the attack, or it uses your saving throw DC. You determine line of sight normally, but you determine line of effect from the conjuration.
- **Movable Conjurations:** If the Rite you use to create a conjuration allows you to move it, it's a movable conjuration. At the end of your turn, the movable conjuration ends if you are not within range of at least 1 space it's in (using the Rite's range) or if you don't have line of effect to at least 1 space it's in. When you move a conjuration, you can't move it through a solid obstacle.
- **Death Ends:** If you die, the conjuration ends immediately.



## DIVINATION

Rites with the divination keyword reveal information, whether in the form of secrets long forgotten, glimpses of the future, the locations of hidden things, the truth behind illusions, or visions of distant people or places. Divination Rites gain the benefits of a Wizard's **Divination Savant** class feature.

## ENCHANTMENT

Enchantment Rites alter creatures' emotions, thoughts, and actions, including beguiling onlookers, terrifying foes, and encouraging allies. Enchantment Rites gain the benefits of a Wizard's **Enchantment Savant** class feature.

## EVOCATION

Evocation Rites bring various magical effects into being, including explosions, rays of magical energy, and lingering environmental effects. This is the most widely practiced school of magic. Scholars have various theories about the connection, if any, between this school of magic and primal Rites, which are sometimes called rites. Both evocation Rites and primal rites involves calling on magical energy in the cosmos. Evocation Rites draw on the very fabric of existence, whereas primal rites call on the spirits found throughout the world. Evocation Rites gain the benefits of a Wizard's **Evocation Savant** class feature.

## FAMILIAR

Familiar Rites require you to have an active familiar like that summoned by the *find familiar* spell in order to gain the Rites effects, unless otherwise specified in the Rites description.

## FEAR

A fear Rite inspires fright. This fright is often represented by a creature being forced to move, taking a penalty to attack rolls, or granting advantage on attack rolls. Creatures immune to fear effects will be immune to parts of a rite, if not the whole thing.

## FOCUS

A focus normally refers to a spellcasting focus, items wielded by certain characters to channel their magical abilities. Your class description or a special feature tells you which focuses you can wield, if any. Any Rite that has the focus keyword essentially has the material component requirement of a spellcasting focus. Rites count as spells for the purpose of spellcasting foci that increase spell save DCs and spell attack rolls.

## HEX

To use a rite with the hex keyword, you must know either the *hex* spell, possess the "Hexblade's Curse" class feature, or any similar effect with DM approval.

## ILLUSION

An illusion Rite deceives the mind or the senses. Illusions often obstruct vision or redirect attacks. If an illusion Rite deals damage, the damage itself is not an illusion. Illusion Rites gain the benefits of a Wizard's **Illusion Savant** class feature.

## NECROMANCY

Necromancy Rites generally deal with the forces of life and death. Necromancy is actually made up of two schools, necromancy being the more commonly known one, but also nethermancy. Nethermancy magic focuses more of the negative energy that permeates realms like the Shadowfell. Necromancy Rites gain the benefits of a Wizard's **Necromancy Savant** class feature.

## OFFENSIVE

You can only activate one Rite per turn with the "Offensive" keyword. This is intended to prevent stacking damage dealing Rites on a single trigger, and to prevent offensive Rites from triggering off of each other.

**Variants:** Offensive could also be limited to once per round, depending on if you want to make players choose between using an offensive Rite to attack, or hold back and be able to activate an offensive Rite during a reaction.

## POLYMORPH

Polymorph powers change a target's physical form in some way. You use these rules when you're affected by a polymorph Rite;

- **One Polymorph at a Time:** If you are affected by more than one polymorph effect, only the most recent one has any effect. The other effects remain on you and their durations expire as normal, but those effects don't apply. However, when the most recent effect ends, the next most recent one that is still active applies to you.
- **Changing Size:** If a polymorph effect reduces your size, you do not provoke opportunity attacks for leaving spaces as you shrink. If a polymorph effect makes you too large to fit in the available space, the effect fails against you, but you are stunned. While stunned in this way, you can make a Constitution saving throw at the end of each of your turns, ending the effect on a success. For example, if you are crawling through a narrow tunnel and a polymorph effect tries to turn you into a creature that is too large for the tunnel, the effect fails, but you are stunned until you save.
- **Death Ends:** If you die, polymorph effects end on you immediately.

## RAGING

A raging rite allows you to enter a rage specified in the rite. A rage lasts until you enter a new rage, or any of the other conditions specified in the Barbarian's **Rage** class feature. These rites can be activated while in a Barbarian **Rage** and stack with the normal rage effects.

## SKILL OR TOOL

When an exploit has a Skill or Tool tag, you must be proficient in that skill or tool to activate the exploit. If it requires a tool, you must have the tool on hand.

## SPIRIT

When a rite has the "Spirit" keyword, you must have a spirit companion present in the encounter, either with the **Call Spirit Companion** Rank 1 Rite, or with a similar class feature, like the Shepard Druid's Spirit Bond or a familiar.

## STANCE

When a rite has the "Stance" keyword, the stance lasts for 1 minute, until you are knocked unconscious, or until you enter another stance. You can end a stance on your turn (no action required).

The DM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, could require you to succeed on a DC 10 Constitution saving throw to maintain your stance.

## SUMMONING

Rites that have the summoning keyword bring creatures from elsewhere, often other planes, to serve you in a variety of ways. Unless the summoning Rite states otherwise, the summoned creature lasts for 1 hour and then disappears. As a bonus action, you can dismiss the summoned creature.

## SUSCEPTIBILITY

Being susceptible to a damage type means you take extra damage from that damage type. If you have a 1d6 susceptibility to fire, then any time you take fire damage, you take an additional 1d6 fire damage.

## TRANSMUTATION

A transmutation Rite magically transforms its target in some way, changing the target's form, composition, or both. Damage caused by such a rite is usually the result of the trauma brought about by the transformation. Transmutation Rites sometimes cause such extensive changes that they are also polymorph Rites, but the Rite might also keep a target's form intact. For instance, a transmutation Rite that slows a creature by turning its feet to stone is not subjecting the creature to a polymorph effect. The creature's original form remains, though the material of its body has been altered. Transmutation Rites gain the benefits of a Wizard's **Transmutation Savant** class feature.

## UTILITY

Utility Rites are generally buffs for the user or their allies, and generally don't interact with enemies in any way. Sometimes these Rites have no combat application at all.

## WEAPON

Weapon Rites apply any special properties of that weapon to the Rite. If the Rite requires a saving throw, you can apply your weapon's enhancement bonus to the save DC, and any special on hit effects of your magic weapon apply on a failed save, such as dealing extra fire damage, or causing a bleeding wound.

## TELEPORTATION EFFECTS AND RULES

- **Instantaneous:** Teleportation is instantaneous. The target disappears and immediately appears in the destination space you choose. The movement is unhindered by intervening creatures, objects, or terrain.
- **Destination Space:** The destination of the teleportation must be an unoccupied space that the target can occupy without squeezing. If arriving in the destination space would cause the target to fall or if that space is hindering terrain, the target can make a saving throw. On a save, the teleportation is negated.
- **Line of Sight:** You must have line of Sight to the destination space.
- **No Reactions:** The target doesn't provoke opportunity attacks for leaving its starting position.



## TERMS

---

### “ATTACKS AND ABILITIES”

This wording refers to pretty much any damaging effect originating from you. So, a damage dealing attack, ability, spell, or Rite would fall under this, but throwing someone off of a cliff would not count since it's gravity doing the damage.

### CHARGING ATTACK

If a rite refers to a charging attack and you don't have rules for that in your game. Consider using the following:

**Charging Attack.** As an action, move up to your speed and make a melee weapon attack, with advantage, against a creature within reach. All attack rolls against you have advantage until the start of your next turn.

### SPENDING HIT DICE

When a rite has you "spend a hit die" it will always specify what the benefit is. The benefit is often to recover hit points, but not always. If you are recovering hit points using a hit die, it is just like during a short rest. You roll your die and add your Constitution modifier. This means you do not regain hit points for spending hit dice unless the effect tells you to do so.

Some Rites will reference "as if you had spent a hit die" which refers to rolling the die and adding your Constitution modifier without actually needing to expend the die. These effects can be used even if you have no hit dice remaining.

### RITE

Drawing on magical energy that permeates the cosmos, the Primal power source can be used for a variety of effects, from fireballs to flight to invisibility. Wizards and Warlocks are examples of Primal magic users. Primal powers are called Rites.

### LESSER HEX

A *"lesser hex"* acts just like the *hex* spell except that it does not require concentration, does not cause a penalty on an ability checks, and only lasts for 1 minute or until the target is reduced to 0 hit points.

### MOVEMENT AND SAFE MOVEMENT

When a rite allows you to move, this is normally in addition to any other movement on your turn. Unless specified otherwise, this bonus movement is only available as part of the Rite. Meaning, if a rite allows you to move 20 feet, you must use that movement then, you can't use 10 feet and save the other 10 feet for later.

If a rite allows you to **safely** move, jump, fly, etc., it means the movement does not provoke opportunity attacks. The disengage action is another example of safe movement. The Sentinel feat interacts with safe movement in the same way it interacts with the disengage action.

### “WHEN YOU HIT A CREATURE WITH AN ATTACK”

When a prayer triggers from hitting with an attack, the target suffers the attack's normal effects, and any additional effects listed in the prayer. Often shown as, "When you hit a creature with an attack, your attack deals an extra XdX damage, and.."



## CONVERTING RITES INTO SPELLS

This section will be a rough outline on how to convert the Rites into normal spells. I'll give a sample spell block with descriptions of where to find the info you need for each field. I will then give examples of various kinds of Rites being converted. Hopfully, you will be able to deduce your own conversions from the examples.

### SAMPLE

*This is based on the Rank and keywords*

**Casting Time:** This is usually the first thing in the mechanics block

**Range:** Often found within the first two sentences

**Components:** When it doubt use V, S, M (a spellcasting focus), but this can easily change based on how you envision the Rite interacts with the world. If it is just speaking, this might only require a verbal component.

**Duration:** If the effect is resolved right away it's "Instantaneous", by the end of the next round is "1 round" and anything longer should be "Concentration, up to X minute/s"

This can be a mix of flavor text and mechanics, but I find it's simple enough to just list the flavor followed by the mechanics.

### ALL-ENCOMPASSING NATURE

*Rank 1 Rite • Divination, Nature, Utility (Short)*

When you would make an ability check that benefits from proficiency in Arcana or Religion, you can apply your proficiency in Nature instead.

*Your view of nature is broader than most, expanding your knowledge.*

### ALL-ENCOMPASSING NATURE

*1st-level divination*

**Casting Time:** 1 reaction, which you take when you make an ability check that benefits from proficiency in Arcana or Religion.

**Range:** Self

**Components:** V

**Duration:** Instantaneous

Your view of nature is broader than most, expanding your knowledge, allowing you to apply your proficiency in Nature on the triggering ability check instead of Arcana or Religion.

### ASPECT OF THE PRIMEVAL BEAR

*Rank 1 Rite • Bestial, Focus, Offensive, Transmutation (Long)*

As an action, make a melee spell attack against one Large or smaller creature within your reach. On a hit, the target takes slashing damage equal to 1d10 + your spellcasting ability modifier, and it is grappled by you.

In addition, for 1 minute, you gain a +1d4 bonus to melee damage rolls.

*You assume the form of the primeval bear, a monstrous creature of great strength and savagery.*

### ASPECT OF THE PRIMEVAL BEAR

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, M (a spellcasting focus)

**Duration:** Concentration, up to 1 minute

You assume the form of the primeval bear, a monstrous creature of great strength and savagery. Make a melee spell attack against one creature within range. On a hit, the target takes slashing damage equal to 1d10 + your spellcasting ability modifier, and it is grappled by you.

Until the spell ends, you also gain a +1d4 bonus to melee damage rolls.

### ALWAYS FALLING RAGE

*Rank 1 Rite • Offensive, Raging, Transmutation, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you knock the target prone. Additionally, you enter the rage of the Always Falling spirit. Until the rage ends, when one of your allies hits an enemy within 5 feet of you, you can safely move up to 10 feet (no action required).

*The fury of the waterfall and the relentless push of the waters propels you past any defenses.*

### ALWAYS FALLING RAGE

*1st-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

The fury of the waterfall and the relentless push of the waters propels you past any defenses. Until the spell ends, when one of your allies hits an enemy within 5 feet of you, you can move up to 10 feet (no action required). This movement does not provoke opportunity attacks.

Once before the spell ends, when you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you can knock the target prone.

## BATTERING CLAWS

Rank 1 Rite • Bestial, Focus, Offensive, Transmutation (Short)

As an action, make a melee spell attack against one or two creatures within your reach. On a hit, the target takes slashing damage equal to 1d6 + your spellcasting ability modifier, and it must succeed on a Dexterity saving throw or you can move the target up to 10 feet.

*You fall upon your foes like a thunderbolt, hurling them aside with a series of ferocious attacks.*

## BATTERING CLAWS

1st-level transmutation

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, M (a spellcasting focus)

**Duration:** Instantaneous

You fall upon your foes like a thunderbolt, hurling them aside with a series of ferocious attacks. Make a melee spell attack against one or two creatures within your reach. On a hit, the target takes slashing damage equal to 1d6 + your spellcasting ability modifier, and it must make a Dexterity saving throw. On a failed save, you can move the target up to 10 feet.

## BEAR'S STRENGTH

Rank 1 Rite • Transmutation, Utility (Long)

As a bonus action, choose yourself or one ally you can see within 5 feet. The target gains the following benefits for 8 hours.

- +1d4 bonus to Strength based damage rolls
- +2 bonus to Strength ability checks
- The target's Strength increases by 4 for the purpose of determining carrying capacity and jumping distance.

*Primal Energy surges through your ally, granting them the strength of a wild beast.*

## BEAR'S STRENGTH

1st-level transmutation

**Casting Time:** 1 bonus action

**Range:** 5 feet

**Components:** V, S

**Duration:** 8 hours

Primal Energy surges through your ally, granting them the strength of a wild beast. Choose yourself or one ally you can see within 5 feet. The target gains the following benefits for 8 hours.

- +1d4 bonus to Strength based damage rolls
- +2 bonus to Strength ability checks
- The target's Strength increases by 4 for the purpose of determining carrying capacity and jumping distance.

## DUST STORM BINDING

Rank 1 Rite • Focus, Offensive, Spirit, Transmutation (Long)

As an action, you target each creature within 10 feet of your spirit companion. Each target must make a Constitution saving throw. On a failed save, a target is blinded for 1 minute. On a successful save, a target suffers a -2 penalty to attack rolls until the end of your next turn. A target blinded by this rite can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, your spirit companion disappears. The rite creates a zone that fills a 10-foot radius centered on your spirit companion that lasts for up to 1 minute. The zone is heavily obscured, and any enemy that starts its turn within the zone takes 1d4 necrotic damage.

You must concentrate on this rite as if concentrating on a spell.

*Your spirit companion explodes in an obscuring cloud of dust, sand, and silt that blinds and stings your foes.*

## DUST STORM BINDING

1st-level transmutation

**Casting Time:** 1 action

**Range:** Within 10 feet of your spirit companion

**Components:** V, S, M (a spellcasting focus)

**Duration:** Concentration, up to 1 minute

Your spirit companion explodes in an obscuring cloud of dust, sand, and silt that blinds and stings your foes. Each creature within 10 feet of your spirit companion must make a Constitution saving throw. On a failed save, a target is blinded for 1 minute. On a successful save, a target suffers disadvantage on attack rolls until the end of your next turn. A target blinded by this rite can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, your spirit companion disappears. The spell creates a zone that fills a 10-foot radius centered on where your spirit companion was that lasts until the spell ends. The zone is heavily obscured, and any enemy that starts its turn within the zone takes 1d4 necrotic damage.

## SPELL SCHOOLS

Many Rites fall under more than one spell school, so I mostly just picked the one that seems to apply more. You are more than welcome to change the school keywords to something you feel is more appropriate, or even just give them multiple schools.



## RANK 1 RITES

### ALL-ENCOMPASSING NATURE

*Rank 1 Rite • Divination, Nature, Utility (Short)*

When you would make an ability check that benefits from proficiency in Arcana or Religion, you can apply your proficiency in Nature instead.

*Your view of nature is broader than most, expanding your knowledge.*

### ALWAYS FALLING RAGE

*Rank 1 Rite • Offensive, Raging, Transmutation, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you knock the target prone. Additionally, you enter the rage of the Always Falling spirit. Until the rage ends, when one of your allies hits an enemy within 5 feet of you, you can safely move up to 10 feet (no action required).

*The fury of the waterfall and the relentless push of the waters propels you past any defenses.*

### ASPECT OF THE PRIMEVAL APE

*Rank 1 Rite • Bestial, Focus, Offensive, Transmutation (Long)*

As an action, make a melee spell attack against one creature within your reach. On a hit, the target takes bludgeoning damage equal to 1d10 + your spellcasting ability modifier, and it must succeed on a Strength saving throw or be pushed up to 15 feet and knocked prone.

In addition, for 1 minute, you gain a +4 bonus to Strength (Athletics) checks and always jump as if you had a running start. Additionally, when you jump, the distance you jump is not limited by your speed.

*You assume the aspect of the primeval ape, a more powerful and ancient version of the modern ape.*

### ASPECT OF THE PRIMEVAL BEAR

*Rank 1 Rite • Bestial, Focus, Offensive, Transmutation (Long)*

As an action, make a melee spell attack against one Large or smaller creature within your reach. On a hit, the target takes slashing damage equal to 1d10 + your spellcasting ability modifier, and it is grappled by you.

In addition, for 1 minute, you gain a +1d4 bonus to melee damage rolls.

*You assume the form of the primeval bear, a monstrous creature of great strength and savagery.*

### ASPECT OF THE PRIMEVAL BOAR

*Rank 1 Rite • Bestial, Focus, Offensive, Transmutation (Long)*

As an action, make a melee spell attack against one creature within your reach. On a hit, the target takes piercing damage equal to 1d10 + your spellcasting ability modifier, and you can move the target up to 5 feet.

In addition, for 1 minute, you gain a +1d6 bonus to the damage rolls of charging attacks.

When you use this rite as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

*You assume the form of the primeval boar, a tusked creature who hunts in the darkest of primeval forests*

### ASPECT OF THE SPRINTING ELK

*Rank 1 Rite • Transmutation, Utility (Long)*

As a bonus action, you assume the aspect of the Sprinting Elk for 1 minute. While you are in this aspect, your speed increases by 20 feet, but you cannot attack, cast spells, manipulate objects, or activate any magic items. Once on each of your turns until this rite ends, you can Dash as a bonus action.

*Your form shifts as you assume the aspect of a great elk and quickly bound away.*

### ASSISTANCE OF THE STRONG SPIRIT

*Rank 1 Rite • Abjuration, Spirit, Utility (Turn)*

As an action, choose one ally or object that is within 5 feet of your spirit companion while your spirit companion is within 100 feet of you. You can move the target up to half your speed, and your spirit companion moves along with it, ending in a space within 5 feet of the target.

*You grant your spirit companion the mass and leverage it needs to drag a companion to safety.*

### AVALANCHE STRIKE

*Rank 1 Rite • Offensive, Transmutation, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 + 2 damage, and until the end of your next turn, you suffer a -2 penalty to AC and saving throws.

*You drop your guard and put all your strength into a devastating overhead swing.*

### BATTER DOWN

*Rank 1 Rite • Evocation, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and you knock the target prone.

*You hammer your enemy, knocking it to the ground before you.*

### BATTERING CLAWS

*Rank 1 Rite • Bestial, Focus, Offensive, Transmutation (Short)*

As an action, make a melee spell attack against one or two creatures within your reach. On a hit, the target takes slashing damage equal to 1d6 + your spellcasting ability modifier, and it must succeed on a Dexterity saving throw or you can move the target up to 10 feet.

*You fall upon your foes like a thunderbolt, hurling them aside with a series of ferocious attacks.*

### BEAR'S STRENGTH

*Rank 1 Rite • Transmutation, Utility (Long)*

As a bonus action, choose yourself or one ally within 5 feet. The target gains the following benefits for 8 hours.

- +1d4 bonus to Strength based damage rolls
- +2 bonus to Strength ability checks
- The target's Strength increases by 4 for the purpose of determining carrying capacity and jumping distance.

*Primal Energy surges through your ally, granting them the strength of a wild beast.*



## BLADE SWEEP

Rank 1 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and each enemy within 5 feet of you takes 1d4 damage of the same type as your weapon.

*Though the fury of your attack is directed at a single foe, no nearby enemy is spared your wrath.*

## BLESSING OF THE SEVEN WINDS

Rank 1 Rite • Abjuration, Focus, Offensive (Long)

As an action, choose one creature you can see within 25 feet. The target must make a Strength saving throw. On a failed save, the target takes 2d10 bludgeoning damage, and you can move it up to 10 feet. On a successful save, the target takes half as much damage.

In addition, a zone of swirling winds fills a 10-foot radius centered on the target that lasts for 1 minute. As a bonus action, you can move the zone up to 25 feet. At the end of this movement, you can move each creature in the zone up to 5 feet.

*You call on the spirits of the seven winds. They roar over the battlefield, knocking aside a foe and sending other enemies sprawling.*

## BLOOD BEAR RAGE

Rank 1 Rite • Offensive, Raging, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you knock the target prone. Additionally, you enter the rage of the Blood Bear. Until the rage ends, you gain a +4 bonus to ability checks to grapple a target. If an enemy starts its turn grappled by you, it takes damage equal to your unarmed strike.

*You strike, then call on the spirit of the blood bear, drawing on its great strength and crushing grip to destroy your foes.*

## BLOOD STRIKE

Rank 1 Rite • Necromancy, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, or an extra 3d10 damage if you or the target is bloodied.

*Blood calls to blood. Your pain and your enemy's give strength to your assault.*

## BLOODHUNT RAGE

Rank 1 Rite • Offensive, Raging, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and enter the rage of the Bloodhunt. Until the rage ends, you gain a +1d4 bonus to melee damage rolls while either you or your target is bloodied.

*Your rage surges up from the depths of your pain to bring pain to the wounded.*

## BLOODLETTING

Rank 1 Rite • Divination, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, or 3d10 damage if the target is bloodied.

*Your powerful attack is meant to finish off a wounded foe.*

## BLOODSEEKER'S RAGE

Rank 1 Rite • Offensive, Raging, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and enter the rage of the Bloodseeker. Until the rage ends, enemies provoke opportunity attacks from you whenever they leave a space within 5 feet of you, even if they took the Disengage action before moving.

*As you strike, flashes of spectral teeth and blood-red hide reveal the bloodseeker drake predator spirit that inspires your rage.*

## BLOODTHIRSTY RESURGENCE

Rank 1 Rite • Enchantment, Utility (Short)

When you allow yourself to regain hit points, you can choose any number of creatures within 10 feet of you who can see or hear you. Each target gains 1d4 temporary hit points.

*When you call upon your hidden reserves, you evoke the same new will in your allies.*

## BONDS OF THE CLAN

Rank 1 Rite • Abjuration, Utility (Short)

As a reaction, when an ally you can see within 50 feet of you takes damage, you and the triggering ally each take half of the damage.

*You take on a portion of your ally's injury.*

## BOUNTING STRIDE

Rank 1 Rite • Necromancy, Utility (Short)

As a bonus action, you move up to your speed + 10 feet, or your speed + 30 feet if you are bloodied.

*You lope across the battlefield, your wounds fueling your stride.*

## BRAMBLE ALLY

Rank 1 Rite • Conjunction, Focus, Offensive, Spirit (Short)

As an action, make a ranged spell attack against one creature within 25 feet. On a hit, the target takes 2d10 piercing damage, and until the end of your next turn, any enemy that starts its turn within 5 feet of your spirit companion must succeed on a Dexterity saving throw or have its speed reduced to 0 until the end of that turn.

*You hurl brambles from the spirit world at your enemy and then cause them to sprout from your spirit companion, limiting the movement of nearby enemies.*

## BREATH OF CHAOS

Rank 1 Rite • *Evocation, Offensive, Weapon (Short)*

As an action, make a melee attack using a weapon against any number of creatures in a 10-foot cube originating from you, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage, and you can move the target up to 5 feet. If the target is marked by you, it takes an additional 1d6 damage.

In addition, you become insubstantial until the start of your next turn, and you can safely move up to your speed to any unoccupied space within 5 feet of the cube.

While insubstantial you gain the following benefits:

- Damage resistance to acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical weapons.
- Immunity to being grappled, paralyzed, petrified, and restrained.

*An upward sweep of your weapon summons the breath of chaos to gust through your enemies' ranks as your form fades slightly.*

## BRIDGE OF ROOTS

Rank 1 Rite • *Conjuration, Utility (Long)*

As a bonus action, you conjure a zone of roots that fill a 15-foot radius sphere centered on a point you can see within 50 feet of you. At least one space of the zone must be on a solid surface, and they last for 1 minute. You and your allies can ignore difficult and blocking terrain in the zone. In addition, any portion of a pit, chasm, or similar feature within the zone becomes safe, passable ground.

As a bonus action, you can move the zone up to 25 feet, keeping at least one space on a solid surface at all times.

*The primal energy you draw from the ground calls forth a churning mass of great roots that can cover even the most dangerous ground.*

## BRUTAL SLAM

Rank 1 Rite • *Evocation, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 10 feet and knocked prone. After the saving throw, one enemy of your choice within 5 feet of the target must succeed on a Constitution saving throw or take 1d10 + 2 bludgeoning damage.

*Your forceful blow pushes your foe into one of its companions.*

## BURROWING SHOT

Rank 1 Rite • *Conjuration, Offensive, Weapon (Short)*

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 damage. Additionally, the first time the target makes an attack before the end of your next turn, the target and each enemy within 5 feet of it takes 1d4 piercing damage.

*Beetles burrow into your enemy's flesh, erupting to attack nearby foes when your target makes an aggressive action.*

## BURST OF EARTH'S FURY

Rank 1 Rite • *Offensive, Transmutation, Weapon (Short)*

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage, and until the end of your next turn, the target cannot safely move or benefit from the Disengage action.

*You slam your weapon into the ground, causing the earth to toss and churn as if from an earthquake.*

## CALL FAERIE GUARDIAN

Rank 1 Rite • *Conjuration, Utility (Long)*

As a bonus action, you conjure a faerie guardian in an unoccupied space within 25 feet. The faerie lasts for 1 minute or until you dismiss it as a bonus action. As a bonus action, you can move the faerie up to 25 feet. Whenever you mark a target, one enemy within 5 feet of your faerie guardian also becomes marked by you until the end of your next turn.

*A bright light answers your call and heralds the faerie guardian's arrival. The diminutive warrior flutters near your foe while worrying it with feints and strikes.*

## CALL FORTH THE SPIRIT PACK

Rank 1 Rite • *Conjuration, Focus, Offensive (Short)*

As an action, target one or two creatures you can see within 25 feet of you. Each target must succeed on a Dexterity saving throw or take 2d6 slashing damage and be knocked prone. If the target is marked by one of your allies, the target takes an extra 1d6 damage.

*Spectral wolves leap forth to knock your enemies down.*



## CALL SPIRIT COMPANION

Rank 1 Rite • Conjunction, Utility (Turn)

As a bonus action, you conjure a Medium spirit companion in an unoccupied space you can see within 100 feet. The spirit lasts until you fall unconscious or until you dismiss it as a bonus action. The spirit is friendly to you and your allies and occupies its space. On each of your turns, you can mentally command the spirit to move up to 30 feet.

The spirit can be targeted by attacks, spells, and effects, though it lacks hit points. The spirit uses your AC and saving throws. If the spirit takes damage from a single source equal to 10 + your level or higher, the spirit disappears, and you take damage equal to 5 + one-half your level. Otherwise, the spirit is unaffected by the damage.

Each time you use this rite, you choose the form your spirit companion takes:

- **Elemental Spirit.** Your allies gain a +1 bonus to saving throws while within 5 feet of your spirit companion. In addition, if your spirit companion is not present at the start of your turn, you can summon it once during that turn (no action required).
- **Protector Spirit.** Any ally within 5 feet of your spirit companion regains additional hit points equal to your proficiency bonus when they spend any number of hit dice at the end of a short rest or when you allow them to regain hit points.
- **Stalker Spirit.** Any ally within 5 feet of your spirit companion gains a bonus to damage rolls against bloodied enemies equal to your proficiency bonus.
- **Watcher Spirit.** Enemies within 5 feet of your spirit companion can't gain cover from other creatures.
- **World Speaker Spirit.** Any ally who provokes an opportunity attack from an enemy within 5 feet of your companion spirit gains a bonus to AC and saving throws against that attack equal to your proficiency bonus.

*Your soul reaches out to your spirit friend, which faithfully appears at your side.*

## CALL THE CROWS

Rank 1 Rite • Conjunction, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Dexterity saving throw or take 2d6 force damage.

The sphere creates a zone that lasts until the end of your next turn. Any creature that enters the zone or ends its turn there takes 1d4 force damage.

*With a shrieking hiss of wings, a ghostly flock of crows descends on your enemies.*

## CALL TO THE ANCESTRAL WARRIOR

Rank 1 Rite • Conjunction, Focus, Offensive, Spirit (Short)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 2d10 slashing damage, and until the end of your next turn, you and your allies gain a +2 bonus to AC and saving throws while within 5 feet of your spirit companion.

*Your spirit companion channels a mighty ancestor spirit as it attacks your foe and bolsters your allies' defenses.*

## CALL TO THE ANCESTRAL DEFENDER

Rank 1 Rite • Conjunction, Focus, Offensive, Spirit (Short)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 2d10 slashing damage, and until the end of your next turn, you and your allies gain a +1d4 bonus to melee damage rolls.

*Your spirit companion lashes out in a savage attack, filling your allies with ferocity.*

## CALL TO THE SAVAGE ELDER

Rank 1 Rite • Enchantment, Focus, Offensive, Spirit (Short)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 2d10 bludgeoning damage, and until the end of your next turn, you and your allies gain a +4 bonus to AC and saving throws against opportunity attacks when leaving a space within 5 feet of your spirit companion.

*Your view of nature is broader than most, expanding your knowledge.*

## CAPTURING JAWS

Rank 1 Rite • Abjuration, Focus, Offensive, Spirit (Short)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 2d10 piercing damage, and its speed is reduced to 0 until the end of your next turn.

Additionally, until the end of your next turn, your allies gain advantage on melee attack rolls against enemies within 5 feet of your spirit companion.

*Your spirit companion catches your enemy in its jaws, holding it steady for your allies' strikes.*

## CAT'S GRACE

Rank 1 Rite • Transmutation, Utility (Long)

As a bonus action, choose yourself or one ally within 5 feet. The target gains a +2 bonus to Dexterity ability checks and saving throws for 8 hours.

*You imbue an ally with the quick reflexes and fast strike of the jungle cat.*

## CERTAIN THREAT

Rank 1 Rite • Enchantment, Focus, Offensive, Spirit (Short)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 2d10 piercing damage, and the target is marked by your spirit companion until the end of your next turn or until your spirit companion disappears. While marked by your spirit companion, the target suffers a -3 penalty to attack rolls against targets other than your spirit companion.

*With a snarl and a savage lunge, your spirit companion draws and holds the attention of a foe.*



## CLAWS OF THE EAGLE

Rank 1 Rite • Abjuration, Offensive, Spirit (Turn)

As an action, choose one creature you can see within 5 feet of your spirit companion. One ally within 5 feet of your spirit companion or within 15 feet of you can use their reaction to make a weapon attack against the target. On a hit, the target suffers the attack's normal effects, and attack rolls against it have advantage until the end of your next turn.

*Your spirit companion swoops down on your foe, causing it to neglect its defenses for a short time.*

## CLEANSING WIND OF THE NORTH

Rank 1 Rite • Abjuration, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 25-foot cone originating from you. Each target must make a Strength saving throw. A target takes 2d6 cold damage on a failed save, or half as much damage on a success.

In addition, each ally in the cone can make a saving throw with a +5 bonus against one effect that a save can end.

*You call on the spirits of the frigid north to bite into your enemies and to carry away your allies' ills.*

## CLOSE TO THE KILL

Rank 1 Rite • Abjuration, Bestial, Focus, Offensive (Short)

As an action, make a melee spell attack against a creature within 5 feet. On a hit, the target takes slashing damage equal to 1d10 + your spellcasting ability modifier. If the target is bloodied or reduced to 0 hit points by this attack, you gain temporary hit points equal to half your level + 2.

*This close to the kill, your instincts take over.*

## COMBAT SPRINT

Rank 1 Rite • Transmutation, Utility (Short)

As a bonus action, you move up to your speed + 20 feet. Additionally, you gain a +4 bonus to AC and saving throws against opportunity attacks you provoke during this movement.

*Having saved a bit of strength for just this moment, you burst across the battlefield.*

## CONDENSATION

Rank 1 Rite • Spirit, Transmutation, Utility (Long)

As a bonus action, choose one ally within 25 feet of your spirit companion. Your spirit companion disappears, and fuses with the target for 10 minutes or until you conjure your spirit companion again. While fused, the target gains resistance to fire damage, and regains 1d4 hit points at the start of each of their turns if they have at least 1 hit point.

*Moisture gathers in the air around your spirit companion as you fuse its form with one of your allies to provide healing and a protective barrier against the elements.*

## CONJURE LIGHTNING

Rank 1 Rite • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point you can see within 50 feet of you. Each target must succeed on a Dexterity saving throw or take 2d6 lightning damage.

The sphere creates a zone of rumbling thunder that lasts until the end of your next turn. While within the zone, your enemies suffer a -2 penalty to attack rolls, and any enemy that leaves the zone takes 1d4 thunder damage.

*Bolts of lightning spear your foes as thunder rumbles around them, distracting them and threatening to blast them if they move away.*

## CULL THE HERD

Rank 1 Rite • Charm, Enchantment, Bestial, Focus, Offensive (Short)

As an action, choose one creature you can see within 25 feet who can see you. The target must succeed on a Charisma saving throw or take 2d10 psychic damage, and be pulled up to 15 feet.

*Your feral glare rends your foe's mind with a sense of doom and drags that foe toward your claws.*

## DARING CHARGE

Rank 1 Rite • Enchantment, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage.

If you use this rite as part of a charging attack, you gain the following benefits:

- You do not grant advantage on attack rolls against yourself as part of the charge.
- You gain a +2 bonus to the attack roll and damage roll of the charging attack.
- You gain a +4 bonus to AC against any opportunity attack provoked during your charge.

*You leap forward and charge your foes. Those who try to strike you as you charge ahead only embolden your attack.*

## DARTING BITE

Rank 1 Rite • Bestial, Focus, Offensive, Transmutation (Short)

As an action, make a melee spell attack against one or two creatures within 5 feet of you. On a hit, the target takes piercing damage equal to 1d6 + your spellcasting ability modifier. If at least one of the attacks hits, you can safely move up to 10 feet.

*With quickness and cunning, you bite your enemies and dodge to avoid a counterattack.*

## DESPERATE FURY

Rank 1 Rite • Necromancy, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and until the end of your next turn, each time you miss with a melee attack using a weapon, you can choose to take 5 necrotic damage and reroll the attack using the second result. The damage you take from this rite ignores resistances and immunities.

*Even if it kills you, you'll accept nothing less than a solid hit.*

## DUST EDDY

Rank 1 Rite • Abjuration, Utility (Short)

As a bonus action, you become lightly obscured and you gain a 5-foot aura until the end of your next turn. Any enemy that ends its turn in the aura is blinded until the end of your next turn.

*You surround yourself with a violent swirl of wind that fills the air with dust and debris.*

## DUST STORM BINDING

Rank 1 Rite • Focus, Offensive, Spirit, Transmutation (Long)

As an action, you target each creature within 10 feet of your spirit companion. Each target must make a Constitution saving throw. On a failed save, a target is blinded for 1 minute. On a successful save, a target suffers a -2 penalty to attack rolls until the end of your next turn. A target blinded by this rite can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, your spirit companion disappears. The rite creates a zone that fills a 10-foot radius centered on your spirit companion that lasts for up to 1 minute. The zone is heavily obscured, and any enemy that starts its turn within the zone takes 1d4 necrotic damage.

You must concentrate on this rite as if concentrating on a spell.

*Your spirit companion explodes in an obscuring cloud of dust, sand, and silt that blinds and stings your foes.*

## EARTH ROOTS

Rank 1 Rite • Conjuration, Focus, Offensive (Long)

As an action, target each creature in a 10-foot radius sphere of roots centered on a point on the ground within 50 feet of you. Each target must succeed on a Strength saving throw or take 2d6 bludgeoning damage.

The sphere creates a zone of writhing roots that lasts for up to 1 minute. You must concentrate on this rite as if concentrating on a spell. Any enemy that starts its turn within the zone has its speed reduced by 10 feet until the end of its next turn. As a bonus action on each of your turns, you can move one enemy within 10 feet of the zone up to 10 feet to a space within it.

*Roots erupt at your command, lashing and grasping at your enemies.*

## EARTH SPIKES

Rank 1 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, the target takes an extra 1d10 damage, and until the end of your next turn, the target's space and each space within 5 feet of it are filled with spikes. Any enemy that enters this spike-filled area or starts its turn there takes 1d4 piercing damage.

*The earth rises in concert with your attack, driving sharp spikes of wood and stone up toward your foe even as your weapon slams down.*

## EARTHGRASP STRIKE

Rank 1 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you knock the target prone. The target can't stand up until the end of your next turn, and the first time the target stands up within the next minute, it takes 1d4 + 2 bludgeoning damage.

*The primal power of earth courses through your weapon and slams your foe to the ground, where rocks and roots hold it firm.*

## ELK'S FORTITUDE

Rank 1 Rite • Transmutation, Utility (Long)

As a bonus action, choose yourself or one ally within 5 feet. The target gains the following benefits for 8 hours.

- 1 temporary 1d10 hit dice
- +2 bonus to Constitution saving throws
- When on foot, your travel pace is doubled (see chapter 8 in the Player's Handbook for more information about travel pace).

*You imbue an ally with the endurance and steadfast determination of an elk.*

## ENGAGING SPIRITS

Rank 1 Rite • Necromancy, Utility (Short)

As a bonus action, choose any number of creatures you can see within 5 feet of you. Each target is pushed up to 5 feet and its speed is reduced by 10 feet until the end of your next turn.

The distance this rite pushes targets increases when you reach 5th level (10 feet), 11th level (15 feet), and 17th level (20 feet).

*You call on protecting spirits to harry your foes.*

## ENGAGING PURSUIT

Rank 1 Rite • Abjuration, Spirit, Utility (Short)

As a reaction, when an enemy that started its turn within 5 feet of your spirit companion ends its movement in a space not within 5 feet of your spirit companion, you can move your spirit companion to a space within 5 feet of the triggering enemy.

*Your spirit companion follows your enemies closely, preventing them from escaping your wrath.*

## ENTANGLING ROOTS

Rank 1 Rite • Conjuration, Utility (Long)

As a bonus action, you create a zone of roots that fills a 15-foot radius circle centered on a point on the ground you can see within 50 feet. The ground in the zone becomes difficult terrain for your enemies and lasts for 1 minute. When any enemy makes a charging attack, its movement cannot include any space on the ground within the zone.

*Thick roots emerge from the ground in response to your command, and your foes stumble as they try to slip through them.*



## ERUPTING FONT

Rank 1 Rite • Abjuration, Utility (Short)

When you succeed on a saving throw, you can also mark any number of creatures you can see within 25 feet of you. This mark lasts until the end of your next turn.

*As you shake off a debilitating condition, your primal might raises your foes' ire.*

## ESCALATING VIOLENCE

Rank 1 Rite • Enchantment, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and choose one ally within 25 feet of you who can see or hear you. That ally gains a +1d4 bonus to damage rolls until the end of your next turn.

If you take damage before the start of your next turn, you gain a +2 bonus to your next attack roll. On a hit, your attack deals an extra 1d10 damage.

*You hack at your enemy, daring it and its companions to incur your greater fury.*

## ESCAPING SHOT

Rank 1 Rite • Enchantment, Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 damage, and the target cannot take reactions until the end of your next turn. You can then move up to 10 feet without provoking opportunity attacks.

*Brandishing your weapon, you call forth spirits to stupefy your enemy.*

## EYES OF THE HAWK

Rank 1 Rite • Transmutation, Utility (Short)

As a bonus action, you can make a Wisdom (Perception) check that relies on sight with a +10 bonus to the roll.

*You call on the primal energy in your blood, allowing you to find your foes like a keen-eyed hawk.*

## FERAL HARRIER

Rank 1 Rite • Bestial, Focus, Offensive, Transmutation (Short)

As an action, you can safely move up to 15 feet, then make a melee spell attack against a creature within your reach. On a hit, the target takes piercing damage equal to 1d10 + your spellcasting ability modifier, and you can safely move up to an additional 15 feet.

*You launch yourself at your prey to tear it limb from limb.*

## FERAL REJUVENATION

Rank 1 Rite • Evocation, Utility (Long)

When you deal damage to an enemy, you can spend one hit die to regain hit points. If the triggering damage reduced the triggering enemy to 0 hit points, you regain additional hit points equal to half of your level + 2.

*You call upon the spirits to stitch your wounds, proudly displaying the blood you have spilled in their names.*

## FEROCIOUS TRANSFORMATION

Rank 1 Rite • Transmutation, Utility (Short)

As a reaction when an enemy hits you while you aren't using your Wild Shape class feature and have at least 1 use of it available, you can activate your Wild Shape and safely move up to 5 feet. In addition, you gain advantage on attack rolls against the triggering enemy until the end of your next turn.

*In response to an enemy's attack, you transform into a beast and pounce.*

## FIRES OF LIFE

Rank 1 Rite • Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures in a 10-foot radius sphere centered on a point you can see within 50 feet of you. Each target must make a Dexterity saving throw. On a failed save, a target takes 2d6 fire damage and for 1 minute the target is set ablaze. On a successful save, the target takes half as much damage.

While ablaze, the target can repeat the saving throw at the start of each of its turns. On a failed save, the target takes 2d6 fire damage. On a successful save, the target is no longer ablaze and one creature of your choice within 25 feet of the target regains 1d4 hit points. If the target is reduced to 0 hit points before saving against this effect, one creature of your choice within 25 feet of the target regains 1d4 + 2 hit points.

*Searing flame engulfs your foes and burns them for a time. As each creature extinguishes the flames that burn it, healing fire leaps to one of your allies.*

## FLEET PURSUIT

Rank 1 Rite • Transmutation, Utility (Long)

As a bonus action, for 1 minute, your speed increases by 10 feet while you are Wild Shaped or polymorphed into a beast.

*Your limbs propel you forward with the speed of a cheetah.*

## FLICKERING ARROW

Rank 1 Rite • Illusion, Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 damage. Additionally, until the end of your next turn, the target can't benefit from being obscured or from cover except total cover, and enemies suffer a -2 penalty to attack rolls while within 20 feet of the target.

*With a flash, primal motes of light illuminate your target and dazzle those nearby.*

## FLOWING SWARM

Rank 1 Rite • Bestial, Focus, Offensive, Transmutation (Short)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 2d6 piercing damage.

In addition, you can safely move up to 20 feet to a space in the cone or within 5 feet of it. During this movement, you can move through the space of a target who failed the save. If you do so, the target takes 1d4 poison damage.

*You disperse into a cloud of insects, swarm over your enemies, and then coalesce in a different place.*



## FOG OF INSECTS

Rank 1 Rite • Conjunction, Focus, Offensive (Long)

As an action, you target each creatures within 15 feet of you. Each target must make a Constitution saving throw. A target takes 2d6 piercing damage on a failed save, or half as much damage on a success.

In addition, you gain a +1 bonus to AC and saving throws for 1 minute.

*A swarm of insects surges from you, stinging creatures all around before swirling about you protectively.*

## FORM OF MOUNTAIN'S THUNDER

Rank 1 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)

As an action, make a melee weapon attack against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage, and the target is knocked prone. After the attacks are resolved, each enemy marked by you takes 1d4 lightning damage.

In addition, you assume the guardian form of mountain's thunder for 1 minute. While you are in this form, you gain resistance to all damage and a +1 bonus to AC. Once per round when you hit an enemy with a melee attack, each enemy marked by you takes 1d4 thunder damage.

*You transform to take on a protective shell of rock and earth, shielding you and allowing you to call thunder and lightning to strike your foes.*

## FORM OF THE DREAD SERPENT

Rank 1 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)

As an action, make a melee weapon attack against one or two creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 poison damage, and the target must succeed on a Constitution saving throw or be poisoned for 1 minute. While poisoned by this rite, the target's speed is reduced by 10 feet and it takes 1d4 poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, you assume the guardian form of the dread serpent for 1 minute. While you are in this form, you gain resistance to poison damage, a +2 bonus to Dexterity saving throws and Intelligence saving throws, and can safely move up to 5 feet as a bonus action.

*Dark scales coat your skin, allowing you to move with the subtlety of a snake and to envenom your attack at the same time.*

## FORM OF THE FAULTLESS TRACKER

Rank 1 Rite • Bestial, Divination, Focus or Weapon, Offensive (Long)

When you hit a creature with a melee weapon attack, your attack deals an extra 1d10 damage, and for 1 minute, the target cannot benefit from being obscured. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, you assume the guardian form of the faultless tracker for 1 minute. While you are in this form, you gain a +4 bonus to Wisdom (Perception) checks, and enemies cannot benefit from being lightly obscured from you. In addition, attack rolls cannot gain advantage against you or any allies who are within 10 feet of you.

*You gain the keen senses of a relentless hunter, ignoring your foes' attempts to conceal themselves and denying them advantage against you and your allies.*

## FORM OF THE FEARSOME RAM

Rank 1 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)

When you take the attack action on your turn, you can safely move up to your speed before one of your melee weapon attacks. On a hit, your attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 15 feet and knocked prone. You can then safely move into a space that must be within 5 feet of the target.

In addition, you assume the guardian form of the fearsome ram for 1 minute. While you are in this form, your speed increases by 10 feet, you gain a +2 bonus to the attack rolls of Charging Attacks, and when you hit a target with a weapon attack, you can push it up to 5 feet. If the attack already pushes the target, the distance increases by 5 feet.

*You become mightier and faster, manifesting the horns and hooves of a ram. Your attacks push your foes around the battlefield, and sometimes knock them prone.*

## FORM OF THE LAUGHING KILLER

Rank 1 Rite • Bestial, Focus or Weapon, Enchantment, Offensive (Long)

When you hit a creature with a melee weapon attack, your attack deals an extra 1d10 damage, and the target bleeds for 1d6 necrotic damage.

In addition, you assume the guardian form of the laughing killer for 1 minute. While you are in this form, you gain a +3 bonus to saving throws against charm effects and fear effects, and your allies gain advantage on melee attack rolls against any enemy within 5 feet of you.

*Your mind guarded against assault, you take on characteristics of a hyena, your lips curling into a cackle sneer as you harry adjacent foes.*

### FORM OF THE RELENTLESS PANTHER

Rank 1 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)

When you take the attack action on your turn, you can safely move up to your speed before one of your melee weapon attacks. On a hit, your attack deals an extra 1d10 damage, and the target bleeds for 1d6 necrotic damage.

In addition, you assume the guardian form of the relentless panther for 1 minute. While you are in this form, you gain a +2 bonus to Dexterity saving throws and Intelligence saving throws, and a +1 bonus to attack rolls against enemies marked by you. You can also safely move up to 10 feet as a bonus action on each of your turns.

*You take on the bestial fangs, sleek fur, and hunting grace of a panther. You make a nimble attack, darting across the battlefield to deal a bleeding wound to one of your foes.*

### FORM OF THE SWAMP HUNTER

Rank 1 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)

When you hit a creature with a melee weapon attack, your attack deals an extra 1d10 damage, and the target is grappled by you. If the target was already suffering a reduction to its speed or it could not take reactions when you hit with the triggering attack, it takes an extra 2d10 damage instead of 1d10.

In addition, you assume the guardian form of the swamp hunter for 1 minute. While you are in this form, you ignore difficult terrain, gain a swim speed equal to your walking speed, and a +2 bonus to attack rolls against creatures who are suffering a reduction to their speed. Also, when you reduce any enemy marked by you to 0 hit points, you can mark one enemy within 25 feet of you until the end of your next turn.

*You take on the rough skin of a crocodile, granting you its relentless nature and letting you pass easily through water.*

### FORM OF THE WALKING CONFLAGRATION

Rank 1 Rite • Bestial, Evocation, Focus or Weapon, Offensive (Long)

When you hit a creature with a melee weapon attack, your attack deals an extra 1d10 fire damage, and the target must succeed on a Dexterity saving throw or be set on fire for 1 minute. While on fire from this rite, the target takes 1d4 fire damage at the start of each of its turns, and it cannot take reactions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the effect ends.

In addition, you assume the guardian form of the walking conflagration for 1 minute. While you are in this form, you gain resistance to fire damage, and enemies suffer a 1d4 susceptibility to fire damage while marked by you.

*Flames spring up across your body and spread until you become living fire. Heat pours from your body and scorches your foes, but the primal spirits ensure the flames do not harm you.*

### FORM OF THE WILLOW SENTINEL

Rank 1 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)

When an enemy within 5 feet of you makes an attack roll against your ally, you can use your reaction to immediately make a melee weapon attack against the triggering enemy. On a hit, the target takes an extra 1d10 damage, and the triggering enemy's attack suffers a -4 penalty, potentially causing it to miss.

In addition, you assume the guardian form of the willow sentinel for 1 minute. While you are in this form, you can negate forced movement against yourself, and any ally gains a +1 bonus to AC and a +2 bonus to Strength saving throws and Constitution saving throws while within 5 feet of you.

*Your skin takes on the appearance of smooth bark, and you draw strength from the earth. Your presence heightens your allies' endurance, and your viny branches help protect your nearby friends.*

### FORM OF WINTER'S HERALD

Rank 1 Rite • Bestial, Evocation, Focus or Weapon, Offensive (Long)

As an action, make a melee weapon attack against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 cold damage, and the target is restrained for 1 minute. While restrained by this rite, the target can make a Strength saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, you assume the guardian form of winter's herald for 1 minute. While you are in this form, you gain a +1 bonus to AC and resistance to cold damage. Also, you gain a 10-foot aura that makes the ground around you icy difficult terrain for your enemies.

*Ice as strong as steel forms over your armor, while frost on the ground around you hinders your enemies' movement. You then swing your weapon in a freezing whirlwind that holds your enemies in place.*

### FROST FLASH

Rank 1 Rite • Focus, Offensive, Transmutation (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 2d10 + 2 cold damage, and its speed is reduced to 0 until the end of your next turn.

*You blast your enemy with cold that leaves it frozen in place.*



## FUNGAL BLOOM

Rank 1 Rite • Conjunction, Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or be restrained for 1 minute. While restrained by this rite, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

In addition, you conjure four fungal blooms in four different spaces adjacent to the target that last for 10 minutes. When an enemy enters a fungal bloom's space, the bloom bursts, targeting the triggering enemy and each enemy within 5 feet of the bloom. Each target must succeed on a Constitution saving throw or take 1d4 poison damage, and that bloom disappears.

*When your projectile strikes your foe, the air fills with spores that create quivering puffballs where they land.*

## GALE STRIKE

Rank 1 Rite • Conjunction, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, the target takes an extra 1d10 damage, and each enemy marked by you, other than the target, takes 1d4 bludgeoning damage. In addition, you can also move each enemy marked by you up to 5 feet.

*Your attack unleashes a primal wind that batters foes driven to engage you.*

## GRANITE ARMOR

Rank 1 Rite • Focus, Offensive, Spirit, Transmutation (Short)

As an action, choose one ally you can see within 5 feet of your spirit companion. Your spirit companion disappears, and the chosen ally gains resistance to all damage until the end of your next turn. You can then target each enemy within 5 feet of the chosen ally. Each targeted enemy must succeed on a Dexterity saving throw or take 2d6 slashing damage.

*Your spirit companion enters your ally's body, encasing your comrade in a stony sheath and sending rocky shards flying outward.*

## GRASPING WINDS

Rank 1 Rite • Conjunction, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, the target takes an extra 1d10 damage, and you pull each enemy within 15 feet of you up to 10 feet.

*You draw on the spirit of the storm to drag foes closer for your next attack.*

## GREAT CLEAVE

Rank 1 Rite • Offensive, Transmutation, Weapon (Short)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 1d4 damage for each enemy within 5 feet of you.

*The numbers arrayed against you mean nothing. You swing your weapon in a great arc, stopped by nothing so trivial as flesh and bone.*

## GREATER WATCHER SPIRIT

Rank 1 Rite • Divination, Focus, Offensive, Spirit (Long)

As an action, choose one or two allies you can see within 10 feet of a point you can see within 50 feet of you. Each target can use their reaction to immediately make one weapon attack.

In addition, for 1 minute, attack rolls against your allies that are within 5 feet of your spirit companion cannot gain advantage.

*The spirit of the Great Watcher shows the path to victory, pointing out flaws in your enemy's defenses while shoring up your comrades' weaknesses.*

## GUARDIAN SHOCK WAVE

Rank 1 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the spaces within 5 feet of the target become a zone of shifting ground until the end of your next turn. Any enemy marked by you that enters the zone is knocked prone.

*As you hit with a brutal attack, a wave of primal energy ripples through the ground around the target.*

## GUARDIAN THORNS

Rank 1 Rite • Abjuration, Utility (Short)

As a bonus action, choose one ally you can see within 25 feet. Until the end of your next turn, when any enemy marked by you attacks the target, that enemy takes 1d4 piercing damage.

*You surround your friend with ghostly thorns that impale any enemy that attacks them.*

## GUST OF WIND

Rank 1 Rite • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Strength saving throw or take 2d6 bludgeoning damage and be knocked prone.

In addition, you can push each target up to 10 feet.

*A blast of air buffets nearby creatures, hurling them backward as it drives them to the ground.*

## HAMMER FALL

Rank 1 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Strength saving throw or be knocked prone.

*You swing your weapon in a great underhand arc, and the impact lifts your target off its feet and sends it crashing to the ground.*

## HUNGRY EARTH

Rank 1 Rite • Offensive, Transmutation, Weapon (Short)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage.

In addition, until the end of your next turn, each space within 5 feet of you is difficult terrain for your enemies.

*You slam your weapon against the ground, bringing forth primal energy that causes the earth to batter your foes and churn beneath their feet.*

## HUNTER'S INSTINCT

Rank 1 Rite • Divination, Stance, Utility (Long)

As a bonus action, you enter the Hunter's Instinct stance. Until the stance ends, when you make a ranged weapon attack against any creature within 10 feet of you, you can score a critical hit on a roll of 19–20.

*In the middle of battle, you know where to strike and make it hurt the most.*

## IGNORE PAIN

Rank 1 Rite • Abjuration, Utility (Long)

As a reaction, when you take damage from a hostile creature, you gain temporary hit points equal to the triggering damage.

*When your enemies hurt you, the strength of your will allows you to shove the pain aside for a time.*

## IMPLACABLE ADVANCE

Rank 1 Rite • Divination, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage. In addition, the first time the target moves before the end of your next turn, you can safely move up to your speed to a space within 5 feet of the target at the end of the triggering movement (no action required).

*You advance on your enemy and strike, continuing to close with your foe even if it tries to flee.*

## INEVITABLE SHOT

Rank 1 Rite • Transmutation, Utility, Weapon (Short)

As a reaction, when you miss a creature with a ranged attack using a weapon, you can repeat the attack roll against a different creature within 25 feet of the target you missed.

You regain the use of this rite when you finish a short or long rest, or when you spend an inspiration.

*Even as your target ducks under your shot, the projectile moves on its own to find another enemy.*

## INFECTIOUS SPARK

Rank 1 Rite • Enchantment, Focus, Offensive, Spirit (Short)

When your spirit companion is hit by a melee attack, you can use your reaction to target the triggering attacker. The target must succeed on a Wisdom saving throw or take 2d10 psychic damage, and make a melee weapon attack against a different enemy of your choice. Your spirit companion then disappears.

*Your spirit companion dissolves when struck, leaving its mind behind to compel your enemy to an undesired action.*

## INSECT SWARM

Rank 1 Rite • Conjunction, Focus, Offensive (Short)

As an action, you target each creature within 5 feet of you. Each target must succeed on a Constitution saving throw or take 2d6 piercing damage.

In addition, your space and each space within 5 feet of you is heavily obscured for your enemies until the end of your next turn.

*A buzzing drone fills the air as a heavy cloud of insects swirls around you.*

## INTO THE BLACK FOG

Rank 1 Rite • Conjunction, Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 damage, and you can teleport the target up to 5 feet. If you do so, the target deals only half as much damage as normal with weapon attacks until the end of your next turn.

*You momentarily cast your enemy through a dark swamp in the Feywild. The foe returns in a thick mud, which blunts its attacks.*

## IRONBREAKER CLAWS

Rank 1 Rite • Abjuration, Focus, Offensive, Spirit (Short)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 2d10 slashing damage, and the target provokes an opportunity attack from one ally of your choice within 5 feet of it with a +2 bonus to the attack roll.

*Your spirit companion sinks its claws into your foe, twisting the enemy off balance and leaving it open to an ally's attack.*

## LIFE THANE RAGE

Rank 1 Rite • Evocation, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you can spend a hit die to regain hit points. Additionally, you enter the rage of the Life Thane. Until the rage ends, any ally who starts their turn within 15 feet of you gains 1d4 temporary hit points.

*As you strike, raging energy boils out of you as life-giving mist, healing you and invigorating your allies.*

## LIFE-ENDING STRIKE

Rank 1 Rite • Divination, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage.

When you use this rite as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

*You lash out at your enemy with a mighty strike that presages the end of its life.*



## LIGHTNING ARC

Rank 1 Rite • Evocation, Focus, Offensive (Long)

As an action, make a ranged spell attack against one or two creatures within 50 feet of you, with a separate attack roll for each target. On a hit, a target takes 2d10 lightning damage, and the target is dazed until the end of your next turn. Also on a hit, each creature within 5 feet of the target must succeed on a Constitution saving throw or be knocked prone.

*Twin bolts of lightning strike your foes and knock over creatures near them.*

## LIGHTNING PANTHER SPIRIT

Rank 1 Rite • Evocation, Offensive, Weapon (Short)

As an action, choose one creature you can see within 25 feet. The target must succeed on a Dexterity saving throw or take 2d10 lightning damage and until the end of your next turn, any ally within 5 feet of your spirit companion can safely move up to 5 feet as a bonus action.

In addition, until the end of your next turn, any ally ignores difficult terrain in your spirit companion's space and within 5 feet of it.

*With a rumbling growl, a panther spirit appears and strikes your foe with lightning before it vanishes. Your spirit companion channels the panther's swiftness to your allies.*

## LONGSTRIKE CHARGE

Rank 1 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a reach weapon you are wielding with two hands, your attack deals an extra 2d10 damage.

When you use this rite as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

*You surge toward your target, your momentum and the length of your weapon adding devastating speed and power to your attack.*

## MACETAILED RAGE

Rank 1 Rite • Abjuration, Offensive, Raging, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage, and the target must succeed on a Strength saving throw or be knocked prone.

Additionally, you enter the rage of the Macetail Behemoth. Until the rage ends, whenever you hit with a melee weapon attack, you gain 1d4 temporary hit points.

*You knock your enemy to the ground with a slam like the behemoth's heavy tail, and the rage of the macetail fills you, refreshing you with every blow of your weapon.*

## MASSIVE COMPANION

Rank 1 Rite • Focus, Offensive, Spirit, Transmutation (Long)

As an action, choose any number of creatures you can see within 5 feet of your spirit companion. Each target must succeed on a Strength saving throw or take 2d6 bludgeoning damage and be knocked prone.

In addition, each creature within 5 feet of your spirit companion is pushed 5 feet, and for 10 minutes, your spirit companion becomes Huge and allies within 5 feet of it gain half cover.

*Your spirit companion grows huge and solid, shaking off foes and sheltering your allies.*

## MINOR RESTORATION

Rank 1 Rite • Evocation, Utility (Long)

As a bonus action, choose one creature other than yourself you can see within 50 feet. The target can make a saving throw against one effect that a save can end, and spend one hit die to regain hit points.

*Notes of green energy suffuse your ally, letting them draw strength from the essence of the world.*

## MISCHIEF SPIRITS

Rank 1 Rite • Conjuration, Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 2d10 damage. Additionally, if the target moves on its next turn, it falls prone at the end of that turn.

*Troublesome spirits shimmer around your foe, tripping it if it dares move.*

## MOUNTAIN LION STEP

Rank 1 Rite • Transmutation, Utility (Short)

As a bonus action, you ignore difficult terrain until the end of your next turn.

*Like an agile mountain lion, you leap across difficult terrain with ease.*

## NATURE'S ABUNDANCE

Rank 1 Rite • Transmutation, Utility (Long)

As an action, you create a zone of plants that fills a 15-foot sphere centered on you until the end of your next turn. You and your allies have half-cover while within in the zone.

*Plants burst into life around you. They sway back and forth to shields your allies, parting to allow attacks against your foes.*

## NOMAD'S RUSH

Rank 1 Rite • Divination, Utility (Short)

As a bonus action, you move up to your speed + 20 feet. During this movement, you ignore difficult terrain.

*Your training allows you to spot rough terrain with ease and dash over it without a second thought.*

## OAK SKIN

Rank 1 Rite • Transmutation, Utility (Long)

As a bonus action, you gain resistance to all damage for 1 minute.

*Your skin takes on the texture of tough bark, protecting you from the worse of your enemies' attacks.*

## OAKENHIDE

Rank 1 Rite • Transmutation, Utility (Short)

As a bonus action, you can touch yourself or one ally within reach. Until the end of your next turn, the target gains a +3 bonus to AC.

*A protective layer of tree bark covers your body and armor.*

## OBSCURING MIST

Rank 1 Rite • Conjunction, Utility (Long)

As an action, you create a 10-foot radius sphere centered on a point you can see within 50 feet of you. The sphere creates a zone that is lightly obscured and lasts for up to 1 minute. You must concentrate on this rite as if concentrating on a spell. At the start of each of your turns, you can increase the radius of the sphere by 5 feet to a maximum of a 25-foot radius.

*A thick fog coalesces from nowhere, hiding your allies.*

## PERSISTENT ARROW

Rank 1 Rite • Conjunction, Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a bow, your attack deals an extra 1d10 damage.

In addition, you conjure a persistent arrow in one unoccupied space adjacent to the target. The arrow remains for 1 minute or until expended. Any creature that enters a persistent arrow's space takes 1d4 piercing damage. You use a bonus action on your turn to expend the arrow, making a ranged spell attack against one creature within 25 feet of the arrow. On a hit, the target takes piercing damage equal to 1d10 + your spellcasting ability modifier, and it is knocked prone.

*After punishing through your target, the missile halts in the air, frozen until you command it to fly once more.*

## POSSESSING SPIRITS

Rank 1 Rite • Charm, Enchantment, Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Wisdom saving throw or use its reaction if available to make a melee weapon attack against an enemy adjacent to it. If that attack hits, the target and that enemy are also dazed until the end of your next turn.

*From your foe's wound, a possessing spirit takes hold, making the foe attack its companion.*

## PREDATOR'S FLURRY

Rank 1 Rite • Bestial, Focus, Offensive, Transmutation (Short)

As an action, make a melee spell attack against one or two creatures within reach. You can safely move up to 10 feet between each attack. On a hit, a target takes slashing damage equal to 1d6 + your spellcasting ability modifier, and it must succeed on a Dexterity saving throw or be dazed until the end of your next turn.

*You dart across the battlefield, attacking your foes as you slip through their ranks.*

## PREDATORY GUARDIAN

Rank 1 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and if the target moves before the end of your next turn, you can use your reaction to safely move up to 15 feet.

*You press the attack, slicing into your foe and standing ready to pursue it if it attempts to flee.*

## PRESSING ATTACK

Rank 1 Rite • Offensive, Transmutation, Weapon (Short)

When you take the attack action on your turn, you can move up to 30 feet before one of your attacks using a weapon. On a hit, your attack deals an extra 1d10 damage.

*You quickly close the distance to a foe, striking with a furious attack.*

## PRIMAL VITALITY

Rank 1 Rite • Abjuration, Utility (Long)

As a bonus action, you gain temporary hit points equal to half your level + 2. If you are raging, the number of temporary hit points you gain is doubled.

*Drawing strength from the ground beneath your feet, you push away the pain of minor wounds.*

## PROTECTING STRIKE

Rank 1 Rite • Abjuration, Focus, Offensive, Spirit (Turn)

As an action, choose one creature within 5 feet of your spirit companion. Make a melee spell attack originating from your spirit companion against the target. On a hit, the target takes 1d10 bludgeoning damage, and each ally within 5 feet of your spirit companion gains temporary hit points equal to your proficiency bonus.

The damage of this rite increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

*Roaring echoes from ancient caves and hollows accompany your spirit companion's attack, infusing your allies with vitality.*

## PROTECTIVE ROOTS

Rank 1 Rite • Abjuration, Spirit, Utility (Long)

As a bonus action, you can choose yourself and any number of creatures you can see within 5 feet of your spirit companion. Each target gains resistance to all damage for 1 minute.

*Thin roots extend from your spirit companion to clothe you and your friends in a protective layer.*

## QUILLS

Rank 1 Rite • Focus, Offensive, Transmutation (Short)

As an action, choose any number of creatures you can see within 10 feet of you. Each target must succeed on a Dexterity saving throw or take 2d6 poison damage.

Additionally, each target's speed is reduced by 10 feet until the end of your next turn.

*Poison-tipped quills emerge from your body, then shoot out to strike the foes that press you.*



## RAGE DRAKE'S FRENZY

Rank 1 Rite • Offensive, Raging, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you enter the rage of the Rage Drake. Until the rage ends, once per round when you reduce an enemy to 0 hit points, you can immediately make one additional melee attack using a weapon against a creature within reach.

*You slam your weapon into your wounded foe, and the rage drake's spirit fills you. You erupt in violence, swinging furiously at a new foe as soon as the last one falls.*

## RAGING STRIKE

Rank 1 Rite • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon while you are raging, your attack deals an extra 2d10 damage.

If you expend an unused raging rite or a use of your Rage class feature, your attack deals an extra 3d10 damage instead of 2d10.

The damage dealt by expending a rite increases when you reach 5th level (4d10), 11th level (6d10), 17th level (9d10).

*You channel your primal rage into a devastating attack.*

## RANGER'S AGILITY

Rank 1 Rite • Transmutation, Utility (Long)

As a bonus action, for 1 minute, you gain a +10-foot bonus to your speed, and whenever you safely move, the distance you can move increases by 5 feet.

*The power of the primal spirits lets you move with the speed and subtlety of the wind.*

## RECKLESS RAMPAGE

Rank 1 Rite • Enchantment, Offensive, Weapon (Short)

When you take the attack action on your turn, you can move up to your speed + 10 feet before one of your melee attacks using a weapon. If an enemy makes an opportunity attack against you as a result of this movement, you gain advantage against the target of the attack. On a hit, your attack deals an extra 1d10 damage.

*As you advance, enemy attacks fuel a wrath that spills over with undeniable force against your chosen target.*

## REJUVENATING SPIRIT

Rank 1 Rite • Spirit, Transmutation, Utility (Short)

As a bonus action, choose yourself or one ally you can see within 25 feet. The target can spend one hit die to regain hit points. If the target does so, one ally within 5 feet of your companion spirit, other than the target, regains 1d4 hit points.

The number of hit dice the target can spend and the hit points regained by the second ally increase when you reach 5th level (up to two hit dice and 2d6 hit points), 11th level (up to three hit dice, and 3d8 hit points), and 17th level (up to five hit dice and 5d12 hit points).

*You call to the spirits on behalf of a wounded ally, closing wounds and filling your ally with vigor.*

## RENDING FURY

Rank 1 Rite • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and until the end of your next turn, the target suffers a -2 penalty on attack rolls against targets other than you. If you had advantage on the triggering attack roll and both attack rolls would have hit, the penalty increases to -4.

*You tear into the target with two fast strikes, crippling its ability to respond to any foe but you.*

## RENDING STRIKE

Rank 1 Rite • Divination, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the next time the target takes damage before the start of your next turn, it takes an extra 1d4 damage and you can move it up to 10 feet.

*You tear your weapon through the enemy, leaving it vulnerable to an ally's attack.*

## RESIST ENERGY

Rank 1 Rite • Abjuration, Utility (Short)

As a reaction, when you take cold, fire, lighting, or thunder damage, you can immediately choose any number of creatures you can see within 5 feet of you, including yourself. Until the end of your next turn, each target gains resistance to the triggering damage type, including the damage of the triggering effect.

*Magical energy, washes around you, but your primal magic protects you and your allies.*

## RESURGENT STRIKE

Rank 1 Rite • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and either regain 1d4 + 2 hit points or gain 2d4 + 4 temporary hit points. These temporary hit points last for 10 minutes.

*You slash, your enemy's blood wells, and you are rejuvenated.*

## RIME STRIKE

Rank 1 Rite • Evocation, Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 cold damage, and the target must succeed on a Strength saving throw or be restrained for 1 minute. While restrained by this rite, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

In addition, you create a zone of difficult terrain in a 10-foot radius on the ground centered on the target. The zone lasts for 10 minutes. Any creature that enters the zone or starts its turn there takes 1d4 cold damage. As a bonus action, you can end the zone.

*You attack your enemy and call on primal spirits to rime the ground around it.*

## RIMEFIRE SPIRIT

Rank 1 Rite • Evocation, Offensive, Weapon (Short)

As an action, choose one creature you can see within 25 feet. The target must succeed on a Wisdom saving throw or take 1d10 cold damage, 1d10 lightning damage, and until the end of your next turn, any enemy within 5 feet of your spirit companion suffers a 1d4 susceptibility to cold damage and fire damage.

*A spirit of ice and flame freezes and burns your foe, and the spirit's energies emanate from your spirit companion, making nearby enemies susceptible to further attacks.*

## RIPPLING BLADES

Rank 1 Rite • Enchantment, Offensive, Weapon (Short)

As a reaction, when you miss an enemy with a melee attack using a weapon, you can take 1d4 bludgeoning damage that cannot be reduced or negated. If you do so, choose one ally within 5 feet of the triggering enemy who can see or hear you. The chosen ally can make a melee weapon attack against the triggering enemy (no action required). On a hit, your ally's attack deals an extra 1d10 damage.

*If your foe avoids your attack, you accept a glancing blow to maneuver that foe into a weak position, ready for your friend's attack.*

## ROAR OF THE UNBOWED BEAST

Rank 1 Rite • Bestial, Enchantment, Focus, Offensive (Short)

As an action, you target each creature within 15 feet of you. Each target who can hear you must succeed on a Wisdom saving throw or take 2d6 thunder damage and until the end of your next turn, the target is marked by you. Until the mark ends, if the target makes an attack on its turn against a creature other than you, you can safely move the target up to 20 feet (no action required) at the end of its turn.

*You sound a thunderous challenge to your foes. The thunder echoes around them, causing them to reel if they don't stand and fight.*

## ROAR OF TRIUMPH

Rank 1 Rite • Enchantment, Fear, Utility (Short)

When you reduce an enemy you can see to 0 hit points, you target each enemy within 25 feet of you who can see or hear you. Each target suffers a -2 penalty to AC and saving throws until the end of your next turn.

*Your howl of victory shakes your enemies to the core, as they know your blood thirst is not yet quenched.*

## ROARING CHARGE

Rank 1 Rite • Enchantment, Fear, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage. In addition, each creature of your choice within a 15-foot cone originating from you must succeed on a Wisdom saving throw or suffer a -2 penalty to attack rolls until the end of your next turn.

*Upon striking your foe, you let loose a challenging roar, daring your foes to face you.*

## ROOM FOR CARNAGE

Rank 1 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon you are wielding with two hands, your attack deals an extra 1d10 damage, and you can push any number of creatures you can see within 5 feet of you up to 5 feet.

*You drive your foes backward with the haft of your weapon, giving you enough room to deliver a mighty blow.*

## ROOTS OF STONE

Rank 1 Rite • Offensive, Transmutation, Weapon (Short)

As an action, you create a zone of rippling earth in a 5-foot sphere centered on you until the end of your next turn. Make a melee attack using a weapon against any number of creatures in the zone, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage, and if the target leaves the zone, it takes an additional 1d4 bludgeoning damage and is knocked prone.

*The burst of primal energy you unleash ripples through the ground around you and limits your foes' movement.*

## ROUGH STRIKE

Rank 1 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 + 2 damage, and the target's speed is reduced by 10 feet until the end of your next turn.

*Your attack hinders your foe's movement as much as the roughest terrain.*

## SAFE PASSAGE

Rank 1 Rite • Divination, Utility (Long)

As a bonus action, you can choose yourself and any number of creatures you can see within 25 feet of you. For 1 minute, each target ignores difficult terrain and gains a +10-foot bonus to speed.

*The spirits of earth, stone, and land accept your plea for assistance, allowing you and your allies to move unhindered and at great speed.*

## SAVAGE COMEBACK

Rank 1 Rite • Transmutation, Utility (Long)

When you are conscious and fail a saving throw, you take 2d6 necrotic damage and instead succeed on the saving throw (this damage cannot be reduced or negated).

*An enemy tried to hinder you, but you break free, ignoring the injury you suffer in the process.*

## SAVAGE CUT

Rank 1 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 + 2 damage.

*You drive your weapon into your enemy in the same way that the jaws of a wolf seek its prey's throat, and you rend it savagely.*



## SAVAGE FRENZY

Rank 1 Rite • *Bestial, Focus, Offensive, Transmutation (Long)*

As an action, make a melee spell attack against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, the target takes piercing or slashing damage (your choice) equal to 1d6 + your spellcasting ability modifier, and it must succeed on a Constitution saving throw or have its speed reduced by 10 feet until the end of your next turn.

*In a blur of claw and fang, you strike out at nearby enemies.*

## SAVAGE GROWL

Rank 1 Rite • *Enchantment, Utility (Short)*

When you hit an enemy and don't reduce it to 0 hit points, you mark the target until the end of your next turn. Until your mark ends, you and the target deal an extra 1d8 damage against each other.

*If the blow you just delivered wasn't enough to get your foe's attention, your menacing growl cannot be ignored.*

## SAVAGE JUGGERNAUT RAGE

Rank 1 Rite • *Necromancy, Offensive, Raging, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you enter the rage of the Savage Juggernaut. Until the rage ends, you gain a bonus to attack rolls equal to the number of CR 1/8 or higher hostile creatures you have reduced to 0 hit points since you entered the rage.

*Your blow triggers an inner wrath that grows more and more unstoppable with each enemy you fell.*

## SCATTERED FORM

Rank 1 Rite • *Bestial, Focus, Offensive, Transmutation (Short)*

As an action, you target each creature within 5 feet of you. Each target must succeed on a Dexterity saving throw or take 2d6 piercing damage.

In addition, you take only half damage from melee and ranged weapon attacks until the end of your next turn.

*Your form scatters into a horde of insects to attack nearby creatures.*

## SCORCHING SANDS

Rank 1 Rite • *Evocation, Focus, Offensive, Spirit (Short)*

As an action choose one creature you can see within 5 feet of your spirit companion. The target must succeed on a Dexterity saving throw or take 2d10 fire damage, and the target suffers a 1d4 susceptibility to fire damage until the end of your next turn.

In addition, you and each ally within 5 feet of your spirit companion can choose to deal fire damage until the end of your next turn. This fire damage replaces a weapon, spell, or ability's normal damage types.

Once this rite is resolved, your spirit companion disappears.

*Sands infused with desert fire pour out from your spirit companion, splashing an enemy with terrible flames as your companion dissipates.*

## SEED OF HEALING

Rank 1 Rite • *Evocation, Utility (Long)*

As a bonus action, you can spend 1 hit die but regain no hit points. Instead, you create a golden seed the size of an acorn. The seed lasts until it is eaten or for 8 hours. A creature carrying the seed can use a bonus action to eat it and regain hit points equal to 2d4 + your hit die + your Constitution modifier.

*Primal power threads through you, coalescing into a golden seed ripe with healing magic.*

## SEEKER'S DUE

Rank 1 Rite • *Offensive, Transmutation, Weapon (Short)*

When you hit a creature with a ranged attack using a bow, your attack deals an extra 2d10 damage.

*You draw and fire, exulting in your attack's simplicity.*

## SERPENT SPIRIT

Rank 1 Rite • *Offensive, Transmutation, Weapon (Short)*

When you hit a creature with an attack using a ranged or thrown weapon, your attack deals an extra 1d10 damage, and at the end of the target's next turn, you can move the target up to 5 feet and each enemy adjacent to it up to 10 feet.

*Your projectile takes the form of a constrictor serpent. Where it strikes, it binds with menacing strength. When it releases, it scatters your foes.*

## SHATTERBONE STRIKE

Rank 1 Rite • *Enchantment, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Wisdom saving throw or suffer a -2 penalty to AC until the end of your next turn.

*The fury of your assault knocks your foe off balance, leaving a hole in its defenses.*

## SHOUT OF TERROR

Rank 1 Rite • *Enchantment, Fear, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you can choose any number of creatures in a 15-foot cone originating from you that includes the target. Each chosen creature has their speed reduced by 10 feet until the end of your next turn.

Additionally, until the end of your next turn, you gain a +1d4 bonus against any creature suffering a reduction to its speed.

*The primal storm that rages within you manifests as a terrifying battle scream that causes your enemies to hesitate.*

## SHRUG IT OFF

Rank 1 Rite • *Abjuration, Utility (Short)*

As a reaction, when you are subject to an effect that a save or ability check can end, you can make a saving throw or ability check against the triggering effect. If you succeed, you can safely move up to 5 feet.

*With a brutal shake of your head, you slough off a hindrance before it can affect you.*

## SKITTERING SNEAK

Rank 1 Rite • Transmutation, Utility (Long)

For 1 hour, if you have the Wild Shape class feature, you can use it to assume the form of a Tiny beast, such as a mouse, cat, or large spider as many times as you like without expending uses of Wild Shape. In this form, you gain a +4 bonus to Dexterity (Stealth) checks. You can't attack and your other actions are limited by the nature of your new form.

*You can adopt the form of a mouse, large spider, or another animal that wouldn't draw a second glance from most observers.*

## SKULL-TAKER'S RAGE

Rank 1 Rite • Necromancy, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you enter the rage of the Skull-Taker. Until the rage ends, you take 1d6 necrotic damage at the start of each of your turns, and gain a bonus to attack rolls until the end of your turn equal to the damage you took (this damage cannot be reduced or negated).

*The ancient berserker spirit that drives this rage doesn't care that its presence tears you apart, vein by vein. It wants the skull of your enemies, no matter how they've tried to wedge themselves into their cowards' armor.*

## SLY FOX SPIRIT

Rank 1 Rite • Enchantment, Focus, Offensive, Spirit (Short)

As an action, choose one ally you can see within 5 feet of your spirit companion. The chosen ally can use their reaction to make one weapon attack. If that attack hits, a second ally you can see within 5 feet of your spirit companion can also use their reaction to make one weapon attack.

When an ally hits with an attack granted by this rite, that ally's attack deals an extra 1d4 damage.

*Your spirit companion transforms into a cunning fox spirit and distracts your enemies, allowing your friends to attack.*

## SPECTRAL SCORPION STING

Rank 1 Rite • Conjuration, Offensive, Weapon (Short)

When you hit a creature with an attack using a ranged or thrown weapon, your attack deals an extra 1d10 poison damage. Additionally, conjure a spirit scorpion in an unoccupied space adjacent to the target. The scorpion lasts until the end of your next turn. Any enemy that starts its turn adjacent to the scorpion takes 1d4 poison damage if it ends its turn not adjacent to the scorpion.

*Your attack calls forth a spirit scorpion to sting your enemies.*

## SPIDER SPIRITS

Rank 1 Rite • Conjuration, Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 poison damage and until the end of your next turn, the target's speed is reduced by 10 feet and it suffers a -2 penalty to AC and saving throws.

*The spider spirit sends forth its children to harry your foes.*

## SPIRIT CASCADE

Rank 1 Rite • Conjuration, Focus, Offensive, Spirit (Long)

As an action, choose one creature you can see within 25 feet. The target must succeed on a Strength saving throw or take 2d10 bludgeoning damage.

In addition, the first time any ally hits an enemy within 5 feet of your spirit companion, the attack deals an extra 1d4 damage. The second time any ally hits an enemy within 5 feet of your spirit companion, the attack deals an extra 2d4 damage. The third time any ally hits an enemy within 5 feet of your spirit companion, the attack deals an extra 3d4 damage. The effect ends after the third attack hits or after 1 minute.

*You summon the spirit of mountain headwaters to repeatedly cascade against enemies that approach your spirit companion.*

## SPIRIT HUNT

Rank 1 Rite • Divination, Focus, Offensive, Spirit (Short)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. You gain a +2 bonus to the attack roll if no other creatures are within 15 feet of the target. On a hit, the target takes 2d10 slashing damage, or 3d10 slashing damage if no other creatures are within 5 feet of the target.

*Your spirit companion goes on the hunt, focusing entirely on its prey.*

## SPIRIT INFUSION

Rank 1 Rite • Focus, Offensive, Spirit, Transmutation (Turn)

As an action, choose one ally within 5 feet of your spirit companion. Your spirit companion disappears, and the target can use their reaction to make a weapon attack with a +2 bonus to the attack roll. On a hit, your ally's attack deals an extra 1d4 damage.

The attack bonus and extra damage of this rite increase when you reach 5th level (+3 and 1d6), 11th level (+4 and 1d8), and 17th level (+6 and 1d12).

*You dismiss your spirit companion, which flows into an ally and enables them to make a swift and sudden attack.*

## SPIRIT OF CONSUMING TERROR

Rank 1 Rite • Enchantment, Fear, Focus, Offensive, Spirit (Long)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 2d10 psychic damage and until the end of your next turn, the target suffers a -2 penalty to attack rolls against allies that are within 5 feet of your spirit companion.

In addition, for up to 1 minute, you can repeat the melee attack as an action against the same or a different target.

You must concentrate on this rite as if concentrating on a spell.

*The form a spirit takes is a habit of mind. You overcome that habit and morph your spirit companion into a terrifying form, which you send against your foe.*



## SPIRIT OF GRIEF'S SHADOW

Rank 1 Rite • Conjuraton, Focus, Offensive, Spirit (Long)

As an action, choose one creature you can see within 25 feet. The target must make a Wisdom saving throw. On a failed save, the target is affected by grief for 1 minute. On a successful save, the target cannot take reactions until the end of your next turn, and its speed is reduced by 10 feet for 1 minute. While affected by grief, the target cannot take reactions, its speed is reduced by 10 feet, and it takes 1d4 psychic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the grief or speed reduction on a success.

In addition, for 1 minute, the target suffers a -2 penalty to saving throws while within 5 feet of your spirit companion.

*You unleash a spirit of death, misery, and famine on your foe, leaving it weak and listless.*

## SPIRIT OF LIFE

Rank 1 Rite • Evocation, Utility (Long)

As an action, choose one ally within 50 feet of your spirit companion. The target regains hit points as if they had spent one hit die to regain hit points.

*The spirit of a golden owl alights on your ally's shoulder and flutters off, carrying with it that friend's aches and wounds.*

## SPIRIT OF SLAVERING BLOODLUST

Rank 1 Rite • Enchantment, Focus, Offensive, Spirit (Short)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. If the target is bloodied, you gain a +2 bonus to the attack roll. On a hit, the target takes 2d10 slashing damage, and until the end of your next turn, any ally within 5 feet of your spirit companion gains a +2 bonus to attack rolls and a +1d4 bonus to damage rolls against bloodied creatures.

*Your spirit companion slavers at the scent of blood, and its feral frenzy spreads to your allies.*

## SPIRIT OF THE GREAT CAT

Rank 1 Rite • Transmutation, Utility (Long)

As a bonus action, choose up to three allied creatures you can see other than yourself within 15 feet of you. For 1 minute, each target can use a bonus action to stand up without using movement. In addition, for 1 minute, when any ally within 15 feet of you takes the Disengage action or safely moves, they can safely move an additional 5 feet after the Disengage or safe movement.

*The spirit of a magnificent cat overshadows you, lending you and your allies its grace.*

## SPIRIT OF THE HEALING FLOOD

Rank 1 Rite • Conjuraton, Focus, Offensive, Spirit (Long)

As an action, choose any number of hostile creatures you can see within 25 feet of you. Each target must make a Strength saving throw. A target takes 2d6 bludgeoning damage on a failed save, or half as much damage on a success.

In addition, choose yourself and any number of allied creatures you can see within 25 feet of you. Each chosen creature regains 1d4 hit points at the start of each of their turns if they are bloodied and have at least one hit point. As a bonus action, a character can end this effect on themselves to regain 2d4 hit points.

*The spirit of the great flood appears, a being of storm-tossed water. Its essence sustains your allies and drowns your foes.*

## SPIRIT RIDER

Rank 1 Rite • Necromancy, Offensive, Weapon (Long)

When you hit a creature with an attack using a ranged or thrown weapon, your attack deals an extra 1d10 damage. Additionally, for 1 minute, the first time the target misses with an attack each round, each enemy within 5 feet of the target takes 1d4 force damage.

*A malformed spirit leaps from your weapon to latch onto your foe and then slash at nearby enemies when the foe's attack fails.*

## SPIRIT ZEPHYR

Rank 1 Rite • Spirit, Transmutation, Utility (Long)

As a bonus action, you can choose yourself and any number of creatures you can see within 50 feet of you. For 1 minute, each target gains a +1 bonus to ranged attack rolls against enemies within 5 feet of your spirit companion. In addition, you can end this rite's effect to grant one ally you can see within 50 feet of you a +2 bonus to ranged attack rolls until the end of your next turn.

*A gentle wind blows around your spirit companion and enhances your allies' ranged attacks.*

## SPIRIT'S FANGS

Rank 1 Rite • Abjuration, Focus, Offensive, Spirit (Turn)

As a reaction, when an enemy leaves a space within 5 feet of your spirit companion without taking the Disengage action, you can make a melee spell attack originating from your spirit companion against the triggering enemy. On a hit, the target takes 1d10 piercing damage.

The damage of this rite increases when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

*When an enemy drops its guard, your spirit companion leaps on it, claws and fangs bared.*

## SPIRITS OF BATTLE

Rank 1 Rite • Enchantment, Utility (Long)

As a bonus action, you create a zone that fills a 30-foot radius sphere centered on a point you can see within 50 feet of you for 1 minute. While within the zone, your allies gain a +1 bonus to attack rolls.

*You invoke ancestral spirits of battle. Under their shadow, your allies fight with greater might.*

## SPIRITS OF MOUNTAIN MIST

Rank 1 Rite • *Conjuration, Focus, Offensive, Spirit (Short)*

As an action, choose one creature you can see within 5 feet of your spirit companion. The target must succeed on a Dexterity saving throw or take 2d10 cold damage, and until the end of your next turn, attack rolls against creatures within 5 feet of your spirit companion gain advantage.

*A chilling mist streams from your companion, coalescing around your enemies and allowing your allies to attack them more easily.*

## SPIRIT'S PREY

Rank 1 Rite • *Abjuration, Focus, Offensive, Spirit (Turn)*

As a reaction, when an enemy leaves a space within 5 feet of your spirit companion without taking the Disengage action, choose one ally you can see within 50 feet of your spirit companion. The chosen ally can use their reaction to make a ranged weapon attack against the triggering enemy with advantage.

*Your spirit companion lashes out at a moving foe, and an ally uses the distraction to fire on that enemy.*

## SPIRITS' REBUKE

Rank 1 Rite • *Necromancy, Offensive, Weapon (Short)*

As a reaction, when an enemy misses you with a melee attack while you are wielding a thrown weapon, make a melee weapon attack against the triggering enemy using a thrown weapon. On a hit, your attack deals an extra 1d10 damage, and the target is pushed up to 5 feet.

*You dodge your enemy's attack and spirits coalesce around you to punish your attacker.*

## SPIRIT'S SACRIFICE

Rank 1 Rite • *Abjuration, Spirit, Utility (Short)*

As a bonus action, you can choose yourself or one ally you can see within 25 feet of your spirit companion. You dismiss your spirit companion and the target can make a saving throw against one effect that a save can end or gain 1d4 + 2 temporary hit points.

*Seeing an ally in need, you sacrifice your spirit companion to give your ally a needed boost.*

## SPIRIT'S SHIELD

Rank 1 Rite • *Evocation, Focus, Offensive, Spirit (Turn)*

As a reaction, when an enemy leaves a space within 5 feet of your spirit companion without taking the Disengage action, you can force the triggering enemy to make a Dexterity saving throw. On a failed save, the target takes 1d4 force damage.

In addition, one ally within 25 feet of your spirit companion gains 1d4 temporary hit points.

The damage and temporary hit points of this rite increases when you reach 5th level (1d6), 11th level (1d8), and 17th level (1d12).

*Your spirit companion bats at a foe that drops its guard, and a nearby ally draws healing energy from the spirit.*

## SPIRIT'S WRATH

Rank 1 Rite • *Enchantment, Focus, Offensive, Spirit (Turn)*

As a reaction, when an enemy leaves a space within 5 feet of your spirit companion without taking the Disengage action, you force the target to make a Dexterity saving throw. On a failed save, the target takes 1d10 bludgeoning damage, and until the end of your next turn, attack rolls against the target have advantage.

The damage of this rite increases when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

*Burning hatred drives your spirit to smash into your enemy.*

## SPRAY OF QUILLS

Rank 1 Rite • *Focus, Offensive, Transmutation (Long)*

As an action, you target each creature in a 25-foot cone originating from you. Each target must make a Dexterity saving throw. On a failed save, a target takes 2d6 piercing damage and is poisoned for 1 minute. On a successful save, the target takes half as much damage.

While poisoned by this rite, a target takes 1d4 poison damage at the start of each of its turns, and your allies gain a +2 bonus to attack rolls against it. The target can make a Constitution saving throw at the end of each of its turns, ending the poison on itself on a success.

*You shoot a barrage of poisonous quills at your foes.*

## SPRING RENEWAL STRIKE

Rank 1 Rite • *Evocation, Focus, Offensive, Spirit (Short)*

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 2d10 bludgeoning damage, and one ally within 5 feet of your spirit companion can spend one hit die to regain hit points plus an additional 1d4 hit points.

*Your spirit companion attacks your foe, the spirit channels healing power into a nearby ally.*

## STALKER'S MIST

Rank 1 Rite • *Conjuration, Utility (Long)*

As a bonus action, you create a zone of this mist that fills a 10-foot radius sphere centered on a point you can see within 50 feet. The zone is heavily obscured to your enemies and lasts for 1 minute.

As a bonus action, you can move the zone up to 25 feet.

*A thick fog settles over the area, blocking sight and muffling sound. Though the fog confounds other creatures, you and your allies can see through it with ease.*

## STALKER'S STRIKE

Rank 1 Rite • *Focus, Offensive, Spirit, Transmutation (Turn)*

As an action, choose one creature within 5 feet of your spirit companion. Make a melee spell attack originating from your spirit companion against the target. If the target is bloodied, you gain advantage on the attack roll. On a hit, the target takes 1d10 slashing damage, and until the end of your next turn, allies gain advantage on melee attack rolls against creatures that are within 5 feet of your spirit companion.

The damage of this rite increases when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

*As your spirit companion claws at your foe, the spirit is filled with predatory fury, becoming a greater threat to your enemies.*



## STAMPEDE SHOT

*Rank 1 Rite • Evocation, Offensive, Weapon (Short)*

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 10 feet. After the saving throw is resolved, each enemy within 5 feet of the target must also succeed on a Strength saving throw or be pushed up to 10 feet away from the target.

*Spectral bison appear and follow your projectile as it streaks toward your enemy.*

## STEADFAST MOUNTAIN GUARDIAN

*Rank 1 Rite • Focus, Offensive, Spirit, Transmutation (Short)*

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 2d10 bludgeoning damage, and the target must succeed on a Strength saving throw or be pushed up to 10 feet.

In addition, until the end of your next turn, you and your allies gain a +2 bonus to AC and saving throws while within 5 feet of your spirit companion.

*Your spirit companion becomes a creature of rock and earth, providing you and your allies with a protective barrier.*

## STEEL FOREST

*Rank 1 Rite • Illusion, Offensive, Weapon (Short)*

As an action, make a ranged attack using a bow against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage.

In addition, each unoccupied space within 10 feet of your chosen point fills with jagged barbs until the start of your next turn. These spaces are difficult terrain, and a creature that enters one of these spaces without first taking the Disengage action takes 1d4 piercing damage.

*The arrows you loose in quick succession fall among your enemies. If they strike the earth, the ground sprouts jagged barbs.*

## STINGING CLOUD

*Rank 1 Rite • Conjuration, Focus, Offensive (Short)*

As an action, you create a 10-foot radius sphere of stinging insects centered on a point within 25 feet of you that lasts until the end of your next turn. Each creature within the sphere must succeed on a Dexterity saving throw or take 2d6 poison damage. Any creature that ends its turns within the zone takes 1d4 + 2 poison damage.

*You call forth a cloud of insects to sting and poison your foes.*

## STINGING NETTLES

*Rank 1 Rite • Conjuration, Offensive, Weapon (Short)*

As an action, make a melee attack using a weapon against one creature in a 10-foot cube originating from you. On a hit, your attack deals an extra 1d10 damage, and each other enemy in the cube takes 1d4 piercing damage.

In addition, each enemy in the cube is marked by you until the end of your next turn.

*An aggressive strike signals your fey allies to launch tiny missiles into the enemies' midst.*

## STONE ROOT SPIRIT

*Rank 1 Rite • Focus, Offensive, Transmutation (Long)*

As an action, choose any number of creatures you can see within a 10-foot sphere centered on a point on the ground within 25 feet of you. Each target must make a Dexterity saving throw. On a failed save, you can move the target up to 10 feet and knock it prone. On a successful save, you can move the target up to 5 feet.

In addition, the sphere creates a zone of protective earth that lasts for 10 minutes. The zone is difficult terrain for your enemies. You and your allies gain half cover while within the zone.

*The earth rises at your command, scattering your enemies and creating a bastion for you and your allies.*

## STONE SPIRIT WARD

*Rank 1 Rite • Transmutation, Utility (Short)*

As a bonus action, until the end of your next turn, you gain resistance to all damage.

*You become as resilient as stone, causing attacks to bounce off you with little effect.*

## STONEBREAKER

*Rank 1 Rite • Transmutation, Utility (Short)*

As a bonus action, until the end of your next turn, you gain a +4 bonus to Strength checks to break objects, and you deal double damage against objects.

*Without hesitation, you smash through the door.*

## STORM OF SPIRIT SHARDS

*Rank 1 Rite • Offensive, Transmutation, Weapon (Long)*

As an action, make a ranged attack using a weapon against any number of creatures within 10 feet of a point you can see within your weapon's range. You only need one piece of ammunition for all targets, and you make a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage.

*Your projectile becomes a burst of spirit shards, which rain down on your foes.*

## STORM THROW

*Rank 1 Rite • Evocation, Offensive, Weapon (Short)*

When you hit a creature with a ranged attack using a thrown weapon, your attack deals an extra 1d10 lightning damage, and you gain resistance to lightning damage until the end of your next turn.

Additionally, your weapon returns to your hand.

*Calling lightning down from the clouds, you hurl your electrified weapon at your foe.*

## STORMHAWK'S FURY

*Rank 1 Rite • Evocation, Focus, Offensive, Spirit (Short)*

As an action, you can move your spirit companion up to 20 feet and choose one creature you can see within 5 feet of your spirit companion. The target must succeed on a Dexterity saving throw or take 2d10 lightning damage. Also on a failed save, until the end of your next turn, when any ally hits an enemy within 5 feet of your spirit companion, that enemy takes an extra 1d4 lightning damage.

*Your spirit companion dives on your enemy and unleashes a bolt of lightning, which lingers momentarily.*

## STORMHAWK VIGILANCE

Rank 1 Rite • Divination, Utility (Long)

When you roll initiative at the beginning of an encounter, you can choose yourself and each ally you can see within 25 feet of you. You can move each target up to 15 feet, and each target can immediately draw a weapon or focus (no action required).

*As your foes leap to attack, the spirit of Stormhawk lends quickness to your allies as they prepare for the assault.*

## STRONGSKIN CLASH

Rank 1 Rite • Offensive, Transmutation, Weapon (Short)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage.

In addition, each ally within 5 feet of you gains resistance to all damage until the end of your next turn.

*A burst of spiritual energy fuels a flurry of attacks against your foes and grants your allies the toughened hide of a primal beast.*

## SUDDEN BITE

Rank 1 Rite • Transmutation, Utility (Short)

As a reaction, when an enemy provokes an opportunity attack from you and you have the Wild Shape class feature, you can activate your Wild Shape and make an opportunity attack against the triggering enemy.

*You call upon the spirits to stitch your wounds, proudly displaying the blood you have spilled in their names.*

## SUMMON FIERCE BOAR

Rank 1 Rite • Conjuration, Focus, Offensive, Summoning (Long)

As a bonus action, you summon a Medium boar in an unoccupied space within 25 feet.

The boar is friendly to you and your companions. Roll initiative for the boar, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The boar persists for 1 minute or until you dismiss it as a bonus action.

You are connected to the life force of the boar. When the boar is reduced to 0 hit points, you can use your reaction to allow it to immediately make one melee weapon attack before it dies.

If you don't issue any commands to the boar by the end of your turn, on its turn, it makes a charging attack against the nearest bloodied creature. If there are no targets within range, it moves toward the nearest enemy and attacks it if possible.

The DM has the creature's statistics.

*With a piercing squeal, a spirit takes form as a ferocious boar and slams its tusks into your enemies.*

## SUMMON GIANT FROG

Rank 1 Rite • Conjuration, Focus, Offensive, Summoning (Long)

As a bonus action, you summon a Medium giant frog in an unoccupied space within 25 feet.

The giant frog is friendly to you and your companions. Roll initiative for the frog, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The frog persists for 1 minute or until you dismiss it as a bonus action.

If you don't issue any commands to the giant frog by the end of your turn, on its turn, it attacks the same creature that it attacked during its last turn. If it can't do that, it moves toward the nearest enemy and attacks it if possible.

The DM has the creature's statistics.

*You summon a spirit ally, a great frog that seeks a meal from among your enemies.*

## SUMMON PACK WOLF

Rank 1 Rite • Conjuration, Focus, Offensive, Summoning (Long)

As a bonus action, you summon a Medium wolf in an unoccupied space within 25 feet.

The wolf is friendly to you and your companions. Roll initiative for the wolf, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The wolf persists for 1 minute or until you dismiss it as a bonus action.

If you don't issue any commands to the wolf by the end of your turn, on its turn, it attacks a prone creature within its reach. If it can't do that, it moves toward the nearest enemy and attacks it if possible.

The DM has the creature's statistics.

*You reach out into the spirit world and find an ally, an ancient wolf spirit made solid by your magic for these few moments of the hunt.*

## SWARMING BATS

Rank 1 Rite • Conjuration, Offensive, Weapon (Long)

As an action, make a ranged attack using a weapon against any number of creatures within 15 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage.

In addition, you can move each target up to 5 feet. For up to 1 minute, the rite creates a 15-foot radius sphere of difficult terrain centered on your chosen point. While within the sphere, enemies also grant advantage on attack rolls against themselves. You can use a bonus action on each of your turns to move the zone up to 20 feet.

You must concentrate on this rite as if concentrating on a spell.

*Your attack brings with it a flutter of bat spirits that confuse your enemies.*



## **SWEEPING CUT**

*Rank 1 Rite • Offensive, Transmutation, Weapon (Long)*

As an action, make a melee attack using a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage, and you knock the target prone.

*You sweep your weapon in a wide arc, driving your foes to the ground where they will be at your mercy.*

## **SWIFT CHARGE**

*Rank 1 Rite • Offensive, Transmutation (Short)*

When you reduce an enemy you can see to 0 hit points, you can make a charging attack against an enemy you can see. On a hit, your attack deals an extra 1d10 damage.

*As your foe falls, you rush forward toward your next victim.*

## **SWIFT PANTHER RAGE**

*Rank 1 Rite • Offensive, Raging, Transmutation, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you enter the rage of the Swift Panther. Until the rage ends, your speed increases by 10 feet, and you can safely move up to 10 feet as a bonus action.

*You slash your foe with fury as the spirit of the swift panther grants you its speed and agility.*

## **THORN CASTLE**

*Rank 1 Rite • Conjunction, Focus, Offensive (Short)*

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Constitution saving throw or take 2d6 piercing damage and until the end of your next turn, the target's speed is reduced by 10 feet.

Additionally, the sphere creates a thorny zone that lasts until the end of your next turn. The zone grants half cover to creatures within it and creatures attacked through it. Any creature that enters the zone takes 1d4 piercing damage.

*You cause thorny vines to weave around your foes, tearing into them and forming a defensive barrier.*

## **THORN SPRAY**

*Rank 1 Rite • Conjunction, Focus, Offensive (Short)*

As an action, you target each creature you can see in a 25-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 2d6 piercing damage. Also on a failed save, a target suffers a -3 penalty to AC and saving throws until the end of your next turn.

*You release a blast of thorns that puncture your foes.*

## **THUNDER BEAR'S WARDING**

*Rank 1 Rite • Abjuration, Focus, Offensive, Spirit (Short)*

As an action, choose one creature you can see within 25 feet of your spirit companion. The target must succeed on a Constitution saving throw or take 2d10 thunder damage and you or one ally of your choice within 25 feet of you gains 1d4 +2 temporary hit points. Also on a failed save, until the end of your next turn, whenever you or your allies gain resistance to all damage while within 5 feet of your spirit companion.

*An ancient bear spirit roars with thunder and channels its strength originating from your spirit companion to bolster your allies.*

## **THUNDER HOOVES RAGE**

*Rank 1 Rite • Offensive, Raging, Transmutation, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you enter the rage of the Thunder Hooves. Until the rage ends, you can move through one or two enemies' spaces during each of your turns. When you move through an enemy's space, your next attack against that enemy during the same turn deals an extra 1d10 damage on a hit.

*You hammer the enemy with a heavy blow, and the spirits of stampeding beasts fill you with strength.*

## **THUNDER RAM ASSAULT**

*Rank 1 Rite • Evocation, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d6 damage, and you can push the target up to 15 feet.

In addition, choose any number of creatures you can see in a 15-foot cone originating from you. Each secondary target must succeed on a Strength saving throw or take 2d6 thunder damage, and be pushed up to 5 feet.

*As your attack hits, you channel the spirit of the thunder ram to knock your foe and its companions away from you.*

## **THUNDERING HOWL**

*Rank 1 Rite • Evocation, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage. In addition, each creature of your choice within a 15-foot cone originating from you must succeed on a Constitution saving throw or take 1d6 thunder damage and be pushed up to 10 feet.

*You strike and then let out a thunderous battle cry, which knocks your foes back.*

## **THUNDERING SMASH**

*Rank 1 Rite • Evocation, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and each enemy within 5 feet of the target must succeed on a Constitution saving throw or take 1d6 thunder damage.

*You attack your enemy with such crashing force that the foes around it feel the effect of the blow.*

## THUNDERING STRIKE

Rank 1 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 thunder damage and until the end of your next turn, the target is deafened and cannot take reactions.

*You channel the essence of a storm into your weapon. As your strike hammers home, a peal of thunder crashes over your enemy.*

## TREMOR SLAM

Rank 1 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and choose one enemy marked by you that you can see. The marked enemy takes 1d4 thunder damage and its speed is reduced to 0 until the end of your next turn.

*Your weapon crashes against your enemy and sends a tremor to strike another foe whose attention you have bound.*

## TRIUMPHANT VIGOR

Rank 1 Rite • Enchantment, Utility (Long)

When you reduce an enemy to 0 hit points you can use your reaction to regain 2d10 hit points.

*One victory gives you strength to achieve the next.*

## TUNDRA WIND

Rank 1 Rite • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 2d6 cold damage, be pushed up to 10 feet, and knocked prone.

*A roaring wind batters your foes, encrusting them with ice and knocking them to the ground.*

## TWISTING VINES

Rank 1 Rite • Conjuration, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point on the ground within 50 feet of you. Each target must succeed on a Dexterity saving throw or take 2d6 bludgeoning damage. Also on a failed save, each space within 5 feet of the target becomes difficult terrain until the end of your next turn.

*Vines and roots erupt from the ground around nearby creatures.*

## TYRANT'S RAGE

Rank 1 Rite • Evocation, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Constitution saving throw or be dazed for 1 minute. While dazed, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Additionally, you enter the rage of the Tyrant. Until the rage ends, you can push every enemy within 5 feet of you up to 5 feet as a bonus action on each of your turns.

*Your blow is a prelude to a furious shriek. Your visage reveals a berserker fury, which causes your foes to recoil.*

## TWIN PANTHERS

Rank 1 Rite • Conjuration, Focus, Offensive, Spirit (Short)

As an action, choose one or two creature you can see within 25 feet of you. Each target must succeed on a Dexterity saving throw or take 2d10 slashing damage and until the end of your next turn, you and your allies have advantage on melee attack rolls against any enemy within 5 feet of your spirit companion.

If you target a bloodied creature with this rite, the target suffers a -2 penalty to the saving throw.

*Two panther spirits leap on your foes, and the panthers channel their predatory instincts originating from your spirit companion so that it menaces nearby enemies.*

## VAULT THE FALLEN

Rank 1 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d6 damage. You can then safely move up to 10 feet and make a melee attack using a weapon against a different creature within reach. On a hit, your attack deals an extra 1d6 damage.

*You leap from one foe to the next, leaving blood in your wake.*

## VERDANT BOUNTY

Rank 1 Rite • Conjuration, Utility (Short)

As a bonus action, you create a 15-foot radius sphere of plants centered on a point you can see within 50 feet of you. The sphere creates a zone that lasts until the end of your next turn. The zone is heavily obscured, and you and your allies gain a +4 bonus to Dexterity (Stealth) checks while within the zone.

*Plants erupt to hide your allies.*

## VEXING OVERGROWTH

Rank 1 Rite • Abjuration, Offensive, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 damage.

Additionally, for 1 minute, enemies grant advantage on attack rolls against themselves while within 5 feet of you.

*A burst of primal power trails after your weapon as you swing it, causing a halo of primal magic to surround you.*

## VIOLENT BOLT

Rank 1 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d6 lightning damage. Additionally, one enemy marked by you, other than the target, must succeed on a Dexterity saving throw or take 2d6 lightning damage. The secondary target can choose to fall prone (no action required) to automatically succeed on the saving throw.

*Lightning summoned by your attack arcs from the target to strike a second foe.*



## VOICE OF BATTLE

Rank 1 Rite • *Enchantment, Focus, Offensive, Spirit (Turn)*

As an action, choose one creature within 5 feet of your spirit companion. The target must succeed on a Wisdom saving throw or take 1d10 psychic damage.

In addition, one ally of your choice within 10 feet of your spirit companion who can hear you can move up to 10 feet without provoking opportunity attacks (no action required).

The damage of this rite increases when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

*You voice a battle cry originating from your spirit companion, which hammers into your enemy and spurs an ally into motion.*

## WALL OF SMOKE

Rank 1 Rite • *Abjuration, Bestial, Focus, Offensive, Transmutation (Short)*

As an action, you conjure a 5-foot thick, 25-foot long wall of poisonous smoke within 50 feet. The wall can be up to 10 feet high. Each creature in the wall must succeed on a Constitution saving throw or take 2d6 poison damage and you can move the target up to 5 feet.

The wall lasts until the end of your next turn, and you and your allies are lightly obscured while within the wall. Any creature that ends its turn within the wall takes 1d4 poison damage.

*The ground blackens as the foul smoke rises in a roiling wall that shrouds the battlefield.*

## WAR CRY

Rank 1 Rite • *Enchantment, Fear, Utility (Short)*

When you reduce an enemy you can see to 0 hit points, you can target any number of creatures within a 15-foot cone originating from you (no action required). Each target is pushed up to 5 feet.

*Your potent victory cry sends nearby enemies reeling in terror.*

## WARDEN'S FURY

Rank 1 Rite • *Abjuration, Offensive, Weapon (Turn)*

When an enemy marked by you makes an attack against a creature other than you, you can use your reaction to immediately make one melee attack using a weapon against the triggering enemy before the attack is made. On a hit, the target suffers the attack's normal effects, and all attack rolls against it had advantage until the end of your next turn.

When you learn this rite, you also gain the **Nature's Wrath** trait which enhances the variant rule for Marking in the DMG.

**Nature's Wrath.** Once during each of your turns, you can mark each enemy within 5 feet of you (no action required). This mark lasts until the end of your next turn.

*You lash out with nature's wrath at a foe that has attacked your ally and diminish its defenses.*

## WARDEN'S GRASP

Rank 1 Rite • *Offensive, Transmutation, Weapon (Turn)*

When an enemy marked by you that is within 25 feet of you makes an attack against a creature other than you, you can use your reaction to pull the triggering enemy up to 5 feet after the attack is resolved. In addition, the target's speed is reduced by 10 feet and it cannot safely move until the end of your next turn.

When you learn this rite, you also gain the **Nature's Wrath** trait.

**Nature's Wrath.** Once during each of your turns, you can mark each enemy within 5 feet of you (no action required). This mark lasts until the end of your next turn.

*Spectral vines clutch at a foe that has attacked your ally, impeding your enemy's movement.*

## WARDEN'S SACRIFICE

Rank 1 Rite • *Abjuration, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage. In addition, until the end of your next turn, when any enemy hits you, an ally within 15 feet of you gains 1d4 + 2 temporary hit points.

*In the aftermath of your attack, foes that hit you grant vigor to your allies.*

## WARDEN'S TEMPEST

Rank 1 Rite • *Transmutation, Utility (Short)*

As a bonus action, you can move one target marked by you up to 5 feet.

*Your wrath is a storm, and an enemy that feels it is moved against its will.*

## WARDING TOUCH

Rank 1 Rite • *Transmutation, Utility (Short)*

As a bonus action, choose one ally within your reach. You touch the target and until the end of your next turn, you suffer a -2 penalty to AC, and the target gains a +2 bonus to AC. If the target has any creatures marked, those marks end, and if the target makes a creature, this effect ends.

*You increase your vulnerability in combat to shore up an ally's defense.*

## WARDING WIND

Rank 1 Rite • *Abjuration, Utility (Short)*

As a reaction, when you are hit by a melee attack, you immediately gain a +2 bonus to AC and saving throws until the end of your next turn, possibly causing the triggering attack to miss. If the triggering attack does miss, you can move the attacker up to 10 feet.

*Winds howl around you, shielding you from harm and hurling your attacker away.*

## WARDING ARROW

Rank 1 Rite • *Abjuration, Utility (Short)*

As a reaction, when you are hit by a melee attack while wielding a bow, you immediately gain a +2 bonus to AC and saving throws until the start of your next turn, including against the triggering attack. If the triggering attack still hits you, you gain advantage on attack rolls against the triggering attacker until the end of your next turn.

*Your fired arrow speeds back to intercept your enemy's attack.*

## WHIRLING FRENZY

Rank 1 Rite • Offensive, Transmutation, Weapon (Short)

As an action, while you are wielding a separate melee weapon in each hand, make a melee attack using a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage.

Each time you miss with an attack granted by this rite, you take 1d6 slashing damage that cannot be reduced or negated.

*Someone will bleed after every strike of this frenzy. You prefer to see your enemy's blood but are prepared to see your own.*

## WHIRLING LUNGE

Rank 1 Rite • Offensive, Transmutation (Long)

When you reduce an enemy you can see to 0 hit points while you are wielding a separate melee weapon in each hand, you can safely move up to 10 feet and deal 1d10 damage of the same type as one of your weapons to an enemy you can see within 5 feet of you.

*Striking down one foe, you whirl deeper into enemy ranks.*

## WHIRLING STEP

Rank 1 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon while you are wielding a separate melee weapon in each hand, your attack deals an extra 1d6 damage, and you can safely move up to 10 feet. You can deal 1d6 damage of the same type as one of your weapons to one or two creatures within 5 feet of you at some point during this movement.

*You strike out and keep moving. As you pass, many enemies bleed.*

## WHIRLWIND OF SAND

Rank 1 Rite • Bestial, Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures you can see within 5 feet of you. Each target must succeed on a Dexterity saving throw or take 2d6 thunder damage and for 1 minute, the target's speed is reduced by 10 feet. While its speed is reduced, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Additionally, for 1 minute, spaces within 5 feet of you are difficult terrain for your enemies.

*Scouring sand rakes the air around you. The fierce wind and drifting dust hinder your enemies' movement.*

## WILDBLOOD FRENZY

Rank 1 Rite • Enchantment, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d6 damage, and you can make one additional melee attack using a weapon against the same target or a different one. On a hit, the additional attack deals an extra 2d6 damage.

*Primal power boils in your blood, and you surge into a frenzy, making two powerful attacks.*

## WIND PRISON

Rank 1 Rite • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 2d10 bludgeoning damage.

In addition, the target grants advantage on attack rolls against itself until it moves or for 1 minute. When the target first moves within the next minute, each enemy within 25 feet of the target is knocked prone.

*Gusting winds batter your foe, and when the foe moves, the winds blast outward and knock your enemies to the ground.*

## WINTER SPIRIT

Rank 1 Rite • Evocation, Offensive, Transmutation (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 cold damage, and the target must succeed on a Constitution saving throw or have its speed is reduced to 0 until the end of its next turn.

*Winter spirits swirl and dance in eddies of snow that appear where your attack falls.*

## WOLVERINE'S CLAWS

Rank 1 Rite • Conjuration, Focus, Offensive (Short)

As an action, you target each creature within 10 feet of a point you can see within 50 feet of you. Each target must succeed on a Dexterity saving throw or take 2d6 slashing damage.

Additionally, until the end of your next turn, any enemy that hits or misses you with a melee attack takes 1d4 slashing damage.

*The spirit of a great wolverine pounces on your foes. As it draws blood, it lends you its ferocity.*

## WORLD SPEAKER'S COMMAND

Rank 1 Rite • Enchantment, Focus, Offensive, Spirit (Turn)

As a reaction, when an enemy leaves a space within 5 feet of your spirit companion without taking the Disengage action, you force the target to make a Wisdom saving throw. On a failed save, the target stops moving and must take the Dash action to move any further on that turn.

*The voices and growls of primal spirits cascade on your foe, stopping it in its tracks.*

## WRATH OF THE SPIRIT WORLD

Rank 1 Rite • Conjuration, Focus, Offensive, Spirit (Long)

As an action, choose any number of creatures you can see within 5 feet of your spirit companion, and choose any number of creatures you can see within 10 feet of you. Each target must make a Wisdom saving throw. On a failed save, a target takes 3d6 psychic damage and is knocked prone. On a successful save, a target takes half as much damage.

*Angry spirits lash out at the minds of your foes all around you and your spirit companion.*



## RANK 2 RITES

### AMBUSER'S RAGE

*Rank 2 Rite • Offensive, Raging, Transmutation, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and you enter the rage of the Ambusher. Until the rage ends, you can safely move up to 10 feet as a bonus action as long as you end the movement within 5 feet of a bloodied enemy.

*Blood calls. The ambush drake's throaty roar erupts from your throat as you fling yourself around your wounded enemy in a dizzying set-up for the death blow.*

### ANCIENT BERSERKER'S RAGE

*Rank 2 Rite • Conjuration, Offensive, Raging, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and you enter the rage of the Ancient Berserkers. At the start of each of your turns until the rage ends, you gain advantage on attack rolls against each enemy within 5 feet of you and a +1d6 bonus to damage rolls. These benefits last until the end of your turn.

*You lash out and the spirits of ancestral berserkers roar their approval. As always, they are anxious to fight beside a member of the clan.*

### ANCIENT PROGENITOR SPIRIT

*Rank 2 Rite • Enchantment, Focus, Offensive, Spirit (Long)*

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on your spirit companion. Each target must succeed on a Wisdom saving throw or take 4d6 psychic damage and for 1 minute, their mind is invaded. While their mind is invaded, attack rolls against them have advantage and the target cannot gain any benefit from being concealed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, your spirit companion disappears, and the sphere creates a zone that lasts for up to 1 minute. Enemies in the zone suffer a -3 penalty to attack rolls, and any enemy that ends its turn in the zone takes 1d6 psychic damage.

To maintain the zone, you must concentrate on this rite as if concentrating on a spell.

*With a low hum, your spirit companion fades and the essence of an ancient ancestor comes to your aid, invading the minds of enemies foolish enough to stay close.*

### ANGRY SPIRITS

*Rank 2 Rite • Necromancy, Offensive, Weapon (Short)*

As an action, make a melee attack using a weapon against any number of creatures within 10 feet of you who are marked by you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage.

*As you swing your weapon around you, you draw forth spiritual energy to damage your foes.*

### ASPECT OF THE PRIMEVAL SPIDER

*Rank 2 Rite • Bestial, Focus, Offensive, Transmutation (Long)*

As an action, you target each creature in a 10-foot radius sphere centered on a point within 25 feet of you. Each target must make a Constitution saving throw. On a failed save, a target takes 3d10 poison damage, and it is restrained for 1 minute. On a successful save, the target takes half as much damage, and its speed is reduced by 10 feet until the end of your next turn. While restrained by this rite, the target can make a Strength saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, for 1 minute, you gain a +2 bonus to saving throws and gain a climb speed equal to your walking speed. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

*You assume the aspect of the primeval spider, the great poisonous beast from which all other spiders are descended.*

### ASPECT OF THE PRIMEVAL WOLF

*Rank 2 Rite • Bestial, Focus, Offensive, Transmutation (Long)*

As an action, choose one creature you can see within 5 feet. The target must make a Strength saving throw. On a failed save, the target takes piercing damage equal to 2d10 + your spellcasting ability modifier, and it is knocked prone. On a successful save, the target takes half as much damage.

In addition, for 1 minute, you gain a +1d8 bonus to the damage rolls of melee weapon attacks that have advantage.

*You assume the aspect of the primeval wolf, the feral hunter that stalked your ancestors.*

### ASPECT OF THE PRIMEVAL WOLVERINE

*Rank 2 Rite • Bestial, Focus, Offensive, Transmutation (Long)*

As an action, choose one creature you can see within 5 feet. The target must make a Dexterity saving throw. On a failed save, the target takes slashing damage equal to 2d10 + your spellcasting ability modifier, and bleeds for 1d6 necrotic damage. On a successful save, the target takes half as much damage.

In addition, for 1 minute, while you are able to take reactions, whenever an enemy makes a melee attack against you, it takes 1d6 piercing damage.

*You take on aspects of a dire wolverine, snapping and biting at any foe foolish enough to attack you. Your fierce attack on a nearby foe rips muscle and tendon, slowing its movement.*

### BEAR HUG

*Rank 2 Rite • Focus, Offensive, Spirit, Transmutation (Short)*

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 3d10 bludgeoning damage, and it must succeed on a Strength saving throw or be grappled by your spirit companion. Until the grapple ends, the target is also restrained.

*Your foe is surprised to be in the brutal embrace of your unimpededly solid spirit companion.*

## BEAR'S VITALITY

Rank 2 Rite • Evocation, Utility (Long)

When you are reduced to 0 hit points, you can use your reaction to immediately regain 3d10 hit points before you fall unconscious.

*Drawing on the boundless vitality of a bear, you regain a measure of your endurance.*

## BLACK HARBINGER

Rank 2 Rite • Transmutation, Utility (Long)

As a bonus action, for 1 hour, if you have the Wild Shape class feature, you can use it to assume the form of a Tiny raven, as many times as you like without expending uses of Wild Shape.

*You can turn into a raven and take wing, no longer earthbound.*

## BLESSING OF THE IRON TREE

Rank 2 Rite • Abjuration, Utility (Long)

As a bonus action, choose one bloody ally you can see within 25 feet. The target gains resistance to all damage for 1 minute.

*You invoke the spirit of the legendary tree of iron to grant your ally endurance to survive.*

## BLOOD FRENZY HOWL

Rank 2 Rite • Bestial, Enchantment, Utility (Short)

As a reaction, when an ally within 50 feet of you scores a critical hit, you can choose yourself and any number of creatures within 50 feet of you. Each chosen creature gains 3d6 + 3 temporary hit points.

*Observing your allies' ferocity, you let loose a long howl. Your ululation awakens dormant primal spirits to invigorate your allies.*

## BLOOD-RED MIST

Rank 2 Rite • Focus, Necromancy, Offensive, Spirit (Short)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 3d10 slashing damage, and until the end of your next turn, enemies suffer a -3 penalty to AC and saving throws while within 5 feet of your spirit companion.

*As your spirit companion slashes your foe, tendrils of mist pour from the wound, encircling nearby enemies and hampering their attacks.*

## BLOOD SACRIFICE

Rank 2 Rite • Necromancy, Offensive, Weapon (Short)

When you take the attack action on your turn, you can take 1d10 necrotic damage before one of your attacks using a weapon (this damage cannot be reduced or negated). If you do so, your attack deals an extra 3d10 damage on a hit.

*You wound yourself, offering your pain to the spirits in exchange for a more telling strike.*

## BLOOD-SPRAY BITE

Rank 2 Rite • Bestial, Focus, Offensive, Transmutation (Short)

As an action, make a melee spell attack against a creature within your reach. On a hit, the target takes piercing damage equal to 3d10 + your spellcasting ability modifier, and each enemy within 15 feet of you other than the target must succeed on a Wisdom saving throw or be pushed up to 10 feet.

*As you tear into your foe, the hideous wounds you inflict cause your other foes to back away in terror.*

## BOILING CLOUD

Rank 2 Rite • Necromancy, Offensive (Long)

As a bonus action, you create a zone of blood and grit that fills a 5-foot radius around you and lasts for 1 minute. The zone moves with you, remaining centered on you. You and your allies in the zone are lightly obscured. Marked enemies that start their turns within the zone take 1d6 necrotic damage.

Once on your turn, while the zone is active, you can cause it to blast forth. As an action, you can choose any number of creatures you can see within 5 feet of you and in a 15-foot cube originating from you. Each target must succeed on a Constitution saving throw or take 4d6 necrotic damage and for 1 minute, the target suffers a -1 penalty to AC and saving throws. After the saving throws are resolved, the zone ends. While suffering a penalty from this rite, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*You sacrifice your foes to summon the hunger of Codrichun: a noxious cloud of blood and abrading grit. The cloud boils around you until you hurl it away in a terrifying blast.*

## BRUTAL EROSION

Rank 2 Rite • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must make a Constitution saving throw. On a failed save, the target is subject to brutal erosion for 1 minute. Until this effect ends, the target suffers a -1 penalty to attack rolls, AC, and saving throws. This penalty worsens by 1 each time the target is hit by an attack (maximum penalty of -5). On a successful save, the target is subject to brutal erosion as above, but the maximum penalty is -2.

While eroding, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*Primal magic erodes the creature you hit, much as the winds smooth hills and the waves devour coastlines.*

## BLURRING STRIDE

Rank 2 Rite • Transmutation, Utility (Long)

As a bonus action, you assume a blurry form for up to 1 minute. Until this form ends, if you end your movement at least 15 feet from where you started, you become lightly obscured and gain a +1 bonus to AC and saving throws until the end of your next turn.

You must concentrate on this rite as if concentrating on a spell.

*When you move across the battlefield, you become less and less distinct.*



## CALL OF THE GHOST WOLF

Rank 2 Rite • Conjuraton, Offensive, Weapon (Long)

When you hit a creature with an attack using a ranged or thrown weapon, your attack deals an extra 2d10 damage.

In addition, you conjure a Medium ghost wolf in an unoccupied space within 5 feet of the target. The wolf occupies its space and lasts for up to 1 minute. Your allies gain advantage on melee attack rolls against any enemy within 5 feet of the ghost wolf, and deal an extra 2d6 damage when they hit those enemies with melee attacks. As a bonus action on each of your turns, you cause each enemy within 5 feet of the wolf to suffer a -3 penalty to attack rolls until the end of your next turn.

You must concentrate on this rite as if concentrating on a spell.

*Your attack calls forth a wolf spirit to keep your foes at bay.*

## CALL TO THE BLOOD DANCER

Rank 2 Rite • Focus, Necromancy, Offensive, Spirit (Short)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 3d10 slashing damage, and until the end of your next turn, any ally can score a critical hit on a roll of 18–20 and gains a +1d6 bonus to damage rolls while within 5 feet of your spirit companion.

*A vicious spirit of blood and wrath infuses your spirit companion, which howls in fury as it slashes your foe with claws and fangs.*

## CALL TO THE HOWLING STORM

Rank 2 Rite • Evocation, Focus, Offensive, Spirit (Short)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 2d10 lightning damage and 2d10 thunder damage, and one ally within 5 feet of your spirit companion can use their reaction to safely move up to 25 feet.

*Your foe is surprised to be in the brutal embrace of your unimpededly solid spirit companion.*

## CAMOUFLAGE CLOAK

Rank 2 Rite • Illusion, Utility (Short)

As a bonus action, choose yourself or one ally you can see within 25 feet of you. The target becomes invisible until they move or until the end of your next turn.

*Your target takes on the appearance of the surrounding terrain, fading from view.*

## CHANT OF SUSTENANCE

Rank 2 Rite • Enchantment, Utility (Short)

As a bonus action, choose any number of creatures within 50 feet. Until the end of your next turn, each target who can hear you automatically succeeds on Constitution saving throws to maintain concentration.

*You intone a brief petition to primal spirits, who funnel power on your behalf to sustain the magic of you and your allies.*

## CHARM BEAST

Rank 2 Rite • Charm, Enchantment, Focus, Offensive (Short)

As an action, choose one creature you can see within 25 feet of you. The target must make a Charisma saving throw. On a failed saving throw, the target is dominated by you until the end of your next turn. On a successful save, the target is dazed until the end of your next turn. Beasts suffer a -3 penalty to saving throws against this rite.

*You gaze hard at your foe, momentarily bringing that enemy under your control.*

## CLAWFOOT BERSERKER RAGE

Rank 2 Rite • Enchantment, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and you enter the rage of the Clawfoot Berserker. Until the rage ends, when an ally within 25 feet of you becomes bloodied, you gain a +3 bonus to attack rolls until the end of your next turn and can make a melee weapon attack as a reaction.

*You channel the behemoth's fury to avenge injury to allies who fight alongside you.*

## CLIMBER'S CLAWS

Rank 2 Rite • Transmutation, Utility (Short)

As a bonus action, you gain a climb speed equal to your walking speed until the end of your next turn.

*Thick claws spring from your hands, allowing you to scale surfaces quickly.*

## CLINGING DRONES

Rank 2 Rite • Bestial, Conjuraton, Focus, Offensive (Long)

As an action, you target each creature in a 25-foot cone originating from you. Each target must make a Constitution saving throw. On a failed save, a target takes 4d6 piercing damage and for 1 minute, the target's speed is reduced by 10 feet. On a successful save, the target takes half as much damage. While suffering a speed reduction from this rite, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, for 1 minute, enemies cannot benefit from the Disengage action or safe movement while within 5 feet of you.

*Immense insects cling to anyone who gets near you, making it difficult for them to move carefully.*

## CLOAK OF QUILLS

Rank 2 Rite • Transmutation, Utility (Short)

As a bonus action, until the end of your next turn, whenever an adjacent enemy hits you with a melee attack, that enemy takes 1d6 piercing damage.

*Sharp spines emerge from your skin, making your enemies thing twice about striking you.*

## CLUTCHING MIRE

Rank 2 Rite • Offensive, Transmutation, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures in a 15-foot cube originating from you, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage, and the target's speed is reduced by 10 feet for 1 minute.

In addition, the cube creates a zone of swampy ground that lasts for up to 1 minute. The zone is difficult terrain, and any creature that ends its turn within the zone has its speed reduced by 10 feet for 1 minute.

While suffering a speed reduction from this rite, the target can make a Strength saving throw at the end of each of its turns, ending the effect on itself on a success.

To maintain the zone, you must concentrate on this rite as if concentrating on a spell.

*A sweep of your weapon blasts your foes and turns the ground before you into a shallow bog, which hinders creatures' movement.*

## COILS OF THE WORLD SERPENT

Rank 2 Rite • Conjuration, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point you can see within 50 feet of you. Each target must succeed on a Constitution saving throw or take 4d6 bludgeoning damage.

In addition, the sphere creates a zone that lasts for 1 minute. When any enemy hits an ally who is within the zone, that enemy takes 1d6 bludgeoning damage.

*The earth trembles, and a distant roar rumbles across the battlefield as the World Serpent manifests.*

## COMBAT SURGE

Rank 2 Rite • Divination, Utility (Long)

As a reaction, when you miss with an attack while you are raging, you can reroll the attack but must use the new result.

*As your attack goes awry, you react from the heat of your rage, without pause or thought, reversing your weapon and striking again..*

## CORRALLING SHOT

Rank 2 Rite • Offensive, Transmutation, Weapon (Long)

When you hit a creature with an attack using a ranged or thrown weapon, your attack deals an extra 2d6 damage, and you can make a ranged attack roll against up to two secondary creatures within 25 feet of the primary target, with a separate attack roll for each secondary target. On a hit, your attacks deal an extra 2d6 damage, and you can move the secondary target up to 25 feet to a space within 5 feet of the primary target.

*Your projectile divides into three barbs, which thrust two foes toward a third.*

## CREEPING VINES

Rank 2 Rite • Conjuration, Utility (Short)

As a bonus action, you conjure a 5-foot thick, 10-foot long wall of creeping vines within 50 feet of you. The wall can be up to 50 feet high and must be within 5 feet of a vertical surface. The wall lasts until the end of your next turn. While within the wall, you and your allies can climb that vertical surface with a climb speed of 30 feet.

*Vines erupt along a vertical surface, creating handholds and footholds for you and your allies.*

## CRUSHING CHARGE

Rank 2 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 10 feet.

When you use this rite as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

*The impact of your charge smashes your foe back to crash it against solid terrain.*

## CULL WEAKNESS

Rank 2 Rite • Enchantment, Stance, Utility (Long)

As a bonus action, you enter the Cull Weakness stance. Until the stance ends, you gain advantage on attack rolls against bloodied enemies and a +1d6 bonus to damage rolls against them.

*Only the strong survive, and you let your enemies know that you are a survivor as you strike down the weakest among them with ease. The others quail before you as their wounds mount.*

## CURSED DART

Rank 2 Rite • Enchantment, Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a bow, your attack deals an extra 2d10 psychic damage.

In addition, the attack creates a zone that fills a 10-foot radius centered on the target for 1 minute. The zone moves with the target. Any enemy other than the target that starts its turn within the zone takes 1d6 psychic damage and has its speed reduced to 0 until the start of its next turn. Until the zone ends, the target can make a Wisdom saving throw at the end of each of its turns, ending the zone on a success.

*You whisper a terrible curse as you nock the arrow. When you release it, you speed death and despair to your enemy.*

## CURTAIN OF STEEL

Rank 2 Rite • Abjuration, Offensive, Weapon (Short)

As a reaction, when an enemy within 5 feet of you hits or misses you with an attack, you can make a melee weapon attack using a weapon with a +3 bonus to the attack roll against the triggering enemy. On a hit, your attack deals an extra 2d10 damage.

*You are the pacing lion, the circling predator. No attack will come toward you without being answered in kind.*



## **DANGEROUS PRESENCE**

*Rank 2 Rite • Abjuration, Fear, Offensive, Raging, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and for 1 minute, enemies grant advantage while marked by you.

*You strike quickly and decisively, showing your deadly skill to your enemies and causing them to cower in fear.*

## **DENY ESCAPE**

*Rank 2 Rite • Enchantment, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Constitution saving throw or have its speed is reduced to 0 until the end of your next turn.

*In your bloodlust, letting an enemy go isn't an option. You attack with great force, preventing your foe from escaping.*

## **DESTRUCTIVE HARVEST**

*Rank 2 Rite • Offensive, Transmutation, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage. In addition, for 1 minute, your allies gain a +1d6 bonus to damage rolls while within 5 feet of the target.

*You infuse your enemy's wound with primal magic that makes your allies stronger.*

## **DEVASTATING LEVERAGE**

*Rank 2 Rite • Offensive, Transmutation, Weapon (Short)*

When you hit a creature with a melee attack using a reach weapon you are wielding with two hands, your attack deals an extra 2d10 damage, and the target must make a Strength saving throw. On a failed save, you can move the target up to 5 feet and knock it prone.

*You swing your weapon in a wide arc, using the terrible power generated by its length to smash your enemy to the ground.*

## **EAGLE'S AIM**

*Rank 2 Rite • Transmutation, Utility (Turn)*

As a bonus action, until the end of your next turn, you don't suffer disadvantage on attack rolls for attacking at long range.

*Your eyesight sharpens until you can pick out the most distant foes.*

## **EAGLE'S SPLENDOR**

*Rank 2 Rite • Enchantment, Utility (Long)*

As a bonus action, choose yourself or one ally within 5 feet. The target gains the following benefits for 8 hours.

- +2 bonus to spell attack rolls and the save DC of spells using Charisma
- +1d6 bonus to the damage rolls of spell attacks
- +3 bonus to Charisma ability checks and saving throws

*You invoke primal magic to bestow the majestic presence of the eagle upon you and your ally.*

*Only the strong survive, and you let your enemies know that you are a survivor as you strike down the weakest among them with ease. The others quail before you as their wounds mount.*

## **EARTH GIFT**

*Rank 2 Rite • Evocation, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and you regain 2d6 hit points.

*The spirits of earth reward your attack with a gift of health.*

## **EARTH GRASP RAGE**

*Rank 2 Rite • Offensive, Raging, Transmutation, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and for 1 minute, the target's speed is reduced to 0. While suffering this speed reduction, the target must make a Strength saving throw at the end of each of its turns. On a failed save, the target takes 1d6 fire damage. On a successful save, the grapple ends and the target is knocked prone.

In addition, you enter the rage of Earth's Grasp. Until the rage ends, your attacks against prone targets deal an extra 1d6 fire damage on a hit.

*Your rage reaches out to Stone Brother, and arms of molten stone form to grab your foe.*

## **EARTH-SHAKING REND**

*Rank 2 Rite • Offensive, Transmutation, Weapon (Long)*

As an action, make a melee attack using a weapon against any number of creatures in a 15-foot cube originating from you, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage.

In addition, each target is knocked prone, and the cube creates a zone of shifting earth that lasts up to 1 minute. The zone is difficult terrain, and any creature that ends its turn within the zone is knocked prone.

To maintain the zone, you must concentrate on this rite as if concentrating on a spell.

*The ground before you shakes when you strike it with your weapon, blasting creatures and knocking them off their feet.*

## **EARTHBOUND GIFT**

*Rank 2 Rite • Abjuration, Utility (Short)*

As a bonus action while you are bloodied, you gain 2d6 temporary hit points, and you can make a saving throw against one effect that a save can end.

*When at your weakest, you draw renewing strength from the land.*

## **EARTHGUARD**

*Rank 2 Rite • Abjuration, Stance, Utility (Long)*

As a bonus action, you enter the Earthguard stance. Until the stance ends, you gain a +1 bonus to AC and saving throws.

*Primal power from the earth fortifies your body and mind.*

## EARTHRAGE SPIRIT

Rank 2 Rite • Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 25-foot radius cube originating from you. Each target must succeed on a Dexterity saving throw or take 4d6 bludgeoning damage and be knocked prone.

In addition, for 1 minute, each target is beset by an earth spirit. Until this effect ends, the target is knocked prone whenever it is hit by an attack. Each target subject to this effect can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success.

*The spirit of the great earth serpent rages beneath your enemies, knocking them to the ground and sending minor tremors to topple them for the rest of the battle.*

## EARTHQUAKE DRAGON'S RAGE

Rank 2 Rite • Evocation, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and you enter the rage of the Earthquake Dragon. Until the rage ends, whenever an enemy hits you, you deal 1d6 thunder damage to each creature within 25 feet of you.

*The ground shakes, and the air splits. You can barely hear the voices of your friends asking you to call on a different primal spirit to drive your rage.*

## EMERALD LURE

Rank 2 Rite • Enchantment, Focus, Offensive, Spirit (Short)

As an action, choose any number of creatures you can see within 10 feet of your spirit companion. Each target who can see your spirit companion must succeed on a Wisdom saving throw or take 4d6 psychic damage and be pulled up to 5 feet closer to it. You then dismiss your spirit companion.

*Bright emerald motes fill the air around your spirit companion and lure your enemies to the companion.*

## ENSNARING SHOT

Rank 2 Rite • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Dexterity saving throw or be restrained for 1 minute.

In addition, the attack creates a zone of difficult terrain in a 10-foot radius centered on the target. The zone lasts for up to 1 minute. Until the zone ends, when an enemy enters the zone or starts its turn there, you can use your reaction to force the triggering enemy to succeed on a Dexterity saving throw or be restrained for 1 minute.

A target restrained by this rite can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

You must concentrate on this rite as if concentrating on a spell.

*Just before your shot strikes your foe, the projectile explodes into tiny, burrowing seeds that grow into binding vines.*

## EVERLASTING FLAME'S STRENGTH

Rank 2 Rite • Evocation, Utility (Long)

As a bonus action, choose one ally you can see within 25 feet. For 1 minute, whenever that ally reduces an enemy to 0 hit points, they regain 1d6 hit points, and each enemy within 5 feet of them takes 1d6 fire damage.

*You lend your ally the aid of a fire spirit, which burns more brightly as that ally defeats your enemies.*

## EXPULSION

Rank 2 Rite • Evocation, Offensive, Weapon (Short)

As an action, you target each creature in a 15-foot cone originating from you. You ignore blocking terrain when determining line of effect for this rite. Each target must succeed on a Constitution saving throw or take 4d6 thunder damage and until the end of your next turn, the target's speed is reduced by 10 feet. The target emerges in the nearest unoccupied space if it is burrowing or falls if it is climbing, and it cannot use a burrow or climb speed until the end of your next turn.

*You strike the ground and send a rolling tremor through the earth.*

## FEARSOME SMASH

Rank 2 Rite • Enchantment, Fear, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Wisdom saving throw or suffer a -4 penalty to attack rolls until the end of your next turn.

*Smashing your weapon through your foe's defenses injures both body and will.*

## FEAST OF VIOLENCE

Rank 2 Rite • Enchantment, Offensive, Weapon (Short)

When you take the attack action on your turn, you can provoke opportunity attacks before one of your melee attacks using a weapon. If you do so, you gain a +1 bonus to the attack roll for each creature that attacks you. On a hit, your attack deals an extra 2d10 damage, or an extra 3d10 damage if at least one creature made an opportunity attack against you triggered by this rite.

*You drop your guard as you come close for your attack, drawing primal strength from the violence directed at you.*

## FERAL RAMPAGE

Rank 2 Rite • Offensive, Raging, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d6 damage, and you can safely move up to your speed. If you do so, you can make one additional melee attack using a weapon against a creature within your weapon's reach. On a hit, your attack deals an extra 2d6 damage.

*The passion of the predator flows through you, allowing you to move between your enemies and cut both of them down like stalks of wheat.*



## FEY CONGRESS

Rank 2 Rite • Conjunction, Utility (Long)

As a bonus action, you conjure a zone of tiny flitting fey folk that fills a 5-foot radius around you for up to 1 minute. Enemies treat the zone as heavily obscured.

You must concentrate on this rite as if concentrating on a spell.

*Tiny glowing fey folk flit and caper through the air around you. Their movements make it difficult for enemies to see you.*

## FEYJUMP SHOT

Rank 2 Rite • Conjunction, Offensive, Weapon (Short)

As an action, make a ranged attack using a weapon against one or two creatures within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage, and you can teleport the target up to 15 feet.

If you hit both targets, you can swap their positions when you teleport them, rather than teleporting each one 15 feet. If you do so, neither target can take reactions until the end of your next turn.

*Your missiles shine with emerald light and carry with them the Feywild's power to relocate your foes.*

## FLASHING SPIRIT

Rank 2 Rite • Focus, Offensive, Spirit, Transmutation (Short)

As an action, choose any number of creatures you can see within 5 feet of your spirit companion. Each target must succeed on a Dexterity saving throw or take 4d6 slashing damage.

In addition, until the end of your next turn, while ally is within 5 feet of your spirit companion, they gain a +1d4 bonus to damage rolls for each enemy that failed the saving throw against this rite.

*Your spirit companion darts around the battlefield, looking for opportunities to help your allies deliver deadly attacks.*

## FORGE OF FIRE AND SMOKE

Rank 2 Rite • Evocation, Offensive, Weapon (Short)

As an action, you target each creature in a 15-foot cube originating from you. Each target must succeed on a Dexterity saving throw or take 4d6 fire damage.

In addition, the cube creates a zone of smoke until the end of your next turn. Creatures inside the zone are lightly obscured and gain a +2 bonus to AC.

*You call upon the fury of the forge to destroy your enemies with primal fire.*

## FROST WOLF RAGE

Rank 2 Rite • Evocation, Offensive, Raging, Weapon (Long)

When you take the attack action on your turn, before one of your melee attacks using a weapon, you provoke an opportunity attack from your target. If the target takes the opportunity attack, your attack deals an extra 3d10 cold damage on a hit. If the target does not take the opportunity attack, your attack deals an extra 2d10 cold damage on a hit.

In addition, you enter the rage of the Frost Wolf. Until the rage ends, any enemy that hits you with a melee attack takes 1d6 + 3 cold damage.

*Like the great spirit wolf whose breath is the cold north wind, you are wreathed in frost, chilling those who try to harm you.*

## GRASP OF WINTER

Rank 2 Rite • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 3d10 cold damage.

In addition, the target is restrained until the end of your next turn.

*A cold wind swirls around your enemy, slashing it and grasping it with icy claws.*

## GREAT SHOUT

Rank 2 Rite • Enchantment, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and each enemy within 25 feet of you must succeed on a Wisdom saving throw or suffer a -3 penalty to attack rolls until the end of your next turn.

*You slam your weapon into a foe, then give voice to the fury of your ancestors, cowing those who dare to stand against you.*

## GUARDIAN EAGLE FLOCK

Rank 2 Rite • Focus, Offensive, Spirit, Transmutation (Short)

As an action, choose any number of creatures you can see within 10 feet of your spirit companion. Each target must succeed on a Constitution saving throw or take 4d6 slashing damage. Also on a failed save, you can move the target up to 15 feet.

If at least one target failed the saving throw against this rite, you can move each ally you can see within 10 feet of your spirit companion up to 15 feet.

*Your spirit companion changes into a flock of hunting eagles that swoop overhead, using their talons to create openings for your allies and to drive your enemies away.*

## GUARDIAN'S POUNCE

Rank 2 Rite • Offensive, Transmutation, Weapon (Short)

When an enemy enters a space within 5 feet of an ally who is within 30 feet of you on its turn, you can use your reaction to immediately safely move up to your speed to a space within 5 feet of the triggering enemy. If you do so, you can also make one melee attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 2d10 damage, and the target suffers a -5 penalty to attack rolls until the end of its turn.

*In a blur of movement, you attack an enemy that closes with your ally.*

## HAIL OF THORNS

Rank 2 Rite • Conjunction, Offensive, Weapon (Long)

As an action, you target each creature in a 15-foot cube originating from you. Each target must make a Dexterity saving throw. On a failed save, a target takes 4d6 poison damage, and is poisoned for 1 minute. On a successful save, the target takes half as much damage and for 1 minute, its speed is reduced by 10 feet. While poisoned, the target's speed is reduced by 10 feet, and it takes 1d6 poison damage at the start of each of its turns.

While suffering an ongoing effect from this rite, the target can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

*You sweep your weapon in a wide arc, drawing on primal energy to cast a hail of poisonous thorns at your foes.*

## HAMMER OF THE GRASPING TIDES

Rank 2 Rite • Focus, Offensive, Spirit, Transmutation (Short)

As an action, choose any number of creatures you can see within 10 feet of your spirit companion. Each target must succeed on a Dexterity saving throw or take 4d6 bludgeoning damage and until the end of its next turn, have its speed reduced by 10 feet.

In addition, each ally within 10 feet of your spirit companion gains a +5 bonus to their AC against opportunity attacks and has their speed increased by 15 feet.

*Your spirit companion transforms into a thrashing tide—a tidal wave to your foes and a guiding current to your allies.*

## HARBINGER OF DOOM

Rank 2 Rite • Enchantment, Fear, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and a howl in a 15-foot cone originating from you that includes the target. Any number of creatures you choose within the cone must succeed on a Wisdom saving throw or suffer a 2d6 susceptibility to all damage until the end of your next turn.

*You hack through one foe, and your battle cry heralds doom for the enemies before you.*

## HEALING LORE

Rank 2 Rite • Transmutation, Utility (Long)

As a bonus action, choose yourself or one ally you can see within 25 feet of you. The target can spend up to two hit dice to regain hit points.

*The primal power you call upon allows access to the deepest reserves of strength.*

## HEARTH SPIRIT

Rank 2 Rite • Conjunction, Spirit, Utility (Long)

As an action, choose any number of creatures you can see within 15 feet of you. Each target regains 1d6 hit points. Additionally, until the end of your next turn, you and your allies can use a bonus action to spend up to two hit dice to regain hit points while within 5 feet of your spirit companion.

*A comforting hearth spirit settles over you, soothing you and your allies.*

## HOBBLING REND

Rank 2 Rite • Bestial, Focus, Offensive, Transmutation (Long)

As an action, make a melee spell attack against one or two creatures within your reach. On a hit, a target takes slashing damage equal to 3d6 + your spellcasting ability modifier, and the target must succeed on a Dexterity saving throw or have its speed is reduced by 10 feet for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*You rip into your foes' legs, leaving them hobbled and bleeding.*

## HUNGER OF THE LAND

Rank 2 Rite • Conjunction, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target is restrained for 1 minute. While restrained by this rite, the target make a Strength saving throw at the end of each of its turns, ending the effect on a success.

*As you slash at your foe, vines and the stalks of plants grow suddenly to grasp it.*

## INDOMITABLE SHIFT

Rank 2 Rite • Abjuration, Utility (Long)

As a bonus action, you can safely move up to 15 feet. You gain 1d6 temporary hit points for each enemy within 10 feet of you at the end of your movement.

*You pound across the battlefield, leaving no opening as you move and drawing strength from the numbers arrayed against you.*

## INSTINCTIVE CHARGE

Rank 2 Rite • Divination, Utility (Long)

When you roll initiative at the beginning of an encounter, you gain a +6 bonus to your check. You also gain a +3 bonus to your first attack roll during the encounter.

*Instinctively aware of danger, you are poised to fight as soon as the battle begins.*

## LATCH ON

Rank 2 Rite • Bestial, Focus, Offensive, Transmutation (Short)

As an action, make a melee spell attack against a creature within your reach. On a hit, the target takes piercing damage (your choice) equal to 3d10 + your spellcasting ability modifier, and the target must succeed on a Strength saving throw or be grappled by you. The target suffers a -4 penalty to ability checks to escape the grapple.

*You sink your teeth and claws into your prey, preventing it from escaping.*

## LAUGH IT OFF

Rank 2 Rite • Abjuration, Utility (Short)

As a reaction, when you are hit by an enemy's attack, you can immediately reduce the damage by 1d6 + 3. You gain a +3 bonus to your next attack roll and a +1d6 bonus to your next damage roll against the triggering enemy made before the end of your next turn.

*You laugh at your foe's attack, making even its mightiest effort seem pointless against your boundless endurance.*



## LEAF WALL

Rank 2 Rite • Conjunction, Utility (Long)

As a bonus action, you conjure a 5-foot thick, 25-foot long wall of leaves within 50 feet. The wall can be up to 20 feet high and must rest on a solid surface. The wall lasts for 1 minute, and you and your allies are lightly obscured while within the wall. Enemies grant advantage on attack rolls against themselves while they are in the wall or within 5 feet of it.

*Wind spirits hurl tempests of leaves in a swirling mass that disorients enemies while concealing your allies.*

## LIFE BLOOD HARVEST

Rank 2 Rite • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and you can choose one creature you can see within 25 feet of the target. The chosen creature can spend up to two hit dice to regain hit points.

*You draw life energy out of your enemy, converting it to renewed vitality for your ally.*

## LIFEBIND ATTACK

Rank 2 Rite • Abjuration, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage.

In addition, while the target is marked by you, it suffers a -5 penalty to attack rolls against creatures other than you. The effect lasts for 1 minute, or until you end your turn more than 25 feet away from the target.

*Your attack binds the target to you, further hindering its attacks if it does not engage you.*

## LIMBS OF THE TREE SPIDER

Rank 2 Rite • Offensive, Transmutation, Weapon (Short)

As an action, make a melee attack using a weapon against one or two creatures within 15 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 3d6 damage.

*You stab your weapon arm straight up, and it sprouts long, sharp wooden protrusions that stab out at your enemies like spider legs.*

## LONGSTRIKE SLAYER RAGE

Rank 2 Rite • Offensive, Raging, Transmutation, Weapon (Long)

As an action, make a melee attack using a reach weapon you are wielding with two hands against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage.

In addition, you enter the rage of the Longstrike Slayer. Until the rage ends, your melee reach increases by 5 feet and you gain a +1d6 bonus to damage rolls against targets that are 10 or more feet away from you.

*Your weapon smashes into your targets like a steel hurricane as your fury enhances its leverage and power with each strike.*

## LOOMING THREAT

Rank 2 Rite • Enchantment, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, or an extra 3d10 damage if the target is marked by an ally. You then mark the target until the end of your next turn. Until the mark ends, you gain a +1d6 bonus to damage rolls against the target.

*An ally might have raised a foe's ire, but once you strike, that enemy must pay attention to you.*

## LOSS OF WILL

Rank 2 Rite • Enchantment, Utility (Short)

As a reaction, when an enemy misses you with an attack, you cause the target to suffer a -3 penalty to attack rolls against you until the end of its next turn.

*As you turn aside your foe's attack, you stare into its eyes. Your enemy now knows that the battle is in your favor.*

## MELD INTO STONE

Rank 2 Rite • Transmutation, Utility (Long)

As a bonus action, you safely move up to your speed into a space occupied by an object made of stone or earth that is your size or larger, such as a wall, statue, or boulder. While you occupy this space, you can see normally, but you are considered to be behind total cover. You remain in this state for 1 minute, until you end this effect as a bonus action, or until the object is destroyed. When the effect ends, you appear in the nearest unoccupied space.

*Your body merges with stone, letting you slip out of sight and away from harm.*

## MEMORIES OF WIND AND RAIN

Rank 2 Rite • Conjunction, Focus, Offensive, Spirit (Short)

As an action, choose any number of creatures you can see in a 5-foot radius sphere centered on your spirit companion. Each target must succeed on a Dexterity saving throw or take 4d6 bludgeoning damage.

In addition, the sphere creates a zone that lasts until the end of your next turn. Your spirit companion then disappears and you can move each ally in the zone up to 5 feet. Any enemy that ends its turn within the zone cannot take reactions until the end of its next turn.

*You dismiss your spirit companion and unleash wind and rain spirits that shriek as they descend on your enemies. Gusts of wind shove your allies about while slamming your enemies that come too close.*

## MOUNTAIN HAMMER

Rank 2 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Constitution saving throw or until the end of your next turn, the target suffers a -4 penalty to attack rolls.

*You strike with the strength of a mountain: brutal and unforgettable.*

## MOUNTAIN STATURE

Rank 2 Rite • Enchantment, Offensive, Weapon (Short)

As an action, make a melee attack using a weapon against one or two creatures within 10 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage, and you can either pull the target up to 10 feet or knock it prone.

*The fury of your attack extends its reach, drawing your foes close or knocking them to the ground.*

## NATURE'S STRIDE

Rank 2 Rite • Divination, Utility (Long)

As a bonus action, choose yourself or one ally you can touch. For 10 minutes, the target's speed increases by 10 feet and they ignore difficult terrain.

*You gain a heightened sense of the world around you, letting you move unhindered.*

## OWL'S WISDOM

Rank 2 Rite • Enchantment, Utility (Long)

As a bonus action, choose yourself or one ally within 5 feet. The target gains the following benefits for 8 hours.

- 60 feet of darkvision. If the target already had darkvision it instead increases by 30 feet
- +2 bonus to spell attack rolls and the save DC of spells using Wisdom
- +3 bonus to Wisdom ability checks and saving throws

*Your primal magic grants your ally the wisdom and insight of an owl, sharpening willpower and granting superior insight.*

## PLAGUE OF LOCUSTS

Rank 2 Rite • Conjuration, Focus, Offensive (Short)

As an action, choose up to three creatures you can see within 25 feet of you. Each target must succeed on a Constitution saving throw or take 5d6 poison damage and until the end of your next turn, attack rolls against the target have advantage.

*With a gesture, you cause locusts to descend on your foes.*

## POISON STING

Rank 2 Rite • Bestial, Focus, Offensive, Transmutation (Short)

As an action, you target each creature within 10 feet of you. Each target must succeed on a Constitution saving throw or take 4d6 poison damage and the next time the target moves before the start of your next turn, it takes an additional 2d6 poison damage.

*A swarm of poisonous insects briefly surrounds you, using their stingers on your enemies.*

## PRIMAL CHARGE

Rank 2 Rite • Transmutation, Utility (Short)

As a bonus action, you gain a +20-foot bonus to speed when making a charging attack or taking the Dash action.

*You thunder across the battlefield in a blur of steel and speed.*

## PRIMAL INVESTITURE

Rank 2 Rite • Spirit, Transmutation, Utility (Long)

As a bonus action, choose yourself or one ally you can see within 25 feet of your spirit companion. You dismiss the spirit companion and cannot use *call spirit companion* until the end of your next turn. The target can spend up to two hit dice to regain hit points, and gains a +1 bonus to attack rolls, AC, and saving throws for 1 minute.

*You merge your spirit companion with an ally to grow their strength.*

## PROTECTING SPIRITS

Rank 2 Rite • Conjuration, Offensive, Weapon (Long)

As an action, make a ranged attack using a weapon against any number of creatures within 10 feet of you. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. These attacks do not suffer disadvantage for being in melee. On a hit, your attack deals an extra 2d6 damage, and the target must make a Strength saving throw. On a failed save, the target is pushed up to 10 feet and knocked prone. On a successful save, the target is pushed up to 5 feet.

*With a flurry of spirit-guided attacks, you knock your foes away.*

## RAGE OF THE CRIMSON HURRICANE

Rank 2 Rite • Enchantment, Offensive, Raging, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage and the target bleeds for 1d6 necrotic damage.

In addition, you enter the rage of the Crimson Hurricane. Until the rage ends, the first time each turn you hit an enemy with a melee weapon attack, each enemy within 5 feet of you after the attack is resolved takes 1d6 damage of the same type as your weapon.

*Your swing arcs around you, and rage transforms you into a swirling storm of death, dangerous to any enemy near you.*

## RAISE THE STONES

Rank 2 Rite • Transmutation, Utility (Long)

As an action, you create six stone pillars in unoccupied spaces you can see on solid ground within 50 feet of you. The pillars are blocking terrain. Each pillar stands ten feet tall and is five feet wide, has an AC of 17, 30 hit points. A creature can climb a pillar with a DC 10 Strength (Athletics) check. If a pillar is reduced to 0 hit points, its space and each space within 5 feet of it becomes rubble-strewn difficult terrain.

*You call to the spirits of earth, and a group of monoliths emerge from the ground.*



## RAMPANT FOREST

Rank 2 Rite • Conjunction, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target's space and each space within 5 feet of it becomes a zone of difficult terrain for your enemies for 1 minute.

In addition, for 1 minute, when you first hit any enemy after using this rite, that enemy's current space and each space within 5 feet of it becomes a zone of difficult terrain for your enemies for 1 minute.

*The spectral essence of a primeval forest erupts around the target, impeding your foes' movement.*

## RAZOR WIND RAGE

Rank 2 Rite • Conjunction, Offensive, Raging, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage, and the target must succeed on a Strength saving throw or be pushed up to 10 feet.

In addition, you enter the rage of the Razor Wind. Until the rage ends, once per turn when you score a critical hit or reduce an enemy to 0 hit points, you can safely move up to 15 feet and make a melee weapon attack against a creature within reach (no action required). On a hit, your attack deals an extra 1d6 damage.

*Your strike batters the crowding enemies, unleashing your rage. From then on, after each devastating blow, primal winds speed you.*

## REBUKING THORNS

Rank 2 Rite • Conjunction, Utility (Long)

As a bonus action, for 1 minute, when any enemy touches you or hits you with a melee attack, that enemy takes 1d6 magical piercing damage.

*You utter a rite of retribution, which launches thorns at your attackers.*

## RELENTLESS SURGE

Rank 2 Rite • Transmutation, Utility (Short)

As a bonus action, you gain 3d10 + 3 temporary hit points. These temporary hit points last for 10 minutes.

*With a deep breath, you draw vigor from within yourself.*

## REMEMBRANCE OF HATE

Rank 2 Rite • Focus, Offensive, Spirit, Transmutation (Long)

As an action, choose against any number of creatures you can see within 5 feet of your spirit companion. Each target must make a Constitution saving throw. On a failed save, a target takes 4d6 slashing damage, and bleeds for 1d6 necrotic damage. On a successful save, the target takes half as much slashing damage, and is pushed up to 5 feet from your spirit companion.

In addition, for 1 minute or until your spirit companion is no longer present, any creature starting its turn within 5 feet of your spirit companion takes 1d6 slashing damage and is pushed up to 5 feet away from your spirit companion.

*The spirits recall the ancient offenses done to the world and vent their hatred through claw and fang.*

## RETURNING THE GIFT

Rank 2 Rite • Divination, Utility (Long)

When an ally targets you with an effect that does not also target themselves, you can use your reaction to cause the triggering ally to also become a target of the effect.

*You draw on your strength to return the aid given to you by an ally.*

## ROAR OF TERROR

Rank 2 Rite • Bestial, Enchantment, Fear, Focus, Offensive (Long)

As an action, you target each creature in a 25-foot cube originating from you. Each target must make a Wisdom saving throw. On a failed save, a target takes 4d6 psychic damage, and it is dazed for 1 minute. On a successful save, the target takes half as much damage, and it is dazed until the end of your next turn. While dazed by this rite, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*Your roar is the voice of the Great Bear, striking terror into every heart.*

## ROAMING MIND, ROVING SPIRIT

Rank 2 Rite • Divination, Spirit, Utility (Long)

As an action, you gain a greater connection to your spirit companion for 1 hour. Until this rite ends, you do not need line of sight or line of effect to your spirit companion, and can move your spirit companion beyond its normal range. You perceive the surroundings of your spirit companion as if you were in its place using its senses. You cannot make attacks through your spirit companion when you do not have line of effect to it or when it's further than 100 feet away.

*By sharing a part of your intellect with your spirit companion, it gains the ability to act more independently and you can perceive with its sense.*

## RODENT'S AGILITY

Rank 2 Rite • Transmutation, Utility (Short)

As a bonus action, if you possess the Wild Shape class feature, you can safely move up to 25 feet. You can move through enemies' spaces during this movement. This does not expend a use Wild Shape.

*In the blink of an eye, you transform into a mouse, dart away from your foe, and then transform back.*

## RUN RAMPANT

Rank 2 Rite • Transmutation, Utility (Short)

As a bonus action, you can make either an escape attempt or a saving throw against an effect that a save can end that grapples, restrains, or reduces your speed. You gain a +6 bonus to this roll.

*With bestial might, you break free and step forward, eager for battle again.*

## SEA STRIDE

Rank 2 Rite • Transmutation, Utility (Turn)

As a bonus action, you gain a swim speed equal to your walking speed until the end of your turn.

*You draw on the strength of flowing water to glide through the waves with ease.*

## SERPENT'S CUNNING

Rank 2 Rite • Enchantment, Utility (Long)

As a bonus action, choose yourself or one ally within 5 feet. The target gains the following benefits for 8 hours.

- Proficiency in one skill or tool of the target's choice
- +2 bonus to spell attack rolls and the save DC of spells using Intelligence
- +3 bonus to Intelligence ability checks and saving throws

*Your ally gains the serpent's cunning, a power that hones their mind to a razor's edge.*

## SERPENT'S HOLD

Rank 2 Rite • Bestial, Focus, Offensive, Transmutation (Short)

As an action, you can safely move up to 10 feet and choose one creature within your reach. The target must succeed on a Dexterity saving throw or take 3d10 bludgeoning damage and be grappled by you. Until the grapple ends, attack rolls against the target have advantage, and you can use a bonus action on each of your turns to move the grapple up to half your speed without making an ability check.

*You slither toward your foe, springing forth to entangle it in a mass of coils.*

## SHATTERING STRIKE

Rank 2 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 force damage. All damage dealt by this attack is magical damage.

*The primal force flowing from your body enables your attack to strike true even against ethereal targets.*

## SHELTERING STORM

Rank 2 Rite • Conjuration, Offensive, Weapon (Short)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage.

In addition, until the end of your next turn, when any ally within 5 feet of you is targeted by an attack, you can immediately swap places with that ally and become the target of the effect instead of the ally (no action required). The triggering attack that targets you suffers a -3 penalty to the attack roll possibly causing it to miss.

*A primal storm wind sweeps you and your allies into each other's positions as you take attacks meant for them.*

## SHRIEKING WIND SPIRITS

Rank 2 Rite • Conjuration, Focus, Offensive, Spirit (Long)

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on your spirit companion. Each target must succeed on a Strength saving throw or take 4d6 bludgeoning damage, and you can move the target up to 15 feet. Also on a failed save, the target cannot take reactions for 1 minute. While unable to take reactions from this rite, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, your spirit companion disappears and the sphere creates a zone that lasts for up to 1 minute. When an enemy ends its turn within the zone, you can use your reaction to force the triggering enemy to make a Strength saving throw. On a failed save, you can move the target up to 15 feet.

To maintain the zone, you must concentrate on this rite as if concentrating on a spell.

*The shrieking desert winds gather about your spirit companion, which you then dismiss to unleash a storm that leaves your enemies reeling.*

## SILVER PHOENIX RAGE

Rank 2 Rite • Evocation, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 fire damage, and you enter the rage of the Silver Phoenix. Until the rage ends, you regain 1d6 hit points at the start of each of your turns as long as you have at least 1 hit point. In addition, the first time you drop to 0 hit points or fewer, you can immediately use your reaction to spend up to two hit dice to regain hit points.

*Your mighty blow erupts in silver fire as the spirit of the phoenix enters you. As you rage, vitality surges through you to ward you from death.*

## SLASH AND SLASH AGAIN

Rank 2 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 2d10 damage. Additionally, until the start of your next turn, you can deal 1d6 of the same type as one of your weapons to each enemy that starts its turn within 5 feet of you (no action required).

*You strike hard and then lay into enemies all around you.*

## SNARLING DEFIANCE

Rank 2 Rite • Abjuration, Utility (Long)

As a reaction, when you are hit and damaged by an attack, you take half damage from the triggering attack, and gain a +3 bonus to attack rolls against the attacker until the end of your next turn.

*Your blood flows, and your response is a feral snarl as you prepare to make the offender pay.*

## SOOTHING WIND

Rank 2 Rite • Evocation, Utility (Long)

As a bonus action, you can spend up to two hit dice to regain hit points plus an additional 2d6 hit points, and until the end of your next turn, you gain a +3 bonus to AC and saving throws.

*Your primal might allows you to regain additional vigor in the heat of combat.*



### **SPIRIT COMPANION'S SHELTER**

*Rank 2 Rite • Abjuration, Spirit, Utility (Short)*

When an enemy hits your spirit companion, you can use your reaction to immediately grant your spirit companion a +4 bonus to AC against the triggering attack, potentially causing it to miss.

*You create a shield of primal energy to protect your spirit companion.*

### **SPIRIT OF BATTLE'S END**

*Rank 2 Rite • Focus, Offensive, Spirit, Transmutation (Long)*

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 3d10 slashing damage.

In addition, whenever an ally misses the target with a melee attack, the target takes 1d6 slashing damage and must make a Dexterity saving throw. On a successful save, this effect ends. Otherwise, it lasts for 1 minute.

*Your spirit companion tears into your enemy, promising a swift end.*

### **SPIRIT OF DAWN**

*Rank 2 Rite • Divination, Utility (Long)*

As a bonus action, you create a 30-foot radius sphere of light centered on a point within 50 feet of you that lasts until the end of your next turn. The sphere creates a zone of bright light that also sheds dim light for an additional 30 feet. Enemies in the zone gain no benefit from half cover, three quarters cover, being light obscured, or being heavily obscured, and suffer disadvantage on Dexterity (Stealth) checks.

*A spirit of the sun appears before you, casting a light on your foes that makes it nearly impossible for them to hide from you.*

### **SPIRIT OF SHIELDING FIRE**

*Rank 2 Rite • Evocation, Focus, Offensive (Long)*

As an action, choose one ally you can see within 25 feet. The chosen ally gains 2d6 temporary hit points. In addition, for 1 minute, the chosen ally gains resistance to fire damage, and when an enemy hits the chosen ally with a melee attack, you can use your reaction to force the triggering enemy to succeed on a Dexterity saving throw or take 4d6 fire damage.

*A spirit of flame shields your ally from harm, lashing out at your command when the ally comes under attack.*

### **SPIRIT OF THE HAWK'S WIND**

*Rank 2 Rite • Conjuration, Focus, Offensive, Spirit (Long)*

As an action, choose one creature you can see within 25 feet of your spirit companion. The target must make a Dexterity saving throw. The target takes 3d10 radiant damage and is blinded until the end of your next turn on a failed save, or takes half as much damage and is not blinded on a success.

In addition, you create a zone of uplifting winds in a 15-foot radius centered on the target that lasts for 1 minute. While within the zone, any ally can use a bonus action to safely move up to 20 feet, ignoring difficult terrain during the movement. On your turn, you can use a bonus action to move the zone up to 25 feet.

*A wind sweeps over the area as a shining hawk spirit swoops down on your foe. As the spirit beats its wings, it creates gusts that lift your allies aloft, allowing them to move in safety.*

### **SPIRIT OF THE KEEPER**

*Rank 2 Rite • Conjuration, Spirit, Utility (Long)*

As a bonus action, choose one creature you can see within 25 feet. The target can spend up to two hit dice to regain hit points plus an additional 1d6 hit points. Additionally, for 1 minute, attack rolls against your allies cannot gain advantage while the targeted ally is within 5 feet of your spirit companion.

*A protective ancestor spirit appears and lays a healing hand on your ally. The spirit's warding power flows into your spirit companion, helping it defend your allies from attack.*

### **SPIRIT OF VENGEANCE**

*Rank 2 Rite • Evocation, Utility (Long)*

When an enemy reduces you to 0 hit points, you can immediately use your reaction to choose any number of creatures other than yourself within 50 feet of you. Each target can spend up to two hit dice to regain hit points. In addition, until the end of your next turn, each target gains a +2 bonus to attack rolls against the triggering enemy.

*As your foe strikes you down, you unleash your reserve of spiritual energy to invigorate your allies.*

### **SPIRIT OF WEAKNESS**

*Rank 2 Rite • Enchantment, Focus, Offensive, Spirit (Long)*

As an action, choose one creature you can see within 5 feet of your spirit companion. The target must succeed on a Wisdom saving throw or until the end of your next turn, it deals only half damage with weapon attacks using Strength. Also on a failed save, one ally within 5 feet of the target can make one melee weapon attack against the target with advantage on the attack roll (no action required). On a hit, your ally's attack deals an extra 1d6 damage.

*Your spirit companion carves a crimson rune in the flesh of your enemy, weakening that foe and leaving it vulnerable to an ally's strike.*

### **SPUR THE PACK**

*Rank 2 Rite • Enchantment, Spirit, Utility (Long)*

As a bonus action, you target yourself and any number of creatures you can see within 5 feet of your spirit companion. You can move each target up to 15 feet.

*Your spirit companion nips at the heels of your allies, motivating them to move in for the kill.*

## STALKER'S EYES

Rank 2 Rite • Transmutation, Utility (Long)

As a bonus action, for 10 minutes, you gain 60 feet of darkvision and a +6 bonus to Wisdom (Perception) checks. If you already have darkvision, it instead increases by 30 feet.

*Your eyesight, hearing, and sense of smell grow as strong as those of a predator.*

## STALKER'S POSITIONING

Rank 2 Rite • Divination, Fear, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and you can move the target up to 5 feet. If you move the target into a second creature's space, you then move the second creature up to 5 feet.

In addition, both the target and the possible second creature take 1d6 psychic damage.

*Predatory instincts guide your attack as you position your prey exactly where you want it.*

## STEP OF MORNING MIST

Rank 2 Rite • Conjuration, Utility (Long)

As a bonus action, you can teleport up to 25 feet, then gain a +3 bonus to AC and saving throws until the end of your next turn.

*A magical mist wraps around you, letting you cross the battlefield in the blink of an eye, then clinging to you as a protective shield.*

## STORM STRIKE

Rank 2 Rite • Evocation, Offensive, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures in a 15-foot cone originating from you, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 lightning damage, and you can move the target up to 15 feet.

*Whirling your weapon overhead, you create a storm of wind and lightning that you hurl at your enemies.*

## SUMMON FLAME BEETLE

Rank 2 Rite • Conjuration, Focus, Offensive, Summoning (Long)

As a bonus action, you summon a Small flame beetle in an unoccupied space within 25 feet.

The flame beetle is friendly to you and your companions. Roll initiative for the beetle, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The beetle persists for 1 minute or until you dismiss it as a bonus action.

If you don't issue any commands to the flame beetle by the end of your turn, on its turn, it tries to use fire spray on at least one enemy. If it can't do that, it moves toward the nearest enemy and attacks it if possible.

The creature's statistics are located at the end of this supplement.

*You hurl a fiery spark to the ground, where it blossoms into a fire-spewing beetle.*

## SUMMON GUARDIAN DRAKE

Rank 2 Rite • Conjuration, Focus, Offensive, Summoning (Long)

As a bonus action, you summon a Medium guardian drake in an unoccupied space within 25 feet.

The guardian drake is friendly to you and your companions. Roll initiative for the drake, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The drake persists for 1 minute or until you dismiss it as a bonus action.

If you don't issue any commands to the guardian drake by the end of your turn, on its turn, it attempts to move to a space within 5 feet of the creature it guards and take the Dodge action.

The creature's statistics are located at the end of this supplement.

*You utter an age-old evocation that summons a drake to defend you or your friend.*

## SUMMON SHADOW APE

Rank 2 Rite • Conjuration, Focus, Offensive, Summoning (Long)

As a bonus action, you summon a Medium shadow ape in an unoccupied space within 25 feet.

The shadow ape is friendly to you and your companions. Roll initiative for the ape, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The ape persists for 1 minute or until you dismiss it as a bonus action.

If you don't issue any commands to the shadow ape by the end of your turn, on its turn, it attacks an enemy within its reach. If it can't, it moves toward the nearest enemy and attacks it if possible.

The creature's statistics are located at the end of this supplement.

*Darkness gathers around your focus as you summon a ferocious, shadowy ape.*

## SUMMON SAVAGE PANTHER

Rank 2 Rite • Conjuration, Focus, Offensive, Summoning (Long)

As a bonus action, you summon a Medium savage panther in an unoccupied space within 25 feet.

The savage panther is friendly to you and your companions. Roll initiative for the panther, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The panther persists for 1 minute or until you dismiss it as a bonus action.

If you don't issue any commands to the savage panther by the end of your turn, on its turn, it attempts to use its pounce trait on the nearest enemy within 20 feet. If it can't, it moves toward the nearest enemy and attacks it if possible.

The creature's statistics are located at the end of this supplement.

*With a growl, a panther coalesces where you point, and it pounces on your enemy.*



## SWARM DISPERSAL

Rank 2 Rite • Transmutation, Utility (Short)

As a reaction, when you take damage from a melee or ranged attack and possess the Wild Shape class feature, you gain resistance to all damage until the end of your next turn, including the damage of the triggering attack. This does not expend a use of Wild Shape.

*Your body bursts into a swarm and scatters, making an attack ineffective against you.*

## SWARM OF SCARABS

Rank 2 Rite • Conjunction, Focus, Offensive (Short)

As an action, you target each creature in a 25-foot cube originating from you. Each target must succeed on a Dexterity saving throw or take 4d6 piercing damage.

In addition, the cube creates a zone that lasts until the end of your next turn. Creatures grant advantage on attack rolls against themselves while within the zone. Any creature that ends its turns in the zone takes 2d6 piercing damage.

*A chittering swarm of ravenous insects sprays out from your hand, covering all creatures in its path.*

## SWIRLING WINDS

Rank 2 Rite • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 3d10 bludgeoning damage and you can pull each creature within 15 feet of the target up to 5 feet close to it. The target then takes an extra 1d6 bludgeoning damage for each creature within 5 feet of it after the pull.

\*A cyclone of turbulent air forms around your foe, battering it and pulling other creatures toward it.

## THORN BURST

Rank 2 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d6 damage, and you can choose any number of creatures within 5 feet of the triggering creature. Each additional target must succeed on a Dexterity saving throw or take 2d6 poison damage.

*As you strike your foe, poisoned thorns burst from your weapon and lodge in your target's allies.*

## THORN WARD

Rank 2 Rite • Conjunction, Utility (Long)

As a bonus action, you create a zone of thorns in a 10-foot radius circle centered on the ground within 50 feet of you. The zone lasts for 1 minute, is difficult terrain for your enemies. The first time an enemy enters the zone on a turn, or starts its turn there, it takes 1d6 magical piercing damage.

While the zone persists, you can move the zone up to 25 feet as a bonus action.

*A shimmering tangle of briars appears before you. It seems harmless, but as a foe moves through it, the briars lash out like a living creature.*

## THUNDER HAWK RAGE

Rank 2 Rite • Evocation, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 thunder damage, and the target must succeed on a Constitution saving throw or be dazed for 1 minute. While dazed, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

In addition, you enter the rage of the Thunder Hawk. Once one each of your turns until the rage ends, you can force one creature you can see within 5 feet of you to succeed on a Constitution saving throw or be knocked prone (no action required).

*Your thunderous attack dazes your foe as you channel the great spirit hawk whose wings rumble across the sky. Your screaming charge blasts your enemies with thunder.*

## THUNDER SPIRIT

Rank 2 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 2d10 damage, and the target falls prone and is deafened until the end of your next turn. In addition, each enemy within 5 feet of the target must succeed on a Constitution saving throw or take 1d6 thunder damage and be deafened until the end of your next turn.

*A distant rumble sounds, portending what will happen when your missile finds its mark.*

## THUNDER STEP

Rank 2 Rite • Conjunction, Offensive, Weapon (Long)

When you take the attack action on your turn, you can teleport up to 25 feet before one of your attacks using a weapon. On a hit, your attack deals an extra 2d10 thunder damage, and the target cannot take reactions for 1 minute. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

*With a clap of thunder, you teleport next to an enemy and slam it with a thunderous blow.*

## THUNDERSTORM SPIRIT

Rank 2 Rite • Evocation, Focus, Offensive, Spirit (Short)

As an action, choose one creature you can see within 25 feet. The target must succeed on a Dexterity saving throw or take 2d10 lightning damage and 2d10 thunder damage. Also on a failed save, until the end of your next turn, when you and your allies hit an enemy within 5 feet of your spirit companion, that enemy takes an extra 1d6 lightning damage and 1d6 thunder damage.

*A storm spirit lashes out at your enemy and then focuses its power around your spirit companion.*

## TIDE OF BLOOD

Rank 2 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, plus an additional 1 damage for each enemy within 15 feet of you.

*Your anger sweeps over every nearby enemy, drawing blood to fuel the tide of your assault on one of them.*

## TIGER CLAW RAGE

Rank 2 Rite • Conjunction, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and you enter the rage of the Tiger's Claw. Until the rage ends, whenever you miss with a melee weapon attack, your target takes 1d10 magical slashing damage.

*Your attack awakens the tiger spirit within you. Its raking claws punish enemies that avoid your blows.*

## TREACHEROUS ICE

Rank 2 Rite • Evocation, Stance, Utility (Long)

As a bonus action, you enter the Treacherous Ice stance. Until the stance ends, enemies cannot safely move or benefit from the Disengage action when moving into or out of spaces within 5 feet of you.

*Ice forms on the ground around you as you fight, limiting your foes' movement.*

## TREETOP LURKER

Rank 2 Rite • Transmutation, Utility (Long)

As a bonus action, for 1 hour, if you have the Wild Shape class feature, you can use it to assume the form of a Small beast or insect that can climb to great heights with ease, as many times as you like without expending uses of Wild Shape. In this form, you gain a climb speed equal to your walking speed if the form does not already possess a faster climb speed, and if you fall, you treat the distance you fall as being 20 feet shorter for the purposes of determining falling damage.

*You take the form of a treetop creature or another animal or insect that can easily traverse great heights, taking to a perch unseen by your enemies.*

## TREMOR

Rank 2 Rite • Evocation, Focus, Offensive (Short)

As an action, choose one creature on the ground you can see within 50 feet. The target must succeed on a Strength saving throw or take 3d10 bludgeoning damage.

In addition, the target and each creature on the ground within 5 feet of it are knocked prone.

*The ground shakes under your enemies' feet.*

## TREMOR SHOT

Rank 2 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 2d10 damage, and choose any number of creatures you can see within 5 feet of the target. Each secondary target must make a Constitution saving throw. On a failed save, you can move the target up to 5 feet and all attack rolls against it have advantage until the end of your next turn.

*When your shot strikes your foe, the ground trembles around it.*

## VENGEFUL BLOOD SPIRITS

Rank 2 Rite • Enchantment, Utility (Long)

As an action, choose one or two allies you can see within 25 feet of you. Each chosen ally can immediately use their reaction to make a charging attack, dealing an extra 3d6 damage on a hit. In addition, for 1 minute, each chosen ally gains a +2 bonus to attack rolls and a +1d6 bonus to damage rolls with charging attacks.

*You fill your allies with the power of the blood spirits—primal entities that thirst for violence, blood, and vengeance.*

## VENGEFUL STORM RAGE

Rank 2 Rite • Evocation, Offensive, Raging, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage, and you enter the rage of the Vengeful Storm. Until the rage ends, at the start of each of your turns, each enemy within 5 feet of you takes 1d6 lightning damage.

*Your whirlwind assault engulfs your enemies in lightning as you channel the storm's fury.*

## VINE SERPENTS

Rank 2 Rite • Conjunction, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point on the ground within 50 feet of you. Each target must make a Strength saving throw. On a failed save, a target takes 4d6 bludgeoning damage, and is restrained for 1 minute. On a successful save, the target takes half as much damage, and its speed is reduced by 10 feet until the end of your next turn. While restrained by this rite, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, the sphere creates a viny zone that lasts for 1 minute. Any creature within the zone that leaves it or attacks a creature outside it takes bludgeoning damage equal to 1d6 + your spellcasting ability modifier.

*You call forth serpentine vines to entangle your foes. The vines strike at any creature within their grasp that drops its guard.*

## WAR CHIEFTAIN'S BLESSING

Rank 2 Rite • Conjunction, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet of you. The target must make a Wisdom saving throw. The target takes 3d10 slashing damage on a failed save, or half as much damage on a success.

In addition, for 1 minute, you and your allies gain a +2 bonus to attack rolls against the target.

*The spirit of a regal warrior clad in a chieftain's robes utters a great battle cry and hews at your foe with an axe. Your allies, heartened by the chieftain's efforts, redouble their attacks.*



## WASP STING SHOT

Rank 2 Rite • Conjunction, Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 2d10 poison damage, and the attack creates a zone in a 10-foot radius sphere centered on the target. The zone lasts until the end of your next turn. Any enemy that enters the zone or starts its turn there takes 1d6 poison damage.

*Vicious wasps fill the air around your enemy, adding their stingers to your weapon's bite.*

## WELLSPRING STRIKE

Rank 2 Rite • Necromancy, Offensive, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 10 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 necrotic damage, and the bleeds for 1d6 necrotic damage.

In addition, for 1 minute, you regain 1d6 hit points at the start of your turn if you're bloodied and have at least 1 hit point. You can forgo regaining the 1d6 hit points to allow a bloodied ally within 5 feet of you to regain them instead.

*Your attack saps life from your enemies and unlocks a wellspring of healing energy, which revitalizes you and those who fight at your side.*

## WHEAT TO THE SCYTHE

Rank 2 Rite • Evocation, Offensive, Weapon (Short)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage, you regain 3 hit points, and the target must succeed on a Strength saving throw or be pushed up to 5 feet.

*The enemies fall before your weapon's wide arc, like wheat to the scythe.*

## WILDFIRE SHOT

Rank 2 Rite • Conjunction, Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 2d10 damage, and the target must make a Dexterity saving throw. On a failed save, the target is subject to wildfire for 1 minute. On a successful save, the target is set on fire for 1 minute.

While subject to either effect, the target must repeat the saving throw at the end of each of its turns. On a failed save against wildfire, the target takes 1d6 fire damage, and each enemy within 5 feet of the target is set on fire for 1 minute. On a failed save against fire, the target takes 1d6 fire damage. On a successful save against either effect, the target ends the effect on itself.

*Your enemy erupts in fire, which spreads to its allies.*

## WILDLING STRENGTH

Rank 2 Rite • Enchantment, Utility (Long)

As a bonus action, until the end of your next turn, whenever you make an attack roll or a damage roll with a weapon attack, roll a d6 and add it as a bonus to the roll.

*Your devastating attacks are fueled by a surge of primal fury.*

## WIND OF BLADES

Rank 2 Rite • Charm, Enchantment, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Charisma saving throw or take 4d6 psychic damage. Also on a failed save, the next time the target makes an attack roll before the end of your next turn, it deals 2d6 psychic damage to each of your enemies' within 5 feet of it.

*You call on a wind that has blown over countless battlefields. It batters your foes, infecting them with battle madness.*

## WIND OF PAIN AND SUCCOR

Rank 2 Rite • Evocation, Focus, Offensive, Spirit (Long)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 3d10 cold damage.

In addition, the first time an ally regains hit points while within 5 feet of your spirit companion regains 1d6 additional hit points. The second time an ally does so regains 2d6 additional hit points, and the third time an ally to do so regains 3d6 additional hit points. This effect ends after the third time an ally regains these additional hit points for after 1 minute.

*A wind spirit twines around your spirit companion, allowing it to deliver a chilling strike against your foe or a restorative embrace to an ally.*

## WINDBORN STEP

Rank 2 Rite • Conjunction, Utility (Short)

As a bonus action, you can safely move up to 10 feet in any direction and ignore difficult terrain during the movement.

*A sudden gust of wind whips around you, lifting you into the fray.*

## WINDS OF THE SCORCHING DESERT

Rank 2 Rite • Evocation, Focus, Offensive (Long)

As an action, you can safely move yourself and your spirit companion up to your speed, then choose any number of creatures you can see in a 15-foot cone originating from you. Each target must make a Constitution saving throw. On a failed save, a target takes 4d6 fire damage and you can move it up to 15 feet. On a successful save, the target takes half as much damage and you can move it up to 5 feet.

If you did not safely move as part of the action used to activate this rite, you can instead safely move yourself and your spirit companion up to your speed after the rite is resolved.

*Hot winds sear and scatter your enemies, while you or your spirit companion ride those currents across the battlefield.*

## WINDSTORM STRIKE

Rank 2 Rite • Evocation, Offensive, Weapon (Short)

As an action, make a ranged attack using a weapon against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. On a hit, your attack deals an extra 2d6 damage, and you can push the target up to 15 feet away from your chosen point.

*The winds pick up with sudden force, knocking your enemies away.*

## WINTER WIND SPIRIT

Rank 2 Rite • Abjuration, Focus, Offensive, Spirit (Short)

As an action, choose one creature you can see within 25 feet. The target must succeed on a Constitution saving throw or take 3d10 cold damage. Also on a failed save, until the end of your next turn, when an ally within 5 feet of your spirit companion is hit by an attack, you can use your reaction to immediately grant that ally a +6 bonus to AC against the triggering attack, potentially causing it to miss.

*A whirling spirit of biting winds and driving snow lashes your enemy. Its power funnels through your spirit companion to shield your ally from harm.*

## WINTER'S CLAWS

Rank 2 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 cold damage, and the target's speed is reduced by 10 feet until the end of your next turn.

In addition, until the end of your next turn, if the target makes an attack roll against a creature other than you, the target and each enemy marked by you takes 1d6 cold damage.

*Your attack bites deep with a pulse of cold, hindering the target's movement even as it ripples out of strike other foes.*

## WINTER'S GRIP

Rank 2 Rite • Evocation, Offensive, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures in a 15-foot cube originating from you, with a separate attack roll for each target. On a hit, your attack deals an extra 2d6 cold damage, and the target's speed is reduced by 10 feet for 1 minute. While suffering a speed reduction from this rite, the target can make a Strength saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, the cube creates a zone of frost that lasts for up to 1 minute. Any creature that enters the zone or starts its turn there takes 1d6 cold damage.

To maintain the zone, you must concentrate on this rite as if concentrating on a spell.

*With a sweep of your weapon, a gale spawned from a blizzard blasts over your foes.*

## WRATHFUL MASTERY

Rank 2 Rite • Enchantment, Utility (Long)

When an enemy deals damage to you, you can use your reaction to take extra damage from the triggering effect equal to one-half your level. The next time you attack any enemy marked by you within 1 minute, you gain a +3 bonus to the attack roll and a +2d10 bonus to the damage roll.

*The pain you endure increases the strength of your later attack.*



## RANK 3 RITES

### ANCIENT WARLORD'S INSPIRATION

*Rank 3 Rite • Conjuration, Focus, Offensive (Long)*

As an action, choose one creature you can see within 25 feet. The target must succeed on a Dexterity saving throw or take 5d10 slashing damage.

In addition, you conjure a Medium ancient warlord spirit in an unoccupied space within 5 feet of the target for 1 minute. If an ally starts their turn within 5 feet of the spirit or in its space, you can use your reaction to immediately allow that ally to make one weapon attack (no action required). As a bonus action, you can move the spirit up to 25 feet.

*A spectral figure clad in elaborate hide armor appears beside your foe, accompanied by the booming of a distant war horn. The figure swings its club at your enemy and remains to give inspiration to your allies.*

### ANIMAL CLAN

*Rank 3 Rite • Enchantment, Utility (Long)*

As a bonus action, you can mentally command one of your summoned beasts to use their reaction to move up to their speed and make a melee weapon attack.

In addition, for 1 minute, you can use a bonus action on each of your turns to mentally command one of your summoned beasts to use their reaction to move up to their speed and make a melee weapon attack.

*You form a deep bond with your summoned animals, drawing out their thirst for battle.*

### ARMOR OF THE WILD

*Rank 3 Rite • Bestial, Transmutation, Utility (Long)*

As a bonus action, you reduce the damage you take from bludgeoning, piercing, and slashing by 4 before resistances are applied.

*Your hide hardens into armored plates. Your enemies can hurt you, but not as badly as they would like.*

### ASPECT OF THE PRIMEVAL CAT

*Rank 3 Rite • Bestial, Focus, Offensive, Transmutation (Long)*

As an action, you can safely move up to half your speed. At any point during this movement, you can make a melee spell attack against one creature within your reach. On a hit, the target takes slashing damage equal to 5d10 + your spellcasting ability modifier.

In addition, for 1 minute, you gain a +5 bonus to Dexterity (Stealth) checks and your speed increases by 5 feet.

*You assume the aspect of the primeval cat, a sleek hunter and savage predator that stalks the night.*

### ASPECT OF THE PRIMEVAL RAPTOR

*Rank 3 Rite • Bestial, Focus, Offensive, Transmutation (Long)*

As an action, you can safely fly up to half your speed, and make a melee spell attack against one creature within your reach. On a hit, the target takes slashing damage equal to 4d10 + your spellcasting ability modifier and you can safely move up to 5 feet.

In addition, for 1 minute, you gain a fly speed equal to your walking speed, but you must land at the end of each turn or fall.

*You assume the aspect of the primeval raptor, a massive bird of prey feared and revered by many cultures.*

### ASPECT OF THE PRIMEVAL SERPENT

*Rank 3 Rite • Bestial, Focus, Offensive, Transmutation (Long)*

As an action, make a melee spell attack against one Large or smaller creature within your reach. On a hit, the target takes piercing damage equal to 4d10 + your spellcasting ability modifier, and must make a Constitution saving throw. On a failed save, the target is poisoned for 1 minute and grappled by you. While poisoned by this rite, the target takes 1d8 poison damage at the start of each of its turns, and its speed is reduced by 10 feet. The target can repeat the saving throw at the end of each of its turns, ending the poison on a success.

In addition, for 1 minute, you gain a +1d8 bonus to the damage rolls of opportunity attacks, and a swim speed equal to your walking speed.

*You assume the aspect of the primeval serpent, the great slithering creature that haunts the nightmares of your enemies.*

### BARBARIC INSTINCT

*Rank 3 Rite • Abjuration, Utility (Long)*

As a reaction, when you are subject to stun, daze, or any effect that would prevent you from taking reactions, you guard yourself. If the effect would have dazed you or prevented you from taking reactions, you are not affected by it. If the effect would have stunned you, you are dazed instead.

*Submerging conscious thought, you cut through the fog that threatens to envelop your mind.*

### BARBARIC OFFERING

*Rank 3 Rite • Abjuration, Utility (Short)*

When you bloody and enemy or reduce an enemy to 0 hit points, you can make a saving throw against one effect that a save can end with a +4 bonus to the roll.

*You ruin your foe, and the spirit of triumph steels you against a hinderance.*

### BLACK DRAGON RAGE

*Rank 3 Rite • Evocation, Offensive, Raging, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 acid damage, and the target is covered in acid for 1 minute. While covered in acid, the target takes 1d8 acid damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

In addition, you enter the rage of the Black Dragon. Until the rage ends, at the start of each of your turns, each enemy within 5 feet of you is blinded until the end of your turn.

*Channeling the spirit of the black dragon's caustic heart, your attack erupts in searing acid. As you rage, acid sears the eyes of nearby foes.*

### BLINDING SHOT

Rank 3 Rite • Offensive, Transmutation, Weapon (Long)

As an action, make a ranged attack using a weapon against one or two creatures within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. On a hit, your attack deals an extra 3d6 damage.

If both attacks hit, you can move one of the targets up to 25 feet to a space within 5 feet of the other target, and each target is bound by vines for 1 minute. Until this effect ends on a target, that target can't move by any means to a space that isn't within 5 feet of the other target. At the end of its turn, a target can make a Dexterity saving throw to escape this effect, ending the rite on a success.

When a target makes a saving throw against this effect, that target can take 2d8 damage to gain advantage on the saving throw.

*Two shots leap toward your foes, and when the shots strike, tendrils spread out to bind the foes together.*

### BOND OF SHARED PAIN

Rank 3 Rite • Abjuration, Utility (Short)

When an ally within 10 feet of you takes damage from an attack, you can use your reaction to take the triggering damage instead. The triggering ally take any other effect caused by the attack.

*The bond you share with your companions lets you take the injury meant for an ally.*

### BOUNTIFUL VIGOR

Rank 3 Rite • Evocation, Utility (Long)

As a bonus action, choose yourself or one ally you can see within 25 feet of you. For 1 minute, the target regains 1d8 hit points at the start of each of their turns if they have at least 1 hit point.

*Calling forth the essence of the primal world, you infuse your ally with the power of life and renewal.*

### BURROWING STRIDE

Rank 3 Rite • Stance, Transmutation, Utility (Long)

As a bonus action, you enter the Burrowing Stride stance. Until the stance ends, you gain a burrowing speed equal to your flying speed. You can burrow through loose earth or through solid stone as if it were difficult terrain. You must end your movement in an unoccupied space.

*You dive into the earth and reappear some distance from your starting point.*

### CALL DISCORDANT SPIRIT

Rank 3 Rite • Enchantment, Focus, Offensive (Long)

As an action, choose one creature you can see within 25 feet. The target must make a Wisdom saving throw. On a failed save, the target takes 5d10 psychic damage, and for 1 minute, each enemy other than the target suffers a -2 penalty to attack rolls and saving throws while within 25 feet of the target. On a successful save, this rite is not expended.

*You force a disagreeable spirit to bind itself to your enemy briefly, creating such discordance within the enemy that its companions lose their focus.*

### CALL FORTH THE SPIRIT WORLD

Rank 3 Rite • Evocation, Fear, Spirit, Utility (Short)

As a bonus action, your spirit companion gains a 15-foot aura that lasts for up to 1 minute or until your spirit companion is destroyed. Enemies within the aura suffer a -2 penalty to attack rolls. Any bloodied ally that starts their turn within the zone regains 1d8 hit points.

You must concentrate on this rite as if concentrating on a spell.

*Your enemies cannot bear the spirit world's wonder, but your allies find themselves reinvigorated.*

### CARVER'S RAGING GLORY

Rank 3 Rite • Offensive, Raging, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and you enter the rage of Carver's Glory. Until the rage ends, whenever you score a critical hit or reduce an enemy to 0 hit points, your next weapon attack deals an extra 1d8 damage on a hit.

*Your axe rises in time with the ocean's pounding waves. Your axe falls with the power borrowed from each crashing death.*

### CIRCLE OF BATTLE

Rank 3 Rite • Enchantment, Utility (Short)

As a bonus action, you mark one enemy within 5 feet of you until the start of your next turn. In addition, each of your allies within 5 feet of the target can use their reaction to safely move up to 10 feet to a space that is not within 5 feet of the target. Until the mark ends, when you hit the target with an opportunity attack, its speed is reduced to 0 until the end of its next turn.

*You command your allies to clear out a space, allowing you to draw an enemy's focus to yourself.*

### CLEANSING RAIN

Rank 3 Rite • Conjuration, Utility (Long)

As a bonus action, you create a 15-foot-radius, 30-foot-high cylinder of rain centered on you that lasts for 10 minutes. While within the zone, you and any allies gain resistance to fire damage, acid damage, and gain a +3 bonus to saving throws against fire and acid effects that a save can end.

*A gentle rain falls over the area around you, soothing burning wounds.*

### CLEAR THE CHAFF

Rank 3 Rite • Evocation, Utility (Short)

As a bonus action, choose yourself and any number of creatures within 15 feet of you. Each target can make a saving throw with a +4 bonus against one effect that a save can end.

*As primal energy washes over your allies, effects that would hinder them fall away like chaff on the wind.*



## CLEVER TRICKSTER SPIRIT

Rank 3 Rite • *Conjuration, Focus, Offensive (Long)*

As an action, choose one creature you can see within 50 feet. The target must make a Wisdom saving throw. The target takes 5d10 psychic damage on a failed save, or half as much damage on a success.

Additionally, for 1 minute, the target speed is reduced by 10 feet and attack rolls against it have advantage. The target can make a Wisdom saving throw at the end of each of its turns, ending these effects on itself on a success.

After the effect ends on the original target, the spirit leaps to the enemy nearest to the original target. For 1 minute, that enemy's speed is reduced by 10 feet and attack rolls against it have advantage. The second enemy can make a Wisdom saving throw at the end of each of its turns, ending the rite on a success.

*An ephemeral creature of stealth, cunning, and deception leaps on your foe, attacking that enemy and keeping it off balance. When your enemy finally shakes the spirit off, the spirit moves on to bedevil another foe.*

## DEATH'S BOUNTY

Rank 3 Rite • *Evocation, Focus, Offensive (Long)*

As an action, choose one creature you can see within 50 feet of you. The target must make a Constitution saving throw. The target takes 2d10 cold damage and 2d10 necrotic damage on a failed save, or half as much damage on a success.

In addition, if the target is reduced to 0 hit points within the next 10 minutes, a zone of greenery appears in a 10-foot radius centered on the target. The zone lasts for 10 minutes, it is difficult terrain, and any creature that ends its turn there is grappled by the zone (the zone uses your rite save DC when the creature tries to escape).

*You strike at your enemy with the fury of winter's hunter, and the place of that enemy's death becomes a patch of greenery.*

## DENY DEATH

Rank 3 Rite • *Necromancy, Utility (Long)*

As a reaction when you are reduced to 0 hit points and don't die, you are dying but don't fall unconscious because of that condition. At the end of your next turn, you fall unconscious if you are still at 0 hit points.

*The darkness will not swallow you until you have finished what you set out to do.*

## DIVING FIN

Rank 3 Rite • *Transmutation, Utility (Long)*

For 1 hour, if you have the Wild Shape class feature, you can use it to assume the form of a Tiny or Small aquatic beast, such as a fish or eel as many times as you like without expending uses of Wild Shape. In this form, you can't attack and your other actions are limited by the nature of your new form.

*You can transform into a small sea creature, using your find to traverse water as easily as land.*

## EARTHSTRIDE

Rank 3 Rite • *Transmutation, Utility (Short)*

As a bonus action while you are touching the ground, you teleport up to 20 feet.

*You meld into the ground and then emerge a short distance away.*

## ENRAGED SPIRIT

Rank 3 Rite • *Focus, Offensive, Spirit, Transmutation (Long)*

As a bonus action, your spirit companion transforms into a spirit of vengeance for 1 minute or until your spirit companion is no longer present at the start of your turn. While in this form, your spirit companion gains resistance to all damage, and you can use the following action each turn:

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 6d6 bludgeoning damage, and if the target deals any damage before the end of your next turn, it takes an additional 2d6 damage.

*Your spirit companion warps and writhes until it becomes something monstrous—a vision of vengeance.*

## ENRAGED SURGE

Rank 3 Rite • *Enchantment, Utility (Short)*

As a reaction, when you miss with a weapon attack while raging, you gain a +4 bonus to melee attack rolls and a +1d8 bonus to melee damage rolls until the end of your next turn.

*Your errant blow fuels your anger, empowering your strikes for a few moments.*

## ENTANGLING ROOTS

Rank 3 Rite • *Conjuration, Focus, Offensive (Long)*

As an action, you target each creature in a 15-foot radius sphere centered on a point within 50 feet of you. Each target must succeed on a Dexterity saving throw or take 6d6 bludgeoning damage and be restrained for 1 minute. While restrained by this rite, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, the sphere creates a zone of grasping roots and vines that lasts for 10 minutes. Any enemy that starts its turn within the zone has its speed reduced by 10 feet until the end of your next turn. While you are in your Wild Shape, your melee attacks against enemies within the zone can score a critical hit on rolls of 18–20.

*Roots and vines reach up from the earth to clutch at any creature nearby. As the plants slow enemies, your fangs and claws gain savage power against those foes.*

## ENTANGLING SHIELD

Rank 3 Rite • *Transmutation, Utility (Short)*

When you are hit with a melee attack while you are wielding a shield, you can use your reaction to gain a +4 bonus to AC until the end of your next turn, including against the triggering attack. If the triggering attack misses, the triggering attacker is restrained until the end of your next turn, or until you move away from the attacker, whichever comes first.

*Your shield sprouts vines that grab at your enemy.*

## EXPLOSIVE SACRIFICE

Rank 3 Rite • *Evocation, Focus, Offensive, Spirit (Long)*

As an action, choose any number of creatures you can see within 10 feet of your spirit companion. Each target must make a Dexterity saving throw. On a failed save, a target takes 6d6 force damage and cannot take reactions for 1 minute. On a successful save, the target takes half as much damage. While unable to take reactions because of this rite, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, your spirit companion disappears, and you can't call it back until after the end of your next turn.

*Your spirit companion sacrifices itself in an explosion of energy, which tears into nearby creatures.*

## EYES OF THE OWL

Rank 3 Rite • *Transmutation, Utility (Long)*

As a bonus action, you can choose yourself and any number of creatures within 25 feet of you. Each target gains both 60 feet of darkvision and a +6 bonus to Wisdom (Perception) checks for 10 minutes.

*The spirits of the night grant you enhanced senses.*

## FAR STEP ARROW

Rank 3 Rite • *Conjuration, Utility (Short)*

When you reduce an enemy to 0 hit points with an attack, you can teleport to a space within 5 feet of the triggering enemy (no action required).

*Your enemy's blood marks your path, letting you bridge the distance with primal power.*

## FERAL MAULING

Rank 3 Rite • *Bestial, Focus, Offensive, Transmutation (Long)*

As an action, make a melee spell attack against one creature within your reach. On a hit, the target takes slashing damage equal to 4d10 + your spellcasting ability modifier, and it must make a Dexterity saving throw. The target suffers a -2 penalty to attack rolls for 1 minute on a failed save, or until the end of your next turn on a success. While suffering a penalty to attack rolls from this rite, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*Your savage assault leaves your enemy too weak to make effective attacks.*

## FEYWILD JAUNT

Rank 3 Rite • *Conjuration, Utility (Short)*

As a bonus action, you are removed from play. At the start of your next turn, you reappear in an unoccupied space of your choice. That space must be within a number of feet equal to your speed.

*You vanish into the Feywild. A moment later, you reappear some distance away from where you disappeared.*

## FEYWILD SOJOURN

Rank 3 Rite • *Conjuration, Utility (Short)*

As a bonus action, you teleport to a safe place in the Feywild. While you are there, you can only target yourself with spells and abilities. At the end of your next turn, or as a bonus action before then, you reappear in an unoccupied space within 10 feet of the space you left.

*You take a jaunt to the Feywild, returning to the world when you have healed and changed form.*

## FLURRY OF STINGERS

Rank 3 Rite • *Bestial, Conjuration, Focus, Offensive (Long)*

As an action, you target each creature within 10 feet of you. Each target must make a Constitution saving throw. A target takes 6d6 poison damage on a failed save, or half as much damage on a success.

In addition, for 1 minute, any enemy that enters a space within 5 feet of you or starts its turn there takes 1d8 poison damage.

*Vicious, stinging insects dart around you, stinging anyone who comes near.*

## FLYING SERPENT RAGE

Rank 3 Rite • *Offensive, Raging, Transmutation, Weapon (Long)*

As a reaction, when an enemy makes a melee weapon attack or a charging attack against you or an ally, immediately before the attack is made you can safely move up to your speed and make a melee attack using a weapon against the attacker. On a hit, your attack deals an extra 3d10 damage.

In addition, you enter the rage of the Flying Serpent. Until the rage ends, you can safely move up to 10 feet as a bonus action. In addition, after making a charge attack on your turn, you can safely move up to 10 feet (no action required).

*Coiling, spitting, and darting, you react to the enemy's charge with brutal swiftness.*

## FORM OF PARADISE'S BOUNTY

Rank 3 Rite • *Bestial, Focus or Weapon, Offensive, Transmutation (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target must succeed on a Constitution saving throw or be slowed for 1 minute. While slowed by this rite, the target's speed is reduced by 10 feet and it cannot take reactions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, you assume the guardian form of paradise's bounty for 1 minute. While you are in this form, you gain resistance to necrotic damage, a +4 bonus to Strength saving throws and Constitution saving throws. Also, whenever you regain hit points, each ally within 10 feet of you also regains 1d8 hit points.

*A protective layer of earth and vines wraps you tight, lashing out with your attack to hinder a foe.*



### FORM OF THE EAGLE

Rank 3 Rite • Transmutation, Utility (Long)

For 1 hour, if you have the Wild Shape class feature, you can use it to assume the form of a Small eagle as many times as you like without expending uses of Wild Shape. In this form, you can't attack and your other actions are limited by the nature of your new form.

*You change into a nimble bird of prey that easily soars out of reach of your foes.*

### FORM OF THE FLAME SNAKE

Rank 3 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)

When you hit a creature with a melee weapon attack, your attack deals an extra 3d10 fire damage, and the target is set on fire for 1 minute. While on fire from this rite, the target takes 2d8 fire damage at the start of each of its turns, and it cannot take reactions. The target can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the effect ends.

In addition, you assume the guardian form of the flame snake for 1 minute. While you are in this form, you gain resistance to fire damage, a +3 bonus to AC, and a +8 bonus to Strength (Athletics) checks.

*A supple layer of protective scales covers your skin and bestows the strike of the flame snake on your weapon.*

### FORM OF THE FRENZIED WOLVERING

Rank 3 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and bleeds for 1d6 necrotic damage.

In addition, you assume the guardian form of the frenzied wolverine for 1 minute. While you are in this form, you gain advantage on attack rolls against any creature that is bloodied or bleeding. Once before the rite ends, you can use a bonus action to spend up to three hit dice to regain hit points.

*When the time is right, you make a brutal attack against your chosen foe, opening a bleeding wound. You continue to strike wounded foes with particular ferocity.*

### FORM OF THE HUNTING SHARK

Rank 3 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and if the target is bloodied after the triggering attack, it also bleeds for 2d6 necrotic damage.

In addition, you assume the guardian form of the hunting shark for 1 minute. While you are in this form, you gain a swim speed equal to your walking speed, and allies gain a +3 bonus to attack rolls against enemies who are within 5 feet of you.

*Your skin takes on the texture of a great shark's, granting you mobility in water and the driven attack of an ocean predator.*

### FORM OF THE OAK SENTINEL

Rank 3 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)

When an enemy within your weapon's reach makes a melee attack against your ally, you can use your reaction to immediately make an opportunity attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 3d10 damage. Whether the attack hits or misses, you become the new target of the triggering enemy's attack, even if you aren't within the attack's range.

In addition, you assume the guardian form of the oak sentinel for 1 minute. While you are in this form, your melee reach increases by 5 feet, and any enemy that hits you with a melee attack takes 1d8 bludgeoning damage.

*Your skin thickens into rough bark, and your hair becomes a mane of leaves. Your arms lengthen so that you can attack your foes and protect your allies from a distance.*

### FORM OF THE SIROCCO

Rank 3 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target must succeed on a Constitution saving throw or be blinded for 1 minute. While blinded by this rite, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, you assume the guardian form of the sirocco for 1 minute. While you are in this form, you gain resistance to all damage, once on each of your turns, you can safely move up to 10 feet as a bonus action. This movement can move through enemies' spaces.

*A haze of sand surrounds you, protecting you from harm and letting you move like a blinding desert wind.*

### FORM OF THE STALWART MASTODON

Rank 3 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and you can move the target up to 10 feet and knock it prone.

In addition, you assume the guardian form of the stalwart mastodon for 1 minute. While you are in this form, you gain a +3 bonus to AC and saving throws while bloodied, and when you subject an enemy to forced movement, you can increase the distance of that forced movement by 5 feet (including the forced movement from this rite).

*Your body transforms to give you the thick hide and determined pace of the might mastodon, allowing you to knock creatures across the battlefield.*

### FORM OF THE STONE SENTINEL

Rank 3 Rite • *Bestial, Focus or Weapon, Offensive, Transmutation (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and you can spend up to three hit dice to regain hit points.

In addition, you assume the guardian form of the stone sentinel for 1 minute, and you regain 5d10 hit points. While you are in this form, you regain 1d8 hit points at the start of each of your turns as long as you have at least 1 hit point.

*Your body becomes a fusion of flesh and rough stone, invigorated by your connection to the earth.*

### FORM OF THE STORM EAGLE

Rank 3 Rite • *Bestial, Focus or Weapon, Offensive, Transmutation (Long)*

When you take the attack action on your turn, you can safely move up to your speed before one of your attacks using a weapon. On a hit, your attack deals an extra 3d10 lightning damage, and the target cannot take reactions for 1 minute.

While subject to this effect, the target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

In addition, you assume the guardian form of the storm eagle for 1 minute. While you are in this form, you gain resistance to lightning damage, and as a bonus action on each of your turns, you can fly up to your speed and must land at the end of the action or fall.

*Majestic feathered wings sprout from your back, and lightning crackles around your talon-like hands, as you leap into the air.*

### FORM OF THE VENGEFUL STORM

Rank 3 Rite • *Bestial, Focus or Weapon, Offensive, Transmutation (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 lightning damage, and the target is subject to the vengeful storm for 1 minute. While subject to the storm, whenever the target deals damage to you or an ally with an attack, the target takes 1d8 thunder damage and you can move the target up to 5 feet (no action required). The target can make a Constitution saving throw with a -3 penalty at the end of each of its turns, ending the effect on itself on a success.

In addition, you assume the guardian form of the stone sentinel for 1 minute. While you are in this form, you gain a fly speed of 20 feet (hover), and whenever a creature starts its turn within 5 feet of you, you can move that creature up to 5 feet (no action required).

*A howling wind heralds your transformation and, in answer, your body fades until only violence remains.*

### FOUR-ARMED IS FOREWARNED

Rank 3 Rite • *Focus, Offensive, Spirit, Transmutation (Long)*

As an action, choose one ally you can see within 5 feet of your spirit companion. The chosen ally can use their reaction to make a melee weapon attack against up to four enemies within 5 feet of them, with a separate attack roll for each target.

*You channel the many-armed thri-kreen spirit through your ally, allowing them to strike with speed and ferocity.*

### FRENZIED BEAST RAGE

Rank 3 Rite • *Necromancy, Offensive, Raging, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and you enter the rage of the Frenzied Beast. Until the rage ends, once per round as a bonus action you can take 1d8 necrotic damage to deal 1d8 + 4 necrotic damage to an enemy within 5 feet of you. The damage you take cannot be reduced or negated.

*You are so consumed with primal fury that you enter a self-destructive rampage.*

### GREATBERRY

Rank 3 Rite • *Transmutation, Utility (Long)*

As a bonus action, you create four greatberries. Each lasts until it is consumed or until the end of your next long rest. A creature can use a bonus action to consume a greatberry either to regain 2d8 hit points, to make a saving throw against one effect that a save can end, or to gain 2d8 temporary hit points.

*You conjure berries infused with primal power, letting those who consume them take advantage of their curative energy.*

### HEART STRIKE

Rank 3 Rite • *Stance, Transmutation, Utility (Long)*

As a bonus action, you enter the Heart Strike stance. Until the stance ends, whenever you hit with a weapon attack, your attack deals an extra 1d8 damage.

*You put the weight of your spirit behind every swing of your weapon.*

### HOST OF SPARROWS

Rank 3 Rite • *Polymorph, Transmutation, Utility (Long)*

As a reaction, when you are damaged by an attack, you assume the form of a cloud of flying sparrows until the start of your next turn, and you can fly up to your speed without provoking opportunity attacks. While in this form, you gain resistance to all damage, you can't attack or cast spells, and you can't pick up or manipulate objects. If you are still airborne at the start of your turn, you land without taking falling damage.

*As you are hurt, you dissipate into a host of sparrows, flying to re-form farther away.*

### HOWL OF THE ALPHA WOLF

Rank 3 Rite • *Enchantment, Utility (Short)*

As a bonus action, choose one ally within 25 feet of you who can hear you. You can move the target up to 10 feet and then you can safely move up to 15 feet.

If you reduced an enemy to 0 hit points during this turn, you can target each ally within 25 feet of you, instead of only one.

*You snarl nearly incomprehensible orders to your allies, and they hasten to obey.*



## HUNTER'S THORN TRAP

Rank 3 Rite • Conjunction, Utility (Short)

As a bonus action, choose a 5-foot space you can see on the ground within 50 feet. The chosen space becomes a zone that lasts for 10 minutes or until an enemy enters it. Without a successful Wisdom (Perception) check against your rite save DC, your enemies will notice neither the zone nor your use of this rite. When an enemy enters the zone, the enemy takes 5d10 magical piercing damage, and its speed is reduced to 0 until the end of your next turn.

*Your primal magic forms invisible thorns that lurk just below the surface of the ground. When a foe steps on their location, they erupt to rend and tear flesh.*

## MOUNTAIN ROOTS

Rank 3 Rite • Abjuration, Stance, Utility (Long)

As a reaction, when you are subject to forced movement, you negate the forced movement. In addition, you enter the Mountain Roots stance. Until the stance ends, you can negate any forced movement used against you.

*You sink your spirit into the earth to stand your ground.*

## MOUNTAIN'S MIGHT

Rank 3 Rite • Focus, Offensive, Spirit, Transmutation (Long)

As an action, choose one ally you can see within 5 feet of your spirit companion. Your spirit companion disappears, and for up to 1 minute, the chosen ally assumes the form of Mountain's Might. While in this form, the ally's speed is reduced by 10 feet, and they gain resistance to all damage and a +1d8 bonus to melee damage rolls. The chosen ally can end this effect as a bonus action.

In addition, you can choose any number of enemies within 5 feet of your chosen ally. Each chosen enemy must make a Constitution saving throw. On a failed save, a target takes 6d6 bludgeoning damage and is knocked prone. On a successful save, the target takes half as much damage.

You must concentrate on this rite as if concentrating on a spell.

*When your spirit merges with your ally, the ground trembles and knocks foes from their feet. That ally then assumes a rocky form that is slow but resilient.*

## NATURE'S VENGEANCE

Rank 3 Rite • Offensive, Transmutation, Weapon (Long)

When you hit a creature with an attack using a ranged or thrown weapon, your attack deals an extra 3d10 damage, and the target must make a Strength saving throw. On a failed save, you can move the target up to 5 feet and for 1 minute, its speed is reduced to 0.

In addition, the attack creates a zone in a 10-foot radius on the ground centered on the target. The zone lasts for up to 1 minute. Whenever an enemy within the zone deals damage with an attack, that enemy's speed is reduced to 0 for 1 minute. If that enemy's speed is already being reduced to 0, it takes 1d8 bludgeoning damage, and it is restrained for 1 minute.

A target suffering an effect from this rite can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

You must concentrate on this rite as if concentrating on a spell.

*When you attack, nature responds with vines that ensnare your enemies.*

## OAK HAMMER RAGE

Rank 3 Rite • Offensive, Raging, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and you knock the target prone.

In addition, you enter the rage of the Oak Hammer. Until the rage ends, whenever you hit a target with a melee weapon attack, you knock that target prone. If that target is already prone, the attack instead deals an extra 1d8 damage on a hit.

*The ancient spirit of the oak knocks your foe to the ground. As you rage, you knock foe after foe down to the earth, then strike them with the earth's fury.*

## PAIN FROM PERSEVERANCE

Rank 3 Rite • Focus, Offensive, Transmutation (Long)

As an action, choose one creature you can see within 50 feet of you. The target must succeed on a Constitution saving throw or take 5d10 psychic damage.

In addition, choose one damage type: acid, cold, fire, lightning, or thunder. For 1 minute, the target loses any resistance to that damage type and gains a 1d8 susceptibility to that damage type. The target can make a Constitution saving throw at the end of each of its turns, ending both effects on itself on a success. Also, for 1 minute, your melee attacks can deal damage of the type you chose instead of their normal damage type.

*Your wrath carries the spirit of Bitter Eidolon through your foe, transforming its resistance into weakness.*

## PRIMAL GUST

Rank 3 Rite • Abjuration, Utility (Short)

As a bonus action, choose one creature you can see within 50 feet. You can move the target up to 15 feet.

*A gust moves an ally or an enemy into position.*

## QUICKENING BREEZE

Rank 3 Rite • Abjuration, Spirit, Utility (Long)

As a bonus action, your spirit companion gains a 5-foot aura. The first time any ally fails a saving throw while within the aura, the ally can reroll the saving throw. The second time any ally fails a saving throw while within the aura, the ally can reroll the saving throw with a +2 bonus. The third time any ally fails a saving throw while within the aura, the ally can reroll the saving throw with a +4 bonus. This aura ends after the third rerolled saving throw or after 1 minute has passed.

*You call a gentle wind that surrounds your spirit companion and extends outward to your allies, helping them overcome harmful effects.*

## RAGE OF THE BATTLE TYRANT

Rank 3 Rite • Enchantment, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target suffers a 1d8 susceptibility to all damage for 1 minute. The target can make a Constitution saving throw at the end of each of its turns, ending the susceptibility on a success.

In addition, you enter the rage of the Battle Tyrant. Until the rage ends, whenever you hit any enemy with a weapon attack, one ally within 10 feet of that enemy can safely move up to 5 feet (no action required).

*Your strike awakens a rage within you that urges your allies to move about the battlefield with impunity whenever you hit.*

## RAGE OF THE DEATH SPIRIT

Rank 3 Rite • Necromancy, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and for 1 minute, the target deals only half damage with weapon attacks using Strength. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

In addition, you enter the rage of the Death Spirit. Until the rage ends, at the start of each of your turns, you can mark each enemy within 10 feet of you until the end of your next turn. Additionally, you gain a +3 bonus to attack rolls against enemies marked by you.

*As you strike, robbing your foe of its strength, you awaken a spirit that commands your enemies' attention.*

## RAGE OF THE PRIMAL BANSHEE

Rank 3 Rite • Conjuration, Fear, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 15 feet.

In addition, you enter the rage of the Primal Banshee. Until the rage ends, enemies cannot make a charging attack against any ally who is within 20 feet of you or take the Dash action while within 20 feet of you.

*You manifest shrieking spirits as you strike your enemy. While the spirits remain, your foes can't bring themselves to rush your allies.*

## RAGING STORM SPIRIT

Rank 3 Rite • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see in a 30-foot radius sphere centered on a point within 50 feet of you. The target must succeed on a Dexterity saving throw or take 5d10 lightning damage.

In addition, the sphere creates a zone of thunder that lasts for 1 minute. Any ally deals 1d8 extra thunder damage when they hit an enemy that is within the zone.

*With a peal of thunder, a storm cloud laden with dancing bolts of lightning appear and sand lashes out at your foe, then lingers to empower the attacks of your allies.*

## REAP VITALITY

Rank 3 Rite • Evocation, Focus, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d6 damage, and you can make one additional melee attack using a weapon against a different creature within your reach. On a hit, your attack deals an extra 3d6 damage.

In addition, for 1 minute, bloodied allies who start their turn within 5 feet of you regain 1d8 hit points.

*Your attacks seem to harvest your enemies' life essence, transferring it to your allies.*

## RETURNING STRENGTH

Rank 3 Rite • Evocation, Utility (Long)

As a bonus action, can spend up to three hit dice to regain hit points plus an additional 1d8 hit points.

*Just as primal energy grants life to the world, it lends strength and endurance to you.*

## ROCK SHIELD SPIRITS

Rank 3 Rite • Conjuration, Utility (Long)

As a bonus action, you conjure rock spirits to fill a 10-foot radius sphere centered on a point you can see on the ground within 25 feet of you. The zone lasts for 1 minute, and while within the zone, any ally gains a +2 bonus to AC, Strength saving throws, and Constitution saving throws. As a bonus action, you can move the zone up to 25 feet.

*Spirits of earth rise up to protect your allies.*

## ROOT GATE

Rank 3 Rite • Conjuration, Utility (Long)

As a bonus action, choose two different unoccupied 5-foot spaces you can see within 50 feet of you. Each chosen space becomes a zone that lasts for 10 minutes. When you or any of your allies enters either of the zones, that character can teleport to the other zone (no action required), as long as the destination zone is unoccupied.

*As your command, great roots threaded with primal power burrow through the ground around you, closing the space between two points on the battlefield.*

## SACRIFICIAL SPIRIT

Rank 3 Rite • Necromancy, Spirit, Utility (Long)

At any time (no action required), each ally within 5 feet of your spirit companion regains up to two spent hit dice, and your spirit companion is immediately destroyed and cannot be conjured again until the start of your next turn.

*You temporarily sap your spirit companion of its strength, transferring its power to bolster the life force of your allies.*



### SERPENT FANG RAGE

Rank 3 Rite • Offensive, Raging, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 poison damage, and the target must succeed on a Constitution saving throw or be poisoned for 1 minute. While poisoned by this rite, the target takes 1d8 poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

In addition, you enter the rage of the Serpent Fang. Until the rage ends, any enemy you hit with a weapon attack grants advantage on attack rolls against itself until the end of your next turn.

*Scale-shaped tattoos form on your arms, and you strike with a suddenly envenomed weapon. From then on, your rage-flushed markings distract those you damage.*

### SHELTERING UNDERBRUSH

Rank 3 Rite • Transmutation, Utility (Long)

As a bonus action, you create a zone in a 15-foot radius centered on you that lasts for up to 1 minute. You and your allies have half cover while within the zone, and the zone is difficult terrain for your enemies.

You must concentrate on this rite as if concentrating on a spell.

*Vines and undergrowth burst forth to shelter you.*

### SHIELD OF STONE

Rank 3 Rite • Transmutation, Utility (Long)

As a bonus action, choose one ally you can see within 25 feet. You can move the target up to 25 feet. In addition, until the end of your next turn, the target gains resistance to all damage, and a +3 bonus to AC and saving throws.

*Earth carries your ally to safety while stone forms a protective barrier around them.*

### SHIELD OF THE IMMORTAL FOREST

Rank 3 Rite • Abjuration, Spirit, Utility (Long)

As a bonus action, your spirit companion gains a 5-foot aura for 1 minute. While in the aura, you and your allies gain a +2 bonus to AC and saving throws. In addition, when an enemy hits an ally you can see within 50 feet of you, you can use your reaction to immediately grant that ally a +4 bonus to AC against the triggering attack, potentially causing it to miss.

*You awaken the slumbering spirits of the forest to protect your allies from harm.*

### SPIDER THICKET

Rank 3 Rite • Conjuration, Offensive, Weapon (Long)

As an action, make a ranged attack using a weapon against any number of creatures within 15 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. On a hit, the target takes no damage, but is poisoned for 1 minute. While poisoned, the target takes 2d8 poison damage at the start of each of its turns, and it deals only half damage with weapon attacks using Strength. A target poisoned by this rite can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, you can teleport each target to a space within 15-foot of your chosen point.

*You hurl your foes through a thicket of webs in the Feywild. They return covered in translucent venomous spiders, which gnaw at their flesh.*

### SPIRIT CONTROL

Rank 3 Rite • Focus, Offensive, Spirit, Transmutation (Long)

As an action, choose any number of creatures you can see in a 25-foot cube originating from you. Each target must make a Dexterity saving throw. On a failed save, a target takes 6d6 force damage, and for 1 minute, you gain a +3 bonus to *spirit* attack rolls against that target. On a successful save, the target takes half as much damage.

In addition, the cube creates a zone of flaring energy that lasts for 1 minute. While your spirit companion is within the zone, you gain a +1d8 bonus to *spirit* damage rolls.

*You open a rift of flaring spiritual energy that blasts your enemies, strengthens your spirit companion, and enhances your ability to call on the spirits.*

### SPIRIT OF AUTUMN'S REAPING

Rank 3 Rite • Focus, Necromancy, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must make a Constitution saving throw. On a failed save, the target takes 5d10 necrotic damage, and suffers a 1d8 susceptibility to all damage for 1 minute. On a successful save, the target takes half as much damage and suffers a 1d4 susceptibility to all damage for 1 minute. While suffering a susceptibility from this rite, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

In addition, you and each ally within 50 feet of you regain 1d8 hit points.

*A spirit of a robed figure swings its scythe to harvest the enemy's life, using that energy to heal you and your allies.*

## SPIRIT OF EARTH ARISEN

Rank 3 Rite • Conjunction, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. You conjure a Medium spirit of the land in an unoccupied space within 5 feet of the target. The spirit lasts for up to 1 minute, and occupies its space. Each space within 10 feet of the spirit is difficult terrain for your enemies. When any ally within 10 feet of the spirit hits an enemy, that ally regains 1d8 hit points. An ally can regain hit points in this way once per round. As a bonus action, you can move the spirit up to 25 feet. When the spirit appears, you can make a melee spell attack originating from the spirit against the target. On a hit, the target takes 5d10 bludgeoning damage, or half as much damage on a miss.

You must concentrate on this rite as if concentrating on a spell.

*A spirit of soil and rock erupts from the ground under your foe. Its presence rallies your allies, who are invigorated by the spirit with each strike.*

## SPIRIT SUMMONS

Rank 3 Rite • Conjunction, Spirit, Utility (Long)

When you use the *call spirit companion* rite while you already have a companion conjured, you can use this rite to gain the ability to conjure a second spirit companion. This rite lasts for 1 minute. When you use a *spirit* rite, you choose which spirit companion to use for the attack or saving throw. When an effect applies to creatures within 5 feet of your spirit companion, that effect applies to creatures within 5 feet of either spirit companion. The second spirit companion disappears when this rite ends.

*You send forth a call into the spirit world and summon a second companion to guide your way.*

## SPIRITED WIND

Rank 3 Rite • Evocation, Utility (Short)

As a bonus action, you can choose yourself and one other creature within 5 feet of you. Each target can fly up to 30 feet (no action required), and gain a +6 bonus to AC and saving throws against opportunity attacks and their effects provoked by this movement.

*A powerful gust circles around you and lifts you and an ally into the air.*

## SPIRITS OF FIRE AND ICE

Rank 3 Rite • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 3d10 fire damage. You then choose either the target or one creature within 5 feet of it. The creature you choose becomes restrained for 1 minute. While restrained by this rite, at the start of each of the target's turns, it and each enemy within 5 feet of it take 1d8 cold damage. The target can make a Constitution saving throw at the end of each of its turns, ending the rite on a success.

*Flames and frost mingle their power to destroy your enemies*

## SPIRITS OF THE SHADOWED MOON

Rank 3 Rite • Illusion, Utility (Long)

As a bonus action, you create a zone of glimmering lights that fills a 15-foot radius sphere centered on you for 1 minute. While within the zone, you and your allies are lightly obscured and can make Dexterity (Stealth) checks to become hidden. As a bonus action, you can move the zone up to 25 feet.

*A spirit of the moon—a creature of mist and shadow—conceals your allies.*

## SQUALL SPIRIT

Rank 3 Rite • Evocation, Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 3d10 lightning damage, and each enemy within 5 feet of the target must succeed on a Constitution saving throw or take 1d8 thunder damage.

*Spawned from raging spring storms, the squall spirits strike your foes with primal fury*

## STONE BEAR RAGE

Rank 3 Rite • Offensive, Raging, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and you enter the rage of the Stone Bear. Until the rage ends, you gain resistance to all damage.

*The spirit of the stone bear that hunts at the mountains' roots courses through you, and its fury blunts the pain of your wounds.*

## STONE ROOT'S RESILIENCE

Rank 3 Rite • Abjuration, Utility (Long)

As a bonus action, choose one ally you can see within 25 feet. For 1 minute, the chosen ally gains 4 temporary hit points at the start of each of their turns.

*You grant an ally the resilience of the mountains to sustain blows that would cripple another creature.*

## SUDDEN OVERGROWTH

Rank 2 Rite • Focus, Offensive, Transmutation, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 3d6 damage.

In addition, you activate a 5-foot aura around yourself for 1 minute. The aura is difficult terrain for your enemies, and while your enemies are in the aura, attack rolls against them have advantage.

*When you strike at your foes, the very plants of the ground rise up to grasp at your enemies.*



## SUMMON GIANT CROCODILE

Rank 3 Rite • Conjunction, Focus, Offensive, Summoning (Long)

As a bonus action, you summon a Huge giant crocodile in an unoccupied space within 25 feet.

The giant crocodile is friendly to you and your companions. Roll initiative for the crocodile, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The crocodile persists for 1 minute or until you dismiss it as a bonus action.

If you don't issue any commands to the giant crocodile by the end of your turn, on its turn, it tries to use multiattack, maintaining its bite if it has a target grappled. If it can't do that, it moves toward the nearest enemy and attacks it if possible.

The DM has the creature's statistics.

*Chomping its jaws, a great crocodile appears at your command.*

## SUMMON GREAT EAGLE

Rank 3 Rite • Conjunction, Focus, Offensive, Summoning (Long)

As a bonus action, you summon a Medium great eagle in an unoccupied space within 25 feet.

The great eagle is friendly to you and your companions. Roll initiative for the eagle, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The eagle persists for 1 minute or until you dismiss it as a bonus action.

If you don't issue any commands to the great eagle by the end of your turn, on its turn, it moves toward the nearest enemy and attacks it if possible, then moves as far away as it can using its flyby attack trait.

The creature's statistics are at the end of this supplement.

*You call to the sky, and a second later an eagle swoops at your foes.*

## SUMMON PROUD BEAR

Rank 3 Rite • Conjunction, Focus, Offensive, Summoning (Long)

As a bonus action, you summon a Large proud bear in an unoccupied space within 25 feet.

The proud bear is friendly to you and your companions. Roll initiative for the bear, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The bear persists for 1 minute or until you dismiss it as a bonus action.

If you don't issue any commands to the proud bear by the end of your turn, on its turn, it moves toward the nearest enemy and attacks it if possible.

The creature's statistics are at the end of this supplement.

*You stomp as you summon your bear ally, which appears and looks for something big to maul.*

## SURGE OF FURY

Rank 3 Rite • Enchantment, Utility (Long)

When you start your turn dazed, dominated, or subject to an effect that prevents you from taking reactions, you negate the triggering effect. In addition, until the end of your next turn, you are immune to effects that daze, dominate, or prevent you from taking reactions.

*You release a howl that blocks out the whispers of your enemies and fills you with a fury that gives you a clarity of purpose.*

## SYLVAN TRICKERY

Rank 3 Rite • Illusion, Utility (Long)

As a bonus action, choose yourself or one ally you can see within your reach. You touch the target and they become invisible until the end of their next turn or until they make an attack or cast a spell. When the invisibility ends, the target can teleport up to 15 feet.

*Your faerie allies cloak you in fey magic to hide you and speed you away.*

## TOTEMIC SCARIFICATION

Rank 3 Rite • Stance, Transmutation, Utility (Long)

As a bonus action, you enter the Totemic Scarification stance. Until the stance ends, you suffer a -4 penalty to AC and saving throws but gain a +2 bonus to attack rolls.

*As you set aside caution for relentlessness, glowing totemic symbols begin carving themselves across your skin.*

## TWILIGHT'S VEIL

Rank 3 Rite • Illusion, Utility (Long)

As a bonus action, you can target yourself and any number of creatures within 5 feet of you. Each target becomes invisible until they attack or until the end of your next turn.

*You reach into the spirit world, weaving together strands of primal night to cloak yourself and your allies in a veil of invisibility.*

## UPDRAFT

Rank 3 Rite • Evocation, Utility (Long)

As a bonus action, choose yourself or one creature you can see within 50 feet of you. The target can immediately fly up to 25 feet. If the target does not end the movement on a solid surface, it falls. Additionally, for 1 minute, you can use a bonus action on each of your turns to repeat the rite against the same target or a different one.

You must concentrate on this rite as if concentrating on a spell.

*A gust of wind swirls around you, lifting you into the air.*

## VERDANT FLAMES

Rank 3 Rite • Evocation, Utility (Long)

As a bonus action, you create a zone of green flames in a 10-foot radius centered on a point you can see within 50 feet that lasts for 1 minute. Enemies grant advantage on attack rolls against themselves and suffer a -6 penalty to Dexterity (Stealth) checks while in the zone. Any enemy that ends its turns in the zone takes 1d8 fire damage. You can move the zone up to 25 feet as a bonus action.

*Eldritch green flames wrap around your enemies, hampering their ability to defend themselves or hide from you.*

## WARDING VINES

Rank 3 Rite • Conjunction, Utility (Long)

As a bonus action, you conjure a zone of protective vines that fills a 10-foot radius around you and lasts for 1 minute. While within the zone, you and your allies gain resistance to all damage.

*Spectral vines bloom around you to shield you and your allies.*

## WELLSPRING OF RENEWAL

Rank 3 Rite • Abjuration, Utility (Short)

As a bonus action, you gain temporary hit points equal to half your level + 4. In addition, if you are marked, that condition ends.

*You draw on a fount of primal energy to renew your strength and your focus.*

## WHITE TIGER RAGE

Rank 3 Rite • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target must make a Wisdom saving throw. For 1 minute, the target's speed is reduced to 0 on a failed save, or by 10 feet on a successful save. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

In addition, you enter the rage of the White Tiger. Until the rage ends, any enemy that starts its turn within 5 feet of you has its speed reduced by 10 feet until the end of its turn.

*The spirit of the white tiger empowers your attack, freezing your enemy's in place. As the tiger's rage fills you, winter's chill slows your foes.*

## WILDFIRE AURA

Rank 3 Rite • Bestial, Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures you can see within 5 feet of you. Each target must make a Dexterity saving throw. A target takes 6d6 fire damage on a failed save, or half as much damage on a success.

In addition, you activate a 5-foot aura that lasts for 1 minute or until you dismiss it as a bonus action. Any enemy that ends its turn in the aura takes 1d8 fire damage. Once on each of your turns as a bonus while you are in your Wild Shape, you can increase the aura's size by 5 feet (up to a maximum size of 25 feet).

*Vicious spirits respond to your evocation with hungry flames that leap and dance around you.*

## WINTER STORM

Rank 3 Rite • Evocation, Utility (Long)

As an action, you create a 15-foot radius sphere of difficult terrain centered on a point you can see within 50 feet. The sphere lasts for up to 1 minute. While within the zone, any enemy suffers a 1d8 susceptibility to cold damage. Once on each of your turns, you can use a bonus action to increase the radius of the sphere by 5 feet to a maximum of 25 feet.

You must concentrate on this rite as if concentrating on a spell.

*Ice covers the ground, and biting wind makes your foes more susceptible to your cold attacks.*

## WINTER'S WITHERING

Rank 3 Rite • Evocation, Offensive, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 3d6 damage.

In addition, you activate a 5-foot aura that lasts for 1 minute. While in the aura, your allies ignore difficult terrain and gain a +3 bonus to saving throws.

*You slash your weapon while binding the withering spirit of winter to you, causing maladies to fall away from your allies.*

## WRATH OF THE STORM

Rank 3 Rite • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and you can push the target up to 20 feet.

*Your rage is like that of the howling storm. When you attack, you violently sweep aside the foe that dared to stand in your way.*

## WRITHING EARTH

Rank 3 Rite • Focus, Offensive, Transmutation (Long)

As an action, you target each creature in a 25-foot cube originating from you. Each target must make a Dexterity saving throw. On a failed save a target takes 6d6 bludgeoning damage and is knocked prone. On a successful save, the target takes half as much damage.

In addition, the cube creates a zone of difficult terrain for your enemies that lasts for 10 minutes.

*The earth groans all around, constantly creating and dissolving debris to block your enemies and smooth paths for your allies.*



## RANK 4 RITES

### ANCESTRAL WAR BAND RAGE

*Rank 4 Rite • Conjuraton, Offensive, Raging, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and you enter the rage of the Ancestral War Band. Until the rage ends, you gain advantage on melee weapon attack rolls. In addition, whenever you roll a 1 on a damage die for a melee weapon attack, the roll changes to the die's maximum value.

*You hew at your enemy, and the spirits of ancestral warriors rise up to aid you.*

### ANCIENT CLAN STRIKE

*Rank 4 Rite • Divination, Offensive, Weapon (Short)*

When you take the attack action on your turn, you can take 3d10 necrotic damage before one of your attacks using a weapon (this damage cannot be reduced or negated). If you do so, you gain a +5 bonus to the attack roll and this rite is not expended if you miss. In you take the damage, your attack also deals an extra 6d10 damage on a hit.

*Your tattoos, scars, and markings burn with primal energy, guiding and empowering a deadly blow.*

### ASPECT OF THE PRIMAL BOAR

*Rank 4 Rite • Bestial, Focus, Offensive, Transmutation (Long)*

As an action, you can move up to your speed + 10 feet and make a melee spell attack against one creature within your reach. On a hit, the target takes slashing damage equal to 6d10 + your spellcasting modifier. Any enemy that makes an opportunity attack against you during this movement takes 3d10 slashing damage, and you push that enemy up to 5 feet and knock it prone.

In addition, for 1 minute, your speed increases by 10 feet when Dashing or making a charging attack, and when you hit a target with a charging attack, your attack deals an extra 1d10 damage.

*You assume the aspect of the dire boar, charging headfirst toward your designated foe. You barrel through anyone foolish enough to stand in your path.*

### ASPECT OF THE PRIMEVAL CROCODILE

*Rank 4 Rite • Bestial, Focus, Offensive, Transmutation (Long)*

As an action, make a melee spell attack against one Large or smaller creature within your reach. On a hit, the target takes piercing damage equal to 5d10 + your spellcasting modifier, and it must make a Strength saving throw. On a failed save, the target is grappled by your jaws, and suffers a -6 penalty to its rolls to escape this grapple. On a successful save, the target is grappled by you, but does not suffer the penalty to its rolls to escape.

In addition, for 1 minute, when you hit an enemy within 5 feet of you with a melee attack, you grapple that enemy with your jaws. You can have only one creatures grappled in this way at a time.

*You assume the aspect of the dire crocodile and snap your powerful jaws onto your foe, making it almost impossible for it to escape.*

### BALEFUL POLYMORPH

*Rank 4 Rite • Focus, Offensive, Polymorph, Transmutation (Long)*

As an action, choose one creature you can see within 50 feet. The target must make a Wisdom saving throw. On a failed save, the target is stunned and assumes the form of a harmless, Tiny beast such as a newt, a turtle, or a mouse for 1 minute. On a successful save, the target takes 3d10 force damage and for 1 minute, the target is dazed. While subject to an effect from this rite, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*Transformed into a harmless animal, your enemy can do nothing but struggle against its useless new form.*

### BATTLE LUST

*Rank 4 Rite • Transmutation, Utility (Long)*

When you are dying at the start of your turn, you can spend up to four hit dice to regain hit points, and you can stand up (no movement required). Until the end of your next turn, you gain a +4 bonus to attack rolls and a +1d10 bonus to damage rolls.

*Your bloodlust pulls you from the brink of death.*

### BLADE WHIRLWIND

*Rank 4 Rite • Offensive, Transmutation, Weapon (Short)*

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and the target must succeed on a Strength saving throw or be pushed up to 5 feet.

*Your tattoos, scars, and markings burn with primal energy, guiding and empowering a deadly blow.*

### BLOOD FOR STRENGTH

*Rank 4 Rite • Necromancy, Offensive, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 6d10 damage.

*You deliver a brutal wound to your enemy, offering the result of your bloodlust to the spirits that fuel your rage.*

### BLOOD-FRENZY STRIKE

*Rank 4 Rite • Offensive, Transmutation, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Constitution saving through or suffer a 1d10 + 5 susceptibility to all damage until the end of your next turn.

*Your heavy blow draws blood and undermines the enemy's resolve in the face of greater damage.*

### BLOODLETING ASSAULT

*Rank 4 Rite • Offensive, Transmutation, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 6d10 damage.

When you use this exploit as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

*You sprint over the intervening ground, then drive your weapon into your enemy with an unnatural strength that cannot be denied.*

## BOLT OF LIGHTNING

Rank 4 Rite • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 6d10 lightning damage.

After the saving throw is resolved, the target is dazed until the end of your next turn.

*An arc of energy lances out from your hand to strike a foe.*

## BONDS OF MOONLIGHT

Rank 4 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with an attack using a ranged or thrown weapon, your attack deals an extra 2d10 cold damage and 2d10 radiant damage, and the target must succeed on a Wisdom saving throw or be restrained for 1 minute. While restrained by this rite, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*Lunar spirits haunt your attack, binding your enemy in cold moonlight.*

## BOUNDING ADVANCE

Rank 4 Rite • Transmutation, Utility (Short)

As a bonus action, you can safely move up to 25 feet and can move through enemies' spaces during the movement.

*You bound past your foes.*

## BRAMBLE HIDE

Rank 4 Rite • Utility, Transmutation (Short)

As a bonus action, until the end of your next turn, you gain a +5 bonus to AC, and any creature that hits you with a melee attack takes 2d10 + 5 piercing damage.

*Thorny vines emerge from your skin, promising pain to any who try to harm you.*

## BRIAR THICKET

Rank 4 Rite • Focus, Offensive, Transmutation, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage.

In addition, you gain a 5-foot aura for 1 minute. While within the aura, enemies grant advantage on attack rolls against themselves and cannot safely move or benefit from the Disengage action.

*You swing your weapon in a wide arc, and behind it erupt thorn-covered vines of primal magic.*

## CALL LIGHTNING STORM

Rank 4 Rite • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point you can see within 50 feet of you. Each target must succeed on a Dexterity saving throw or take 7d6 lightning damage.

In addition, the sphere creates a zone of wind and lightning for up to 1 minute. Any creature that enters the zone or starts its turn there has its speed reduced by 10 feet until the end of your next turn. As a bonus action, you can move the zone up to 25 feet. At the end of each of your turns, each creature within the zone takes 1d10 lightning damage.

You must concentrate on this rite as if concentrating on a spell.

*Lightning strikes from dark clouds overhead.*

## CALL TO THE INDOMITABLE DEFENDER

Rank 4 Rite • Abjuration, Focus, Offensive, Spirit (Short)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 6d10 bludgeoning damage, and until the end of your next turn, you and your allies gain resistance to all damage while within 5 feet of your spirit companion.

*Slamming into your opponent, your spirit companion channels a spirit of iron and earth. That spirit's invulnerability flows through your spirit companion to protect you and your allies.*

## CALL TO THE LAUGHING FORTUNE

Rank 4 Rite • Divination, Focus, Offensive, Spirit (Short)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 6d10 bludgeoning damage, and until the start of your next turn, if an ally within 5 feet of your spirit companion misses with an attack, you can use your reaction to allow that ally to reroll the attack with a +5 bonus.

*Your spirit companion channels a spirit of good fortune as it attacks your foe. For a moment, your spirit companion shares the blessing of that spirit with your nearby allies.*

## CLAWS OF RETRIBUTION

Rank 4 Rite • Bestial, Focus, Offensive, Transmutation (Short)

As an action, make a melee spell attack against one creature within your reach. On a hit, the target takes slashing damage equal to 5d10 + your spellcasting ability modifier.

In addition, until the end of your next turn, you can make a melee weapon attack against any enemy within 5 feet of you that hits or misses you with an attack with a +5 bonus to the attack roll. These attacks do not use your reaction, but you can only make one such attack per turn.

*Wet with your enemy's blood, your claws lash out at any foe adjacent to you that dares to attack.*

## CLEANSING EARTH

Rank 4 Rite • Abjuration, Utility (Short)

When you are subjected to an effect that a save can end, you can use your reaction to make a saving throw against the triggering effect, with a +5 bonus to the saving throw.

*Even as harm befalls you, you draw on the earth for the strength to shrug it off.*



## CORDON OF THORNS

Rank 4 Rite • Offensive, Transmutation, Weapon (Short)

As an action, make a ranged attack using a weapon against any number of creatures within 10 feet of a point you can see within your weapon's range. You only need one piece of ammunition, and you make a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage.

In addition, the attack creates a zone of thorns on the ground that fills a 10-foot radius centered on your chosen point until the end of your next turn. While the zone persists, any creature that attempts to enter or leave the zone must succeed on a Constitution saving throw or take 1d10 piercing damage, and have their speed reduced by 10 feet until the end of their next turn.

*The arrow you loosed explodes into tiny thorns that hang suspended around your enemies, promising pain to any who dares pass through them.*

## CORROSIVE SLIME

Rank 4 Rite • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 4d10 acid damage, and the target must make a Constitution saving throw. On a failed save, the target and each enemy within 5 feet of it become covered in acid for 1 minute. On a successful save, each enemy within 5 feet of the target are splashed with acid for 1 minute.

While covered in acid, a creature takes 2d10 acid damage at the start of each of its turns. While slashed with acid, a creature takes 1d10 acid damage at the start of each of its turns. A creature suffering an effect from this rite can make a Dexterity saving throw at the end of each of their turns, ending the effect on themselves on a success.

Any creature reduced to 0 hit points by this rite dissolves into a puddle of corrosive slime that fills the creature's space. For 10 minutes, any creature that enters that space or starts its turn there takes 1d10 acid damage.

*Your missile slams into the foe, causing its skin to bubble. Corrosive ropes of slime then burst from it and burn your other enemies.*

## CRACK THE SKULL

Rank 4 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target is dazed until the end of your next turn.

*You slam your weapon against the skull of your foe, leaving it disoriented.*

## CREEPER'S GRASP

Rank 4 Rite • Conjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Dexterity saving throw or be restrained until the end of your next turn.

*Tendrils cover the enemy you hit, stopping its movement.*

## DARTING VIPER

Rank 4 Rite • Transmutation, Utility (Short)

As a bonus action, if you have the Wild Shape feature, you can safely move up to your speed. During this movement, you ignore difficult terrain and can move through enemies' spaces. Your speed then increases by 20 feet and you can move through enemies' spaces until the end of your next turn.

*You transform into a Viper and slip away from your foes. You then return to your normal form but retain some aspects of the viper for a moment.*

## DEVOURING FLIES

Rank 4 Rite • Conjuration, Focus, Offensive (Long)

As an action, you target each creature in a 15-foot radius sphere centered on a point you can see within 50 feet of you. Each target must make a Constitution saving throw. A target takes 7d6 piercing damage on a failed save, or half as much damage on a success.

In addition, the sphere creates a zone of wind and lightning for 1 minute. When any enemy starts its turn within the zone, you or an ally of your choice within 25 feet of you regains 1d10 hit points.

*You conjure a horde of ravenous horseflies, which bite your foes and transfer vitality to you.*

## DEVOURING ICE

Rank 4 Rite • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must make a Constitution saving throw. On a failed save, the target is restrained for 1 minute. On a successful save, this rite is not expended.

While restrained by this rite, the target can repeat the saving throw at the end of each of its turns. On a failed save, the target takes 1d10 cold damage. On a successful save, the target takes 3d10 cold damage and the rite ends.

*A coating of ice forms over your enemy, rooting it to the ground and freezing its flesh. The ice cuts the enemy when it breaks free.*

## DISTRACTING ADVANCE

Rank 4 Rite • Enchantment, Utility (Short)

As a bonus action, you can safely move up to half your speed. If you end this movement within 5 feet of an enemy, each of your allies within 5 feet of that enemy can safely move up to 15 feet (no action required) to a space that is not within 5 feet of that enemy.

*You bolt into the fray, bellowing a battle cry that distracts your foe long enough for your comrades to move away.*

## DRAWING ALL EYES

Rank 4 Rite • Enchantment, Focus, Offensive, Spirit (Short)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 6d10 slashing damage, and the target is marked by your spirit companion until the end of your next turn or until your spirit companion disappears. While marked by this rite, the target suffers a -5 penalty to attack rolls against creatures other than your spirit companion.

*Your spirit companion's vicious attack forces your enemy to take notice of it.*

## DRIVE TO THE GROUND

Rank 4 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Constitution saving throw. On a failed save, you can move the target up to 10 feet and knock it prone.

*You drive your weapon into your foe with such ferocity that it staggers away and crashes to the ground.*

## DROWN IN MUD

Rank 4 Rite • Offensive, Transmutation, Weapon (Short)

As an action, make a melee attack using a weapon against any number of creatures in a 5-foot radius of you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and the target must succeed on a Strength saving throw or its speed is reduced to 0 until the end of your next turn.

In addition, the radius creates a zone of difficult terrain until the end of your next turn. Any creature (other than you) in the zone that takes damage is knocked prone.

*Your enemies' vitality mingles with the ground, turning it into a soupy morass.*

## DRYAD'S TREES

Rank 4 Rite • Conjuration, Utility (Long)

As a bonus action, you conjure two Medium trees in unoccupied spaces you can see within 100 feet of you. Each tree occupies a 5-foot space and must be on a solid surface. The trees last for 10 minutes. When within 5 feet of either tree, you and your allies can each use a bonus action to teleport to a space within 5 feet of the other tree.

*Two ancient trees spring up. You and your allies can move from one tree to the other with a single step.*

## EARTHFRIEND

Rank 4 Rite • Utility, Transmutation (Long)

As a bonus action, you can choose yourself and any number of creatures you can see within 25 feet of you. Each target ignores difficult terrain for up to 8 hours.

You must concentrate on this rite as if concentrating on a spell.

*The land welcomes you and your allies as old friends, allowing you easy passage.*

## ELUSIVE WIND

Rank 4 Rite • Evocation, Utility (Short)

As a bonus action, you can safely fly up to 40 feet and if you are marked, that effect ends on you. If you don't land at the end of the movement, you descend to the ground without taking falling damage. In addition, until the end of your next turn, you can safely move up to 5 feet (no action required) whenever you are hit with an attack.

*You catch the wind and soar away safely.*

## EMBRACE THE WILD

Rank 4 Rite • Transmutation, Utility (Long)

As a bonus action, choose yourself or one ally. For 1 minute, the target has 60 feet of darkvision, cannot be blinded, attacks against them cannot gain advantage, and can see all creatures within 50 feet of them.

*Faint images of the eagle, the owl, the wolf, and other hunting beasts flicker within your eyes as you take on those creature's extraordinary senses.*

## ENVENOMED STEEL

Rank 4 Rite • Transmutation, Utility (Long)

As a bonus action, choose one axe, heavy blade, light blade, pick, or spear you can see within 5 feet. For 1 minute, once per round when a weapon attack hits using the target, the target of the attack also takes 2d10 poison damage and have its speed reduced by 10 feet until the end of the attacker's next turn.

*The weapon you touch seems to change color, taking on a sickly green tint.*

## EPHEMERAL WINGS

Rank 4 Rite • Utility, Transmutation (Short)

As a reaction, when an enemy deals damage to you, you can fly up to 25 feet and must land in a space that is farther away from the triggering enemy than where you started. This movement doesn't provoke opportunity attacks.

*When you're struck, ephemeral wings carry you to safety.*

## ERUPTING VINES

Rank 4 Rite • Conjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target and each enemy within 5 feet of it must succeed on a Dexterity saving throw or be restrained until the end of your next turn.

In addition, each enemy within 10 feet of the target has its speed reduced to 0 until the end of your next turn.

*Your attack summons a clutching mass of spectral vines that holds your enemies fast.*

## EXPOSE WEAKNESS

Rank 4 Rite • Bestial, Focus, Offensive, Transmutation (Short)

As an action, make a melee spell attack against one creature within your reach. On a hit, the target takes slashing damage equal to 5d10 + your spellcasting ability modifier, and the next attack roll against the target before the end of your next turn gains advantage. If that attack hits, it deals an extra 1d10 damage.

*You expose a hole in you prey's defenses, creating an opening for another strike.*

## FACES OF THE FALLEN

Rank 4 Rite • Necromancy, Spirit, Utility (Long)

As a bonus action, your spirit companion saps your foes. For 1 minute, any enemy that starts its turn within 5 feet of your spirit companion deals only half damage with weapon attacks using Strength until the start of its next turn.

*Each of your enemies sees the faces of fallen allies flicker across the visage of your spirit companion.*



## FATE WEAVER'S SHIELD

Rank 4 Rite • Abjuration, Utility (Short)

As a bonus action, choose one ally you can see within 25 feet of you. The target gains a +5 bonus to AC and saving throws until the end of your next turn or until it attacks.

*You call on the spirit of the great spider known as the Fate Weaver to craft a web of protection around an ally.*

## FERAL RECOVERY

Rank 4 Rite • Enchantment, Utility (Long)

As a bonus action, you can target yourself and any number of creatures within 10 feet of you. Each target who can see or hear you can make a saving throw against one effect that a save can end, with a +10 bonus to the saving throw if it is a charm, fear, or illusion effect.

*You call on the feral heart that lurks within all creatures to allow yourself and your friends to shake off an effect.*

## FEYMIRE TRAP

Rank 4 Rite • Conjuration, Offensive, Weapon (Short)

When you hit a creature with an attack using a ranged or thrown weapon, your attack deals an extra 4d10 damage, and the target must make a Wisdom saving throw. On a failed save, you can teleport the target up to 15 feet, and its speed is reduced by 10 feet until the end of its next turn.

*Your attack causes your enemy to fall through a fold in space and appear elsewhere, hindered by primal spirits.*

## FLAMEHEART RAGE

Rank 4 Rite • Evocation, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 fire damage, and the target burns for 1 minute. While burning, the target takes 1d10 fire damage at the start of each of its turns. The target can make Dexterity saving throw at the end of each of its turns, ending the effect on a success.

In addition, you enter the rage of the Red Dragon. Until the rage ends, any creature that hits you with a melee attack takes 1d10 + 5 fire damage.

*The spirit of the red dragon imbues your attack with fiery wrath, scorching your foe. As you rage, the fire of the dragon's heart lashes out at those that strike you.*

## FLOATING DEATH

Rank 4 Rite • Bestial, Focus, Offensive, Transmutation (Short)

As an action, you target each creature within 5 feet of you. Each target must succeed on a Dexterity saving throw or take 7d6 piercing damage.

You can then safely move up to your speed. If you end this movement at least 20 feet from where you started, you can target each creature within 5 feet of your new position. Each target must succeed on a Dexterity saving throw or take 7d6 piercing damage.

*After swarming over your foes, you move to another group of enemies and attack them as well.*

## FORGE OF THE CHAINS OF LIFE

Rank 4 Rite • Evocation, Utility (Long)

When an ally within 50 feet of you fails a death saving throw, you can use your reaction to heal that ally. The triggering ally regains hit points equal to half of their hit point total rounded down.

*As you feel an ally's spirit begin to slip away, you shout a word of command that fills that ally with new life.*

## FORM OF SUMMER FIRE

Rank 4 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)

As an action, make a melee weapon attack against any number of creatures within 10 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 fire damage.

In addition, you assume the guardian form of summer fire for 1 minute. While you are in this form, you gain resistance to fire damage and a +10 bonus to damage rolls.

*You erupt in flames to sear your foes as a crown of flames on your head, a burst of fire around your weapon, and a smoldering inferno in your eyes mark your transformation, protecting you from fire.*

## FORM OF THE AVALANCHE UNLEASHED

Rank 4 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and you knock the target prone. The target must make a Constitution saving throw. The target is stunned for 1 minute on a failed save, or unable to take reactions for 1 minute on a success. While stunned or unable to take reactions because of this rite, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, you assume the guardian form of the avalanche unleashed for 1 minute. While you are in this form, you gain resistance to all damage and each enemy that starts its turn within 10 feet of you has its speed reduced by 10 feet until the start of your next turn.

*You take on a resilient shell of rock and ice even as your presence on the battlefield slows your foes.*

## FORM OF THE CHARGING BOAR

Rank 4 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)

When you take the attack action on your turn, you can move up to your speed before one of your attacks using a weapon. On a hit, your attack deals an extra 4d10 damage, and you can move the target up to 10 feet.

In addition, you assume the guardian form of the charging boar for 1 minute. While you are in this form, you gain resistance to all damage and a +4 bonus to saving throws.

*Your features twist and contort as tusks push out from your jaw. The fury of the boar fills you when you choose to crash into your foe, knocking it across the battlefield.*

## FORM OF THE CRUSHING MOUNTAIN

*Rank 4 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)*

As an action, make a melee attack using a weapon against any number of creatures within 15 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and the target must make a Strength saving throw. You can pull the target up to 10 feet on a failed save, or up to 5 feet on a success.

In addition, you assume the guardian form of the crushing mountain for 1 minute. While you are in this form, you gain a +4 bonus to AC, and enemies within 5 feet of you cannot safely move or benefit from the Disengage action and must spend twice as much movement to leave spaces within 5 feet of you.

*Your body takes on the form of unworked stone, toughening it as your forbidding presence hinders the movement of foes around you. When the time is right, you magically pull enemies to your side.*

## FORM OF THE HUNTING TIGER

*Rank 4 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage. If you made the triggering attack with advantage and both attack rolls would have hit, your attack deals an extra 6d10 damage instead of 4d10.

In addition, you assume the guardian form of the hunting tiger for 1 minute. While you are in this form, your speed increases by 10 feet, you gain a +4 bonus to Dexterity saving throws. Also, when any enemy marked by you makes an attack roll against a creature other than you, you can safely move up to 10 feet toward that enemy (no action required).

*You assume the aspects of a tiger, boosting your speed and agility, especially when your allies are under attack.*

## FORM OF THE MAGMA BRUTE

*Rank 4 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 fire damage, and the target is covered in magma for 1 minute. While covered in magma, the target takes 2d10 fire damage at the start of each of its turns and must make a Dexterity saving throw at the end of each of its turns. The first time the target fails a saving throw against this effect, the target also becomes restrained for the duration. If the target succeeds on the saving throw against the effect, it is no longer covered in magma, and its space and each space within 5 feet of it becomes filled with rubble until cleared. Rubble-filled squares count as difficult terrain.

In addition, you assume the guardian form of the magma brute for 1 minute. While you are in this form, your melee attacks deal an extra 1d6 fire damage on a hit. Also, whenever you take damage from an attack, each enemy within 5 feet of you takes 1d10 fire damage.

*Smoke curls up from your body, spilling from fissures forming in your flesh. In an instant, fire follows to lend dread strength to your attacks.*

## FORM OF THE ROWAN SENTINEL

*Rank 4 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 lightning damage, and the target must succeed on a Constitution saving throw or become electrified for 1 minute. While electrified, the target takes 1d10 lightning damage at the start of each of its turns, and it cannot take reactions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, you assume the guardian form of the rowan sentinel for 1 minute. While you are in this form, you gain resistance to lightning damage, and your melee reach increases by 5 feet. Also, if any enemy starts its turn within 15 feet of you and you are able to take actions, that enemy is marked by you until the end of your next turn.

*You deliver a barrage of lightning that staggers your foe. Your skin becomes smooth bark that crackles with lightning. Your arms lengthen to complete your transformation.*

## FORM OF THE SAND SENTINEL

*Rank 4 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)*

As an action, make a melee attack using a weapon against any number of creatures in a 15-foot cone originating from you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 fire damage.

In addition, you gain 1d10 + 5 temporary hit points and assume the guardian form of the sand sentinel for 1 minute. While you are in this form, you gain a +5 bonus to Constitution saving throws, and whenever you hit an enemy, an ally within 25 feet of you gains 1d10 temporary hit points.

*A vortex of burning desert sand surrounds you, boosting your resilience and that of your allies and allowing you to swing your weapon to create a blast of fire.*

## FORM OF THE STONE CRUSHER

*Rank 4 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)*

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and the target must succeed on a Strength saving throw or be restrained for 1 minute. While restrained by this rite, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, you assume the guardian form of the stone crusher for 1 minute. While you are in this form, you gain a +4 bonus to AC, and you can reduce the distance of forced movement you are subjected to by up to 10 feet.

*Stony plating spreads to armor your body and root you to the ground. When the time is right, you can swing your weapon in a great burst and smash your foes to the ground.*



## FORM OF THE WINDSTORM'S WRATH

Rank 4 Rite • Bestial, Focus or Weapon, Offensive, Transmutation (Long)

As an action, make a melee attack using a weapon against any number of creatures in a 15-foot cone originating from you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and the target must succeed on a Strength saving throw or be pushed up to 15 feet and knocked prone. After the attacks are resolved, you can move each enemy you have marked up to 5 feet.

In addition, you assume the guardian form of the windstorm's wrath for 1 minute. While you are in this form, you gain a +4 bonus to saving throws, and your allies take half as much damage as normal from weapon attacks while within 5 feet of you.

*You are girded by wind and rain, which protect you and nearby allies and drive your foes across the battlefield.*

## FORTRESS OF STONE

Rank 4 Rite • Transmutation, Utility (Short)

As a bonus action, choose one ally you can see within 25 feet. Until the end of your next turn or until the target moves, the target gains three quarters cover, and no enemy can enter a space within 5 feet of the target.

*The earth rumbles at your ally's feet, as a protective stone rises.*

## FORTUNE'S FAVOR

Rank 4 Rite • Divination, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, you can reroll the attack. If the reroll hits, your attack deals an extra 7d10 damage. If the reroll misses, your attack deals an extra 3d10 damage.

*You strike at an odd angle, gambling that your enemy will react by maneuvering into the force of your blow.*

## FROST HIDE RAGE

Rank 4 Rite • Abjuration, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 cold damage, and the target's speed is reduced by 10 feet for 1 minute. The target make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

In addition, you enter the rage of the Frost Hide. Until the rage ends, you gain resistance to all damage.

*Your weapon becomes icy as you strike. Afterward, the ice spreads over your skin, shielding you from harm.*

## FUEL THE FIRE

Rank 4 Rite • Transmutation, Utility (Short)

As a bonus action, you provoke an opportunity attack from each enemy within 5 feet of you. Until the end of your next turn, you gain a bonus to attack rolls equal to +2 for each enemy that makes the opportunity attack.

*You lower your weapon, allowing your opponent to score a glancing blow, but the pain only fuels your rage and adds strength to your own attacks.*

## GRAY ROARER'S RAMPAGE

Rank 4 Rite • Enchantment, Focus, Offensive, Spirit (Long)

As an action, your spirit companion can move up to 20 feet. During this movement, it can pass through spaces occupied by your enemies. After the movement, make a melee spell attack originating from your spirit companion against each enemy whose space your spirit companion entered as part of this rite, with a separate attack roll for each target. On a hit, a target takes 7d6 psychic damage, you can move the target up to 5 feet, and for 1 minute, the target cannot take reactions. On a miss, the target takes half as much damage, and until the end of your next turn, the target grants advantage on attack rolls against itself.

While unable to take reactions from this rite, the target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

*Your spirit companion passes through the heads of your foes like a whirlwind, scattering their thoughts and directing their movement.*

## GREAT STOMP

Rank 4 Rite • Transmutation, Utility (Long)

As a bonus action, you turn each space on the ground within 25 feet of you becomes difficult terrain until the end of your next turn.

*As you slam your foot into the ground, primal energy pours through you, buckling the ground beneath you with its power.*

## GUIDING SNARL

Rank 4 Rite • Enchantment, Spirit, Utility (Long)

When an ally within 5 feet of your spirit companion misses an enemy with an attack, you can use your reaction to distract your ally's target. The triggering ally can reroll the attack with a +5 bonus to the attack roll.

*Your spirit companion feints to put your foe in a better position for your ally's strike.*

## GUIDING WINDS

Rank 4 Rite • Transmutation, Utility (Short)

As a bonus action, choose any number of allies you can see within 5 feet of your spirit companion. Your spirit companion disappears, and you can move each target up to 25 feet.

*The gentle breeze swirling around your spirit companion intensifies, pushing your allies to confront an enemy.*

## HEALING HARVEST

Rank 4 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target grants advantage on attack rolls against itself to your allies until the start of your next turn.

In addition, until the start of your next turn, when any ally hits the target, that ally regains 1d10 + 5 hit points.

*The savagery of your attack invigorates your allies when they target the same foe.*

## HEALING HOWL

Rank 4 Rite • Enchantment, Spirit, Utility (Long)

As a bonus action, target yourself and any number of allies you can see in a 15-foot sphere centered on your spirit companion. Each target regains hit points as if they had spent four hit dice to regain hit points. If at least three enemies are in the sphere, each target regains an extra 1d10 hit points.

*Your spirit companion unleashes a howl of courage that bolsters allies near it.*

## HOWL OF THE WIND

Rank 4 Rite • Enchantment, Utility (Long)

As a bonus action, you can choose yourself and each ally within 25 feet of you. You then spend one hit die regaining no hit points. Instead, each target who can hear you regains 7d6 hit points.

*Your eerie howl channels primal power into your allies.*

## HOWLING GUST

Rank 4 Rite • Conjunction, Focus, Offensive, Spirit (Short)

As an action, choose one creature you can see within 25 feet. The target must make a Dexterity saving throw. On a failed save, the target takes 6d10 bludgeoning damage, and you can move the target up to 10 feet. Also on a failed save, you can then teleport one ally within 5 feet of your spirit companion up to 25 feet.

*A howling spirit of wind appears next to your foe and batters it with a gale, then channels its essence through your spirit companion to whisk a nearby ally across the battlefield.*

## HOWLING WINDS

Rank 4 Rite • Conjunction, Utility (Long)

As a bonus action, for 1 minute, you are surrounded by howling winds. Once on each of your turns, you can move one enemy within 50 feet of you up to 25 feet (no action required).

*You call forth the primal spirits of wind and storm, sending them howling over the battlefield to harass your enemies.*

## HUNGRY SPIRIT

Rank 4 Rite • Evocation, Focus, Offensive, Spirit (Short)

As an action, choose one creature you can see within 25 feet. The target must succeed on a Wisdom saving throw or take 6d10 necrotic damage. If this rite reduces the target to 0 hit points, an ally within 5 feet of your spirit companion regains hit points equal to one-half your level + 5.

*Food for the spirits is sustenance for your friends.*

## HUNTING LION RAGE

Rank 4 Rite • Divination, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and you enter the rage of the Hunting Lion. Until the rage ends, you gain a +4 bonus to attack rolls that have advantage.

*You channel the spirit of the hunting lion into a mighty blow. As you rage, the lion's spirit makes the most of every advantage.*

## ICY SHARDS

Rank 4 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d6 cold damage, and the target must succeed on a Constitution saving throw or have its speed reduced by 10 feet until the end of your next turn. In addition, choose any number of creatures you can see within 5 feet of the target. Each chosen creature must succeed on a Constitution saving throw or take 6d6 cold damage.

*Ice crystals spread from your weapon to hinder your foe, then erupt to cut other nearby enemies.*

## INFESTING STRIKE

Rank 4 Rite • Bestial, Focus, Offensive, Transmutation (Long)

As an action, choose any number of creatures you can see within 5 feet of you. Each target must make a Constitution saving throw. On a failed save, a target takes 7d6 piercing damage, and the target is infected for 1 minute. On a successful save, the target takes half as much damage, and its speed is reduced by 10 feet until the end of your next turn.

Enemies that begin their turn infected, or are that are within 5 feet of an infected enemy, take 1d10 piercing damage. Enemies become infected upon taking the piercing damage from an infected target. An infected target can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

*Your swarm bursts outward, leaving enemies' wounds infested by your writhing masses. Imbued with a dim essence of the Primal Beast, they become aggressive, leaping from foe to foe.*

## INVIGORATING PRESENCE

Rank 4 Rite • Evocation, Utility (Long)

As a bonus action, you can choose yourself and any number of allies you can see within 15 feet of you. Each target gains 6d6 temporary hit points.

*You summon the spirits of the land to grant you and your allies increased vigor.*

## IRON BREAKER'S SHOUT

Rank 4 Rite • Enchantment, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage. You then howl in a 15-foot cone originating from you that includes the target. Each creature of your choice in the cone must succeed on a Wisdom saving throw or suffer a -6 penalty to AC and saving throws until the end of your next turn.

*You deliver a telling blow, then issue a battle cry so ferocious that it causes your foes' defenses to weaken.*

## IRON ENDURANCE

Rank 4 Rite • Abjuration, Utility (Long)

As a bonus action, roll four of your hit dice as if you were going to regain hit points. You instead gain an equal number of temporary hit points plus an extra 2d10.

*Your primal magic imbues you with a power as strong as any armor, granting you a surge of resilience in combat.*



## IRON HAMMER RAGE

Rank 4 Rite • Offensive, Raging, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 25 feet.

In addition, you enter the rage of the Iron Hammer. Until the rage ends, whenever you hit a creature with a melee attack, the target must succeed on a Strength saving throw or be pushed up to 10 feet. If the creature is within 5 feet of blocking terrain at the end of the push, the target takes 1d10 bludgeoning damage.

*Even the iron that sleeps in the earth has its primal spirits, which fuel your mighty attacks to dash your foes against walls and large trees.*

## JAWS OF ICE

Rank 4 Rite • Bestial, Focus, Offensive, Transmutation (Long)

As an action, choose any number of creatures you can see within 5 feet of you. Each target must make a Constitution saving throw. A target takes 7d6 cold damage on a failed save, or half as much damage on a success.

In addition, you gain a 5-foot aura for 1 minute or until you dismiss it as a bonus action. Enemies that start their turn in the aura or enter it for the first time on a turn have their speed reduced by 5 feet until the end of their turn, and cannot safely move or benefit from the Disengage action while within the aura. Also, any enemy that ends its turn in the aura takes 2d10 cold damage and must succeed on a Strength saving throw or be grappled by ice. To escape the grapple, a target must succeed on a Strength (Athletics) check against your rite save DC.

*Spirits of cold and winter swirl around you and trap enemies in ice that promises a slow demise.*

## KILL THEM ALL

Rank 4 Rite • Enchantment, Utility (Short)

When you reduce an enemy to 0 hit points, you can choose any number of creatures within 25 feet of you who can hear you. Each target gains a +5 bonus to weapon attack rolls and a +1d10 bonus to weapon damage rolls until the end of your next turn.

*You wrench your weapon from the corpse and call out to your comrades to end this fight.*

## MARK OF TALONS

Rank 4 Rite • Necromancy, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and you can safely move up to 25 feet and then mark each enemy within 5 feet of you until the end of your next turn.

*Your weapon attack summons up a shroud of spectral claws that follow as you slip away from the target, drawing the ire of other foes.*

## MASKING FOG

Rank 4 Rite • Conjuration, Utility (Long)

As a bonus action, choose any number of creatures you can see in a 25-foot cube originating from you. Each target becomes lightly obscured for up to 10 minutes.

You must concentrate on this rite as if concentrating on a spell.

*You exhale a clinging mist that obscures your allies.*

## MONKEY GRIP

Rank 4 Rite • Transmutation, Utility (Turn)

As a bonus action, you gain a climb speed equal to your walking speed until the end of your turn. If you already had a climb speed, your climb speed increases by 25 feet.

*Your grip is sure, allowing you to scramble up nearly any surface.*

## NATURE'S ARMOR

Rank 4 Rite • Transmutation, Utility (Long)

As a bonus action, choose yourself or one ally you can see within 5 feet. For up to 1 minute, the target gains resistance to all damage and a +2 bonus to AC.

You must concentrate on this rite as if concentrating on a spell.

*Your skin turns as tough as well-weathered hide, protecting you from harm.*

## OAK SKEWER

Rank 4 Rite • Conjuration, Focus, Offensive (Short)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes magical piercing damage equal to 5d10 + your spellcasting ability modifier, and it must succeed on a Strength saving throw or be pushed up to 35 feet. If the target is within 5 feet of a solid obstacle (such as a wall) after this attack is resolved, the target's speed is reduced to 0 until the end of your next turn.

*You conjure a massive spear of oak and skewer your foe with it.*

## ONE SPIRIT, ONE BODY

Rank 4 Rite • Conjuration, Spirit, Utility (Short)

As a bonus action, while your spirit companion is within 50 feet of you, you and your spirit companion teleport, trading places.

*Drawing on the unity of body and spirit, you dissolve your flesh and reform it in the place where your spirit companion stood.*

## PATH OF THE PREDATOR

Rank 4 Rite • Transmutation, Utility (Long)

As a bonus action, you can safely move up to twice your speed. If you end this movement within 5 feet of an enemy, you gain advantage on attack rolls against that enemy until the end of your next turn.

*You lunge forward with such quickness and grace that you pounce on your foe before it sees you coming.*

## PHANTOM BEAST

Rank 4 Rite • Bestial, Conjuration, Utility (Short)

As a bonus action, you become insubstantial and can move through other creatures and objects while in your Wild Shape. You take 1d10 force damage if you end your turn inside an object.

*You can briefly adopt the form of a beast spirit, allowing you to pass through barriers.*

## PONDEROUS STRIKE

Rank 4 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target provokes an opportunity attack from you if it moves before the end of your next turn, even if it takes the Disengage action.

*Your weapon takes on the weight of stone as it smashes into your foe, knocking it off balance.*

## PRESENCE OF THE ANCESTOR SPIRIT

Rank 4 Rite • Necromancy, Spirit, Utility (Long)

As a bonus action, choose one ally you can see within 25 feet. For 1 minute, the target gains a +1d10 bonus to damage rolls. While the target is within 5 feet of your spirit companion, that bonus increases to 2d10. In addition, when any enemy deals damage to the target, you can use your reaction to end this effect and make the triggering effect deal only half damage.

*You call the spirit of one of your warrior ancestors to merge with an ally, lending its battle knowledge and spiritual protection to your friend.*

## PRIMAL LEAP

Rank 4 Rite • Transmutation, Utility (Short)

As a bonus action, you can leap up to your speed plus 25 feet.

*You spring into the air, making a prodigious leap over the heads of your enemies.*

## PRIMAL RESISTANCE

Rank 4 Rite • Abjuration, Stance, Utility (Long)

As a bonus action, you enter the Primal Resistance stance. Until the stance ends, you gain resistance to a damage type of your choice: acid, cold, fire, lightning, or thunder.

*You stand untouched by the magical energy of your foes.*

## PRIMAL RESTORATION

Rank 4 Rite • Evocation, Utility (Long)

As an action, you can choose yourself and any number of creatures you can see within 10 feet of you. Each target can spend up to four hit dice to either regain hit points or remove one effect from themselves that a save can end (each effect costs one hit die).

*Energy swirls around your allies to heal their wounds and help them shake off harmful afflictions.*

## PRIMEVAL THUNDER

Rank 4 Rite • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures you can see within 10 feet of you. Each target is pushed up to 15 feet and must succeed on a Constitution saving throw or take 7d6 thunder damage.

*A deafening clap of thunder unfurls around you to thrust your foes back.*

## PULVERIZING IMPACT

Rank 4 Rite • Evocation, Offensive, Weapon (Short)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 thunder damage, and the target must succeed on a Constitution saving throw or take an additional 3d6 thunder damage.

*You drive your weapon into the earth, shattering rock and spraying debris into nearby enemies.*

## RABID SHOT

Rank 4 Rite • Enchantment, Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 4d10 poison damage, and the target must make a Constitution saving throw. On a failed save, the target must use its reaction, if available, to move up to its speed and make a melee weapon attack against an enemy of your choice. If it misses the attack or can't reach an enemy to attack, the target takes 2d10 poison damage.

*Your attack poisons your foe, causing it to throw itself at its ally.*

## RAGE OF THE WAR BRINGER

Rank 4 Rite • Enchantment, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and you enter the rage of the War Bringer. Until the rage ends, any ally who can see you gains a +1d10 bonus to damage rolls.

*Your strike rings out, and your wrath boils over. You inspire your allies to strike true.*

## RAMPANT MALICE

Rank 4 Rite • Divination, Utility (Short)

As a bonus action, until the end of your next turn, you gain advantage on attack rolls against any enemy that is marked by an ally of yours.

*While your foe's attention is drawn to your comrade, you maneuver for a telling blow.*

## RAMPANT REACH

Rank 4 Rite • Abjuration, Utility (Short)

When you score a critical hit using a reach weapon you are wielding with two hands, enemies provoke opportunity attacks from you when entering your reach until the end of your next turn. You also gain a +8 bonus to attack rolls with opportunity attacks until the end of your next turn.

*No one can escape the reach of your rage.*



## RAVEN WING SHOT

Rank 4 Rite • Conjunction, Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 5d10 damage, and if the target doesn't end its turn at least 10 feet away from its starting position, it takes 1d10 slashing damage.

*Avian shadows swirl and flutter about your prey, their talons leaving bloody rents.*

## RENDING CLAWS

Rank 4 Rite • Bestial, Focus, Offensive, Transmutation (Short)

As an action, make a melee spell attack against one creature within your reach. On a hit, the target takes slashing damage equal to 5d10 + your spellcasting ability modifier, and it must succeed on a Constitution saving throw or suffer a 2d10 susceptibility to all damage until the end of your next turn.

*A slash with your claws reveals your foe's weakness.*

## REPARATIVE SPIRIT

Rank 4 Rite • Abjuration, Focus, Offensive, Spirit (Long)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 6d10 piercing damage or 8d10 piercing damage if at least one ally is within 5 feet of your spirit companion. On a miss, the target takes half as much damage.

In addition, at the end of each of your turns for 1 minute, one ally within 5 feet of your spirit companion gains 1d10 + 5 temporary hit points.

*Working with your allies, your spirit companion lunges in for a vicious attack against your enemy and then lends vigor to a nearby ally.*

## REVITALIZING POUNCE

Rank 4 Rite • Bestial, Focus, Offensive, Transmutation (Long)

As an action, make a melee spell attack against one creature within your reach. On a hit, the target takes slashing damage equal to 5d10 + your spellcasting ability modifier, and you remove from yourself every effect that a save can end. On a miss, the target takes half as much damage, and you can make a saving throw against each effect that a save can end.

*As you leap at your prey, you are energized by the hunt.*

## ROLLING BOULDER

Rank 4 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon while you are wielding a separate melee weapon in each hand, your attack deals no damage, but you can knock the target prone and safely move up to 15 feet and can move through prone enemies' spaces during the movement. You can then make one additional melee attack using your other weapon against a different enemy within your weapon's reach. On a hit, your attack deals an extra 6d10 damage.

*You barrel through your enemy, knocking it aside as you bear down on your chosen foe.*

## RUINOUS STRIKE

Rank 4 Rite • Enchantment, Fear, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must make a Wisdom saving throw. On a failed save, you can move the target up to 25 feet and the next attack that hits the target before the start of your next turn deals an extra 1d10 damage.

*The enemy recoils from your strike, shrinking away from you in terror to its own detriment.*

## RUMBLING DOOM

Rank 4 Rite • Evocation, Offensive, Weapon (Short)

As an action, make a melee weapon attack against a creature within 25 feet of you. On a hit, your attack deals an extra 4d10 thunder damage, and the target must make a Constitution saving throw. On a failed save, the target is pushed up to 10 feet and until the end of your next turn, the target is deafened. Also on a failed save, at the start of your next turn, each enemy marked by you that is not within 5 feet of you takes 2d10 thunder damage.

*Your strike cracks with a pulse of thunder, which knocks your target across the battlefield, and then summons lightning against other foes.*

## SACRIFICIAL STRIKE

Rank 4 Rite • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage. Until the end of your next turn, when any enemy hits you, an ally of your choice within 15 feet of you gains 2d10 + 5 temporary hit points.

*Your attack shrouds you in primal energy, strengthening your allies with each strike made against you.*

## SCENT OF BLOOD

Rank 4 Rite • Enchantment, Utility (Short)

As a reaction, when an enemy bloodies you, until the end of your next turn, you gain a +1d10 bonus to damage rolls and when you regain hit points, you regain an additional 1d10.

*As your lifeblood drains from you, the scent of it awakens primal power, strengthening your blows and aiding your recuperation.*

## SCREENING BRANCHES

Rank 4 Rite • Conjunction, Utility (Long)

As a bonus action, you conjure a 5-foot thick, 20-foot long wall of branches and vines within 100 feet. The wall can be up to 10 feet high and must rest on a solid surface. The wall lasts for up to 1 minute. The wall provides three-quarters cover, but creatures within 5 feet of it can make ranged attacks through it without the targets on the other side gaining the benefits of the cover. For every 1 foot a creature moves through the wall, it must spend 3 feet of movement.

Any ally within 5 feet of the wall at the start of their turn gains 1d10 + 5 temporary hit points.

You must concentrate on this rite as if concentrating on a spell.

*A tangled mass of branches, vines, and leaves provides defense against your enemies' attacks and soothes your allies' wounds.*

## SCYTHCLAW RAGE

Rank 4 Rite • Enchantment, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and you knock the target prone.

In addition, you enter the rage of the Scythclaw Drake. Until the rage ends, you can push an enemy within 5 feet of you up to 10 feet as a bonus action.

*You batter your foe to the ground, and you channel the spirit of the scytheclaw drake. Even as you swing your weapon, you kick and punch to keep your foes back.*

## SEARING WIND OF THE SOUTH

Rank 4 Rite • Conjuration, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 25-foot cube originating from you. Each target must make a Strength saving throw. A target takes 7d6 fire damage on a failed save, or half as much damage on a successful one.

In addition, you can move each ally in the cube to another space in or adjacent to the cube.

*The first wind of the south blew across a trackless desert, scattering sand and gusting with bone-charring heat. Its spirit still races across the world, and you call it forth to aid you in battle.*

## SEETHING ZEPHYR

Rank 4 Rite • Focus, Offensive, Spirit, Transmutation (Short)

As an action, choose any number of creatures you can see within 5 feet of your spirit companion. Each target must succeed on a Dexterity saving throw or take 7d6 bludgeoning damage and you can move the target up to 5 feet.

In addition, your spirit companion disappears, and if at least one target failed the saving throw, one ally within 5 feet of your spirit companion can use their reaction to fly up to 30 feet.

*Winds gather around your spirit companion, which bursts into a zephyr that scatters your enemies and sends one of your allies flying.*

## SHATTERING REACH

Rank 4 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a reach weapon you are wielding with two hands, your attack deals an extra 4d10 damage, and the target must succeed on a Constitution saving throw or suffer a -5 penalty to AC until the end of your next turn.

*The long haft of your weapon allows you to strike with enough force to shatter armor and shields like brittle glass.*

## SHORT SHOT ONSLAUGHT

Rank 4 Rite • Conjuration, Offensive, Weapon (Short)

As an action, make a ranged attack using a weapon against one, two, or three creatures within 15 feet of you. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. You do not suffer disadvantage on the attack rolls for being in melee. On a hit, your attack deals an extra 4d6 damage.

After all of this rite's attacks are resolved, you can move up to 10 feet for each target hit without provoking opportunity attacks (no action required). You ignore difficult terrain during this movement.

*Your time spent underground has forced you to adapt to skirmishing in close quarters.*

## SLASH AT THE KNEES

Rank 4 Rite • Offensive, Raging, Transmutation, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and the target's speed reduced to 0 until the end of your next turn.

*Even though surrounded by foes, you become a whirlwind of death, hurting and incapacitating every one of them.*

## SLASHING CLAWS

Rank 4 Rite • Bestial, Focus, Offensive, Transmutation (Long)

As an action, make a melee spell attack against one creature within your reach. On a hit, the target takes slashing damage equal to 5d10 + your spellcasting ability modifier, and bleeds for 2d6 necrotic damage. When the target ends this bleeding effect, they then bleed for 1d6 necrotic damage. On a miss, the target takes half as much damage, and bleeds for 1d6 necrotic damage.

*Your claws leave bleeding wounds that refuse to close.*

## SLASHING TORNADO RAGE

Rank 4 Rite • Evocation, Offensive, Raging, Weapon (Long)

As an action, make a melee attack using a reach weapon you are wielding with two hands against any number of creatures within 10 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage, and bleeds for 1d6 necrotic damage.

In addition, you enter the rage of the Slashing Tornado. Until the rage ends, at the start of each of your turns while you are wielding a reach weapon with two hands, each enemy within 10 feet of you must succeed on a Dexterity saving throw or take 1d10 damage of the same type as your weapon. You cannot deal this damage if you are incapacitated.

*The howling winds of the tornado enhance your whirling strike. As the fury of the tornado fills you, your fury reaches out to strike at any who oppose you.*



## SPIRIT OCEAN

Rank 4 Rite • Conjuraton, Focus, Offensive, Spirit (Long)

As an action, choose one creature you can see within 25 feet. The target must make a Dexterity saving throw. The target takes 3d10 bludgeoning damage and 3d10 cold damage on a failed save, or half as much damage on a success.

In addition, the first time any ally hits an enemy within 5 feet of your spirit companion, the attack deals an extra 1d10 damage to that enemy. The second time any ally hits an enemy within 5 feet of your spirit companion, the attack deals an extra 2d10 damage to that enemy. The third time any ally hits an enemy within 5 feet of your spirit companion, the attack deals an extra 3d10 damage to that enemy. This effect ends after the third attack hits an enemy within 5 feet of your spirit companion or after 1 minute has passed.

*You call the powerful spirit of the Primal Ocean, which crashes into your enemy before flowing into your spirit companion to yield its strength to your allies.*

## SPIRIT OF CLEANSING LIGHT

Rank 4 Rite • Evocation, Focus, Offensive, Spirit (Short)

As an action, choose one or two creatures you can see within 25 feet of you. Each target must succeed on a Wisdom saving throw or take 7d6 radiant damage. For each failed saving throw, one ally within 5 feet of your spirit companion can make a saving throw with a +4 bonus against one effect that a save can end.

*A swirling mote of shining light sears your foes, then channels healing power through your spirit companion, driving ill effects from one of your allies.*

## SPIRIT OF THE DANCING ZEPHYR

Rank 4 Rite • Abjuration, Utility (Long)

As a bonus action, you create a zone of wind that fills a 30-foot radius sphere centered on a point you can see within 50 feet of you for 1 minute. Whenever you or an ally is dealt damage while within the zone, that character can safely move up to 5 feet as a reaction. As a bonus action, you can move the zone up to 25 feet.

*Gentle winds fill the area, giving your allies the agility to spring to a better position after being attacked.*

## SPIRIT OF THE KILLING SHOT

Rank 4 Rite • Focus, Offensive, Spirit, Transmutation (Short)

As an action, choose one ally you can see within 5 feet of your spirit companion. The target can use their reaction to make one weapon attack with a +5 bonus to the attack roll. On a hit, the target's attack deals maximum damage + 5.

*Your spirit companion briefly melds with your ally, lending your comrade the eye of an accomplished hunter.*

## SPIRIT OF THE WOLF PACK

Rank 4 Rite • Conjuraton, Focus, Offensive (Long)

As an action, choose any number of creatures you can see in a 25-foot cube originating from you. Each target must make a Wisdom saving throw. A target takes 7d6 piercing damage on a failed save, or half as much damage on a success.

In addition, each target is hounded for 1 minute. A hounded target grants advantage on attack rolls against themselves, and attack rolls made with advantage deal an extra 1d10 damage on a hit. A hounded target can repeat the initial saving throw at the end of each of its turns, ending the effect on itself on a success.

*A great howl sweeps over the battle as a pack of spectral wolves bound from the spirit world to attack your foes.*

## SPIRIT PIN

Rank 4 Rite • Abjuration, Focus, Offensive, Spirit (Long)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 6d10 piercing damage, and it must succeed on a Strength saving throw or be grappled. While grappled by this rite, the target is also restrained. The DC to escape the grapple is equal to your rite save DC.

*You command your spirit companion to pin your foe in place.*

## SPIRITS OF THE FORSAKEN VALE

Rank 4 Rite • Focus, Illusion, Offensive, Spirit (Short)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 6d10 psychic damage, and the target must succeed on an Intelligence saving throw or suffer disadvantage on saving throws until the end of your next turn.

*As your spirit companion attacks, spirits that look like wisps of bluish gray smoke spew from it, disorienting nearby foes.*

## SPIRIT'S REGENERATION

Rank 4 Rite • Evocation, Spirit, Utility (Long)

As a bonus action, choose one or two creatures you can see within 25 feet of you. For 1 minute, each target regains 1d10 hit points at the start of each of its turns if it is bloodied and has at least one hit point. If they are within 5 feet of your spirit companion at the start of their turn, this healing increases from 1d10 to 2d10.

*A glow of regenerative light surrounds your allies and increases in intensity while they are next to your spirit companion.*

## SPUR THE CYCLE

Rank 4 Rite • Necromancy, Utility (Long)

When you reduce an enemy to 0 hit points during your turn, you can take one additional action before the end of your turn.

*Just as in the natural world, death leads to new life: killing your foe spurs you to further action.*

## STALACTITE HOOK

Rank 4 Rite • Offensive, Transmutation, Weapon (Short)

When you take the attack action on your turn, you can increase the reach of one of your attacks using a weapon by 5 feet. On a hit, your attack deals an extra 4d10 damage, you can pull the target up to 5 feet, and until the end of your next turn, the target's speed is reduced by 10 feet.

*Your weapon arm transforms into a spike of rock that skewers your foe and pulls it closer.*

## STONEMETAL

Rank 4 Rite • Transmutation, Utility (Long)

As a bonus action, you touch one flail, hammer, mace, or staff you can see within 5 feet. For 1 minute, once per round when a weapon attack hits with the target, the target of the attack takes an extra 1d10 damage and is knocked prone.

*A weapon you touch hardens to become so strong that it strikes with the weight of a mountain.*

## STORM GUARDIAN SPIRIT

Rank 4 Rite • Conjuration, Focus, Offensive (Long)

As an action, choose one creature you can see within 25 feet. The target must make a Dexterity saving throw. The target takes 6d10 thunder damage on a failed save, or half as much damage on a success.

In addition, choose one ally you can see within 25 feet of the target. For 1 minute, when any enemy deals damage to that ally, that enemy takes 1d10 thunder damage and is pushed up to 5 feet from the ally.

*Thunder crashes over your foe as the storm guardian spirit appears. This spectral creature of dark storm clouds then surrounds your ally and avenges attacks against that ally.*

## STORM OF BLADES

Rank 4 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and you can make up to two additional melee attacks using a weapon against the target. On a hit, your attack deals an extra 2d10 damage. As soon as you miss with an attack, this rite ends.

*You lift your weapon again and again, each blow's impact fueling the next swing.*

## STORM OF WAR

Rank 4 Rite • Focus, Illusion, Offensive, Spirit (Short)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 6d10 thunder damage, and you can choose any number of creatures within 5 feet of your spirit companion. Each chosen creature must succeed on a Wisdom saving throw or be shaken until the end of your next turn. Attacks against shaken targets gain advantage on the attack roll and a +1d10 bonus to the damage roll.

*You summon a windstorm created by the war cries of a thousand ancient battlefields to batter and distract your foe.*

## STORMHOWLER'S STRIKE

Rank 4 Rite • Conjuration, Offensive, Weapon (Short)

As an action, make a melee attack using a weapon against any number of creatures in a 15-foot cube originating from you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage.

In addition, the cube creates a zone of howling wind until the end of your next turn. Any enemy that starts its turn within the zone and ends its turn outside the zone is teleported at the end of its turn to an unoccupied space within the zone.

*Your attack summons up a storm of primal fury that draws in those that try to escape it.*

## SUMMON LIGHTNING DRAKE

Rank 4 Rite • Conjuration, Focus, Offensive, Summoning (Long)

As a bonus action, you summon a Medium lightning drake in an unoccupied space within 25 feet.

The lightning drake is friendly to you and your companions. Roll initiative for the drake, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The drake persists for 1 minute or until you dismiss it as a bonus action.

If you don't issue any commands to the lightning drake by the end of your turn, on its turn, it moves up to its speed and uses its lightning discharge on as many creatures as possible (including you and your allies).

The creature's statistics are located at the end of this supplement.

*Lightning crackles as you summon a drake to do your bidding.*

## SUMMON RAZORCLAW BAT

Rank 4 Rite • Conjuration, Focus, Offensive, Summoning (Long)

As a bonus action, you summon a Medium razorclaw bat in an unoccupied space within 25 feet.

The razorclaw bat is friendly to you and your companions. Roll initiative for the bat, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The bat persists for 1 minute or until you dismiss it as a bonus action.

If you don't issue any commands to the razorclaw bat by the end of your turn, on its turn, it attacks an enemy within its reach if it can. Otherwise, it moves to a space where it is heavily obscured from its enemies and makes a Dexterity (Stealth) check to become hidden.

The creature's statistics are located at the end of this supplement.

*Stealthy and deadly, a razorclaw bat responds to your summons and dives on your foe.*



## SUMMON SAVAGE TIGER

Rank 4 Rite • Conjunction, Focus, Offensive, Summoning (Long)

As a bonus action, you summon a Large savage tiger in an unoccupied space within 25 feet.

The savage tiger is friendly to you and your companions. Roll initiative for the tiger, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The tiger persists for 1 minute or until you dismiss it as a bonus action.

If you don't issue any commands to the savage tiger by the end of your turn, on its turn, it moves toward the nearest enemy and attacks it, taking advantage of its pounce trait if possible.

The creature's statistics are located at the end of this supplement.

*Speaking an ancient oath, you summon a great tiger to its feast.*

## SUNBURST STRIKE

Rank 4 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 radiant damage, and the target must succeed on a Constitution saving throw or be blinded until the end of your next turn. If the target is bloodied by this rite, you can safely move up to 10 feet.

*The light of the sun erupts around your enemy as you strike, blinding it for a moment.*

## SUN FIRE GUARDIAN

Rank 4 Rite • Evocation, Utility (Short)

As a bonus action, choose one ally you can see within 25 feet. Until the end of your next turn, when any enemy marked by you makes an attack roll against the target, that enemy is blinded until the end of the turn during which it makes the attack roll. The enemy is blinded before the triggering attack roll is made.

*Enemies that try to strike your ally are blinded by golden light.*

## SURE SIGHT

Rank 4 Rite • Divination, Utility (Long)

As a bonus action, for 10 minutes, you can see through darkness as if it were bright light, ignore light and heavy obscurity, and are immune to the blind condition.

*Your missiles shine with emerald light, and no earthly force can block your sight.*

## SWARMING FEY

Rank 4 Rite • Conjunction, Offensive, Weapon (Short)

As an action, make a melee attack using a weapon against any number of creatures in a 5-foot radius of you, with a separate attack roll for each target. On a hit, your attack deals an extra 4d6 damage.

In addition, the radius becomes a zone that lasts until the end of your next turn. Enemies grant advantage on attack rolls against themselves while in the zone.

*As you bring your weapon about, your fey companions latch onto your enemies, distracting them long enough to give your allies the opening they need to strike.*

## SWARMING SPIRITS

Rank 4 Rite • Conjunction, Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 4d10 damage. In addition, until the end of your next turn, the target is blinded, and enemies suffer a -5 penalty to attack rolls while within 30 feet of the target.

*Angry bees follow your missile, swarming around your enemy until it cannot see and pestering other enemies nearby.*

## TERROR'S CRY

Rank 4 Rite • Enchantment, Fear, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and you can choose any number of creatures within 5 feet of you who can hear you. Each chosen creature must succeed on a Wisdom saving throw or be forced to use its reaction if available to move 10 feet away from you and until the end of your next turn, suffer a -5 penalty to attack rolls.

*As you strike your foe, you utter a terrible howl that strikes terror into your enemies' hearts.*

## THUNDER CRASH

Rank 4 Rite • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 25 feet. The target must succeed on a Constitution saving throw or take 6d10 thunder damage and be stunned until the end of your next turn.

*A crash of thunder leaves your target stunned.*

## THUNDERFALL

Rank 4 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 5 feet and knocked prone.

When you use this exploit as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the charge. You can also push the target up to 25 feet on a hit instead of 5 feet.

*You lower your shoulder, dipping your weapon beneath your opponent's guard and driving it up into the foe's body to knock it off balance.*

## THUNDERFURY RAGE

Rank 4 Rite • Enchantment, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and you knock the target prone.

In addition, you enter the rage of the Thunderfury Boar. Until the rage ends, when an enemy within 5 feet of you hits or misses you, that enemy provokes an opportunity attack from you.

*Charging at your foe and knocking it to the ground, you call on the spirit of the thunderfury boar to drive you into a frenzy. In your rage, you lash out at foes that attack you.*

## TIDAL RAGE

Rank 4 Rite • *Evocation, Offensive, Raging, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 damage, and the target must succeed on a Strength saving throw or you can move it up to 20 feet.

In addition, you enter the rage of the Tides. Until the rage ends, once per round, when you hit an enemy within 5 feet of you with an attack, you can move each enemy within 5 feet of you up to 5 feet.

*You swing your weapon in an arc, and waves of fury issue forth. You then overpower your foes, moving them around the battlefield.*

## TIDAL SURGE

Rank 4 Rite • *Conjuration, Focus, Offensive (Short)*

As an action, you target each creature in a 25-foot cube originating from you. Each target must succeed on a Strength saving throw or take 7d6 bludgeoning damage. Also on a failed save, you can move the target up to 15 feet.

*A wave of water rises up, moving creatures where you want them.*

## TREE FATHER'S BOUNTY

Rank 4 Rite • *Conjuration, Focus, Offensive (Long)*

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point on the ground within 50 feet of you. Each target must make a Dexterity saving throw. A target takes 7d6 bludgeoning damage on a failed save, or half as much damage on a success.

In addition, the sphere creates a zone of trees that last for 1 minute. The zone is difficult terrain for your enemies. You and your allies gain half cover while within the zone. When any ally starts their turn within the zone, you can move that ally up to 15 feet (no action required).

*Trees erupt from the ground, battering your enemies and allowing your allies to skirt around the trunks to reach superior positions.*

## TRIPLE RAPTOR SHOT

Rank 4 Rite • *Conjuration, Offensive, Weapon (Long)*

As an action, make up to three ranged attack using a weapon against a creature within your weapon's range. You only need one piece of ammunition. On a hit, your attack deals an extra 4d10 force damage.

*Your attack explodes into spirit raptors, which tear at your foe.*

## TWIN-HORNED BOLT

Rank 4 Rite • *Conjuration, Focus, Offensive (Short)*

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 6d10 magical bludgeoning damage, and the target is knocked prone. If any enemies provide cover against this attack, they must succeed on Strength saving throw or be knocked prone.

*A spectral bull appears before you and knocks your foe to the ground.*

## VERDANT LIFE

Rank 4 Rite • *Evocation, Utility (Long)*

As a bonus action, you can spend up to eight hit dice to regain hit points.

*You tap into the essence of primal power, causing even your most horrid wounds to mend in an instant.*

## VERDANT RETALIATION

Rank 4 Rite • *Focus, Offensive, Transmutation (Short)*

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on a point on the ground you can see within 50 feet of you. Each target must make a Dexterity saving throw. A target takes 7d6 poison damage on a failed save, or half as much damage on a success.

*Writing plants thrust up beneath your foes, assailing them with poisonous barbs and thorns.*

## VINE POULTICE

Rank 4 Rite • *Conjuration, Utility (Long)*

As a bonus action, you can choose yourself or one ally within reach. You touch the target and they can spend up to four hit dice to regain hit points, and then make a separate saving throw against each effect they are suffering from that a save can end.

*You summon healing vines from the ground and pack the wound with them, creating an efficacious bandage.*

## VOLCANIC CIRCLE

Rank 4 Rite • *Focus, Offensive, Spirit, Transmutation (Long)*

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on your spirit companion. Each target must succeed on a Dexterity saving throw or take 7d6 fire damage, and be subject to molten spirits for 1 minute. While subject to molten spirits, the target takes 2d10 fire damage at the start of each of its turns, and grants advantage on attack rolls against itself. The target can repeat the saving throw at the end of each of its turns, ending the molten spirit effect on itself on a success.

In addition, your spirit companion disappears and the sphere creates a zone that last for up to 1 minute. The zone is lightly obscured, and any creature that ends its turn within the zone takes 2d10 fire damage.

To maintain the zone, you must concentrate on this rite as if concentrating on a spell.

*Your spirit companion disappears into the ground, where it awakens the angry earth and unleashes bubbling fire and molten rock.*

## WALL OF EARTH

Rank 4 Rite • *Transmutation, Utility (Long)*

As a bonus action, you conjure a 5-foot thick, 40-foot long wall of earth within 50 feet. The wall can be up to 10 feet high and must be on a solid surface and lasts for 1 minute. When you use this rite, any creature in the wall is pushed to the nearest unoccupied space outside the wall, moving the shortest distance possible. The creature is then knocked prone. The wall is blocking terrain and is immune to damage.

You must concentrate on this rite as if concentrating on a spell. When your concentration ends or when 1 minute has passed the wall's area becomes difficult terrain.

*The spirits of the earth respond to your bidding, forcing up a wall of densely packed soil and stone to rout your foes.*



## WARDEN'S REFUSAL

Rank 4 Rite • Abjuration, Utility (Short)

When an enemy marked by you ends its movement within 25 feet of you and is within 5 feet of one of your allies, you can use your reaction to force the target to make a Strength saving throw. You can move the target up to 25 feet on a failed save, or up to 10 feet on a success.

*The spiritual energy you wield knocks back a foe attempting to move aggressively against your ally.*

## WAVE OF SLEEP

Rank 4 Rite • Enchantment, Offensive, Weapon (Long)

As an action, make a ranged attack using a weapon against any number of creatures within 15 feet of a point you can see within your weapon's range. You only need one piece of ammunition, and you make a separate attack roll for each target. On a hit, a target takes no damage, but cannot take reactions for 1 minute. A target unable to take reactions because of this rite must make a Constitution saving throw at the start of each of its turns. The first time a target fails a saving throw against this rite, it falls unconscious for 1 minute. A target rendered unconscious by this rite can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*Your projectile dissolves into a blast of sand that lodges in your opponent's eyes, causing unendurable fatigue.*

## WHISPER'S BLADES RAGE

Rank 4 Rite • Divination, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d6 damage, and you can deal the same amount and type of damage to a different enemy you can see within 25 feet of you.

In addition, you enter the rage of the Whisper's Blades. Until the rage ends, once per round when you hit with a melee attack on your turn, you can choose to reduce the damage of that attack by 10 and deal 10 damage of the same type as your attack to a different creature within 25 feet of you.

*A shifting aura of moons and stars outlines your form. As blood drips from your blade and from the enemy who never saw your cut coming, you can hear the wicked laughter of the trickster spirit.*

## WIND SPIRITS

Rank 4 Rite • Evocation, Offensive, Weapon (Short)

As an action, make a ranged attack using a weapon against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. You do not suffer disadvantage on the attack rolls for being in melee. On a hit, your attack deals an extra 4d6 damage, and the target must succeed on a Strength saving throw or be pushed up to 25 feet and knocked prone.

*The wind whips around you and shrieks when you make your attack.*

## WORD OF WARNING

Rank 4 Exploit • Divination, Utility (Long)

When you roll initiative, you and each ally within 50 feet of you who can see or hear you gain a +5 bonus to the initiative check and have advantage on attack rolls until the end of their next turn.

*Acting solely on instinct, you evoke primal magic to lend your allies a surge of speed and combat awareness.*

## WORLD WARP

Rank 4 Rite • Conjunction, Offensive (Long)

As a reaction, when an enemy within 5 feet of you makes a melee attack against you, choose one willing ally within 50 feet of you. The target and the chosen ally immediately switch places. The triggering attack now targets another creature of your choice within 5 feet of the target. If the triggering attack has no legitimate target, the target's action is lost.

*A ripple in the natural world transports your enemy and protects you from its attack.*

## WRATH OF THE STORM CHASER

Rank 4 Rite • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must make a Dexterity saving throw. On a failed save, the target takes 6d10 lightning damage, and you can move it up to 15 feet. On a successful save, the target takes half as much damage.

In addition, for 1 minute, you can use a bonus action on each of your turns to move the target up to 10 feet.

*Wind and lightning lash around your foe. On your whim, the wind blows that foe around the battlefield.*

## RANK 5 RITES

### ASPECT OF THE NIGHT OWL

*Rank 5 Rite • Bestial, Focus, Offensive, Transmutation (Long)*

As an action, you can safely move up to your speed and make a melee spell attack against one creature within your reach at any point during the movement. On a hit, the target takes slashing damage equal to 7d10 + your spellcasting modifier, and its speed is reduced by 10 feet for 1 minute. Also on a hit, the first ally to hit the target with an attack before the end of your next turn can spend up to five hit dice to regain hit points.

In addition, for 1 minute, you gain a flying speed equal to your walking speed (you must land at the end of your movement or you fall) and a +12 bonus to Wisdom (Perception) checks.

*Your flesh flakes into feathers as you assume the aspect of an owl, and each beat of your wings stirs life into the winds. The power of this gale calms to soothe the injured.*

### ASPECT OF THE PRIMAL BEAR

*Rank 5 Rite • Bestial, Focus, Offensive, Transmutation (Long)*

As an action, make a melee spell attack against one creature within your reach. On a hit, the target takes slashing damage equal to 7d10 + your spellcasting modifier, and you grapple the target. Until this grapple ends, the target takes 2d12 bludgeoning damage at the start of each of your turns.

In addition, for 1 minute, you gain a +3 bonus to AC, and a +6 bonus to Strength saving throws and Constitution saving throws.

*You take on the aspects of a dire bear, grappling your foes and squeezing the life from their bodies.*

### ASPECT OF THE PRIMAL LION

*Rank 5 Rite • Bestial, Focus, Offensive, Transmutation (Long)*

As an action, make a melee spell attack against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, a target takes slashing damage equal to 7d6 + your spellcasting modifier, you push the target up to 5 feet, and for 1 minute, the target is dazed. A target dazed by this rite can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, all allies within 5 feet of you gain 1d12 + 6 temporary hit points, and for 1 minute, whenever you hit an enemy adjacent to you with a melee attack, the target grants advantage on attack rolls against itself until the end of your next turn.

*Your form takes on aspects of a dire lion, inspiring awe in your allies and fear in your enemies as you roar ferociously.*

### BLACK ARROW OF FATE

*Rank 5 Rite • Enchantment, Offensive, Weapon (Long)*

When you hit a creature with a ranged attack using a bow, your attack deals an extra 8d10 psychic damage.

In addition, the attack creates a zone that fills a 15-foot radius sphere centered on the target's space for 1 minute. The zone moves with the target, remaining centered on its space. Any enemy other than the target that starts its turn within the zone takes 1d12 psychic damage and cannot take reactions until the start of its next turn. While the zone persists, the target can make a Wisdom saving throw at the end of each of its turns, ending the zone on a success.

*You draw a special arrow, inscribed with bitter oaths, and launch it at your prey. Where it falls, anguish follows.*

### BLIZZARD STRIKE

*Rank 5 Rite • Evocation, Offensive, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 cold damage, and the target is chilled for 1 minute. While chilled, the target's speed is reduced by 10 feet, and it must make a Constitution saving throw at the end of each of its turns, ending the effect on a success. The first time the target fails a saving throw against the effect, its speed is reduced to 0 instead of by 10 feet. The second time the target fails a saving throw against the effect, it becomes restrained instead of having its speed reduced.

In addition, each enemy within 15 feet of you, other than the target, has their speed reduced by 10 feet until the end of your next turn.

*The bitter cold of the frozen wastes spreads over your foe, encasing it in ice, and wintry winds whip around you to slow your other enemies.*

### BLOOD-SPATTERED FRENZY

*Rank 5 Rite • Offensive, Transmutation, Weapon (Short)*

As an action, choose any number of creatures within 5 feet of you while wielding a separate melee weapon in each hand. Each target must succeed on a Dexterity saving throw or take 10d6 damage of the same type as the weapons you are wielding. If you are wielding weapons that deal two different types of damage, you can choose a different damage type for each target.

*You whirl around, bathing your enemies in their own blood.*

### BLOODTHIRSTY VINES

*Rank 5 Rite • Focus, Offensive, Transmutation (Short)*

As an action, choose one creature you can see within 50 feet. The target must make a Dexterity saving throw. On a failed save, the target takes 8d10 piercing damage, and it is pulled up to 40 feet. On a successful save, the target is pulled up to 40 feet.

*Rope-like vines spring from the ground, sinking their thorns into your foes.*



## BLOODY ROAR

Rank 5 Rite • Enchantment, Fear, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and you loose a roar in a 15-foot cone originating from you. Each enemy in the cone who can hear you must succeed on a Wisdom saving throw or be pushed up to 15 feet and until the end of your next turn, the target suffers a -6 penalty to attack rolls.

*Your savage strike compels you to loose a terrifying scream at your enemies.*

## BOAR'S TOSS

Rank 5 Rite • Focus, Offensive, Spirit, Transmutation (Short)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 8d10 bludgeoning damage, and it must succeed on a Strength saving throw or be pushed up to 10 feet. If the target is pushed by this rite, your spirit companion can safely move to a space within 5 feet of the target, and each ally within 50 feet of the target who can see it can use their reaction to make a ranged weapon attack against it.

*Your spirit companion slams your enemy through the air, leaving it open for your allies' ranged attacks.*

## CALL FORTH THE HARVEST

Rank 5 Rite • Conjunction, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and you can choose any number of creatures you can see within 10 feet of the target. Each chosen creature must succeed on a Dexterity saving throw or have their speed reduced by 10 feet and be marked until the end of your next turn.

*A vicious swing causes the ground around you to erupt in entangling growth, interfering with your enemies' movement.*

## CALL TO THE LASHING BEHEMOTH

Rank 5 Rite • Focus, Offensive, Spirit, Transmutation (Short)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 8d10 bludgeoning damage, and is knocked prone. Also on a hit, until the end of your next turn, while within 5 feet of your spirit companion, any ally can knock a target prone that they hit with an attack. If the target is already prone, it takes an extra 1d12 damage.

*Your spirit companion channels the spirit of the behemoth with a lashing tail and knocks your foe the ground. The behemoth spirit then empowers your nearby allies.*

## CAPTIVATING MISSILE

Rank 5 Rite • Charm, Enchantment, Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a bow, your attack deals an extra 5d10 damage, and the target must succeed on a Charisma saving throw or be dominated for 1 minute. While dominated by this rite, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*When your missile strikes, blue and green light plays across your foe briefly as you establish control over its mind.*

## CENTER OF THE VORTEX

Rank 5 Rite • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures you can see within 15 feet of you. Each target must succeed on a Constitution saving throw or take 4d6 lightning damage, 4d6 thunder damage, and be pulled up to 10 feet.

Additionally, you can teleport up to 20 feet.

*A spiraling storm forms at your command, drawing your enemies toward its center even as you slip away.*

## CLOUD OF SPARROWS

Rank 5 Rite • Conjunction, Focus, Offensive (Short)

As an action, choose any number of creatures you can see within 10 feet of you. Each target must succeed on a Constitution saving throw or take 8d6 slashing damage.

In addition, you can teleport up to 25 feet and become heavily obscured until the start of your next turn.

*Sparrows swirl around you, a storm of tiny talons and beaks that rends your foes and then whisks you away.*

## CLOUDBURST

Rank 5 Rite • Focus, Offensive, Spirit, Transmutation (Short)

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on your spirit companion. Each target must succeed on a Dexterity saving throw or take 8d6 lightning damage and until the end of your next turn, the target's speed is reduced to 0.

In addition, your spirit companion disappears and each ally in the sphere can deal an extra 1d12 lightning damage when hitting with an attack until the end of your next turn.

*Your spirit companion dissolves into roiling black clouds that loose lightning and slashing rain.*

## CONFLAGRATION SPIRIT

Rank 5 Rite • Evocation, Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 5d10 fire damage, and the target is set on fire for 1 minute. While on fire, the target takes 2d12 fire damage at the start of each of its turns. The target can make a Dexterity saving throw at the end of each of its turns, ending the fire on a success. This magical fire cannot be extinguished by nonmagical means.

In addition, each enemy within 5 feet of the target takes 2d12 fire damage.

*Your projectile ignites with blue flames, spilling liquid fire wherever it falls.*

## CONVOCAION OF ARROWS

Rank 5 Rite • Conjunction, Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 8d6 damage, and you can make an additional ranged attack using a weapon against a different target within your weapon's range. On a hit, your attack deals an extra 8d6 damage.

*Screeching eagles join the fight, emerging from the spirit world to savage your foes.*

## CREEPING BRAMBLES

Rank 5 Rite • Conjunction, Offensive, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures in a 15-foot cube originating from you, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage, and the target must succeed on a Dexterity saving throw or be restrained for 1 minute.

In addition, the cube creates a zone of brambles that lasts for up to 1 minute. While within the zone, you and your allies gain cover. When any enemy enters the zone or starts its turn there, it takes 1d12 piercing damage. As a bonus action, you can move the zone up to 15 feet.

To maintain the zone, you must concentrate on this rite as if concentrating on a spell.

*Brambles thrust up from the ground, lashing at your enemies while hindering attacks against you and your allies.*

## DESERT WIND RAGE

Rank 5 Rite • Evocation, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target is blinded until the end of your next turn.

In addition, you enter the rage of the Desert Wind. Until the rage ends, at the start of each of your turns, you deal 1d12 + 6 fire damage to each enemy within 25 feet of you.

*A desert wind rises in the wake of your strike, blinding your foe. The sirocco then expands and settles in, scouring even distant enemies.*

## DEVASTATING BLOW

Rank 5 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Constitution saving throw or suffer a -6 penalty to AC until the end of your next turn.

*Your powerful blow shatters your target's defenses.*

## DEVOURING SWARM

Rank 5 Rite • Bestial, Focus, Offensive, Transmutation (Short)

As an action, you target each creature in a 25-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 8d6 piercing damage.

If at least one target failed the saving throw, you gain 2d12 + 6 temporary hit points.

*You dispatch pieces of yourself as a swarm to drain blood from your foes to give yourself resilience.*

## DILIGENT REAPING

Rank 5 Rite • Focus, Necromancy, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and if the attack reduces the target to 0 hit points, you can take one additional action this turn.

*You have come for the harvest. The more you reap, the greater your reward.*

## DIRE BEAST ASSAULT

Rank 5 Rite • Offensive, Transmutation, Weapon (Long)

When you take the attack action on your turn, you can safely move up to 5 feet before or after one of your attacks using a weapon. On a hit, your attack deals an extra 5d10 damage, and the target bleeds for 2d6 necrotic damage. On a miss, your attack deals half as much damage as normal, and the target bleeds for 1d6 necrotic damage.

*Like a great dire bear or tiger, you relentlessly pursue your foes and inflict bleeding wounds on them.*

## DROWN IN BLOOD

Rank 5 Rite • Necromancy, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target bleeds for 2d6 necrotic damage and cannot take reactions until this bleeding ends. If the target is bloodied or reduced to 0 hit points by this bleeding, each enemy within 5 feet of it takes 8d6 necrotic damage.

*Your attack wreaks havoc with your enemy's body, causing its vitality to well up from within and pour out from it in a flood.*

## EAGER VINE STRIKE

Rank 5 Rite • Conjunction, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Strength saving throw or be restrained and suffer a -6 penalty to AC and Dexterity saving throws until the end of your next turn.

*Bright green tendrils wrap around your foe and hold it fast.*

## EARTH HOLD'S REBUKE

Rank 5 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and you can spend up to five hit dice to regain hit points.

*Emerald light swirls around you as primal spirits lend their strength to your attack.*

## ELDER TUSBROTHER RAGE

Rank 5 Rite • Enchantment, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Strength saving throw or be pushed up to 30 feet.

In addition, you enter the rage of the Elder Tustbrother. Until the rage ends, whenever you make a charging attack against an enemy and hit, the target must succeed on a Strength saving throw or be pushed up to 30 feet.

When you use this rite as part of a charging attack, you do not grant advantage on attack rolls against yourself as part of the charge.

*Hurling at an enemy, you make an inescapable attack. The spirit of the tuskbrother inspires you, adding to the force of your charges.*



## ENTANGLING THORNS

Rank 5 Rite • Conjuraton, Focus, Offensive (Long)

As an action, you target each creature in a 15-foot radius sphere centered on a point you can see on the ground within 50 feet of you. Each target must make a Dexterity saving throw. On a failed save, a target is entangled for 1 minute. On a successful save, a target takes 2d6 bludgeoning damage, 2d6 piercing damage, and it is restrained until the end of your next turn.

While entangled by this rite, a target is restrained, and must repeat the saving throw at the end of each of its turns. On a failed save, the target takes 2d6 bludgeoning damage and 2d6 piercing damage. On a successful save, the target is no longer entangled, but it takes 4d6 bludgeoning damage and 4d6 piercing damage.

*Thorny vines burst from the ground to entangle creatures. Ripping free of the thorns causes even greater pain.*

## FLAMES OF LIFE

Rank 5 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d6 fire damage, and you can make one additional melee attack using a weapon against a different creature within reach. On a hit, your attack deals an extra 5d6 fire damage.

Each time you deal fire damage with this rite, one ally within 25 feet of you regains 1d12 + 6 hit points.

*With your weapon wreathed in primal fire, your attack channels healing energy to an ally.*

## FLESH RIPPER'S CLAWS

Rank 5 Rite • Focus, Offensive, Spirit, Transmutation (Short)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 8d10 slashing damage, and one ally within 5 feet of the target can use their reaction to make one melee weapon attack against it. On a hit, your ally's attack deals an extra 1d10 damage and knocks the target prone. If the target stands up on its next turn, it provokes opportunity attacks.

*Your spirit companion slashes your foe, leaving it unbalanced and open to your ally's attack.*

## FLESH-TETHER SHOT

Rank 5 Rite • Necromancy, Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 5d10 damage, and until the end of your next turn, attack rolls against the target have advantage. Also on a hit, if the target moves before the end of your next turn, it takes 1d12 necrotic damage and cannot take reactions until the end of your next turn.

*The missile punches through your enemy, dragging some of its viscera with it as it slams into the ground. It can move, but it's going to hurt.*

## FORCEFUL SPIRITS

Rank 5 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d6 damage, and you can choose any number of creatures you can see within 5 feet of the target. Each chosen creature must succeed on a Constitution saving throw or take 1d12 force damage and be pushed up to 10 feet away from the target.

*Your attack is driven by the power of the spirits, sending foes near your enemy reeling.*

## FRIGHTENING STRIKE

Rank 5 Rite • Enchantment, Fear, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and each enemy within 5 feet of you who can see you must succeed on a Wisdom saving throw or suffer a -7 penalty to attack rolls until the end of your next turn.

*Your savage strike and maddening gaze wither the resolve of the enemies around you.*

## FURY SPIRITS

Rank 5 Rite • Conjuraton, Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 8d10 damage.

In addition, you conjure four avenging spirits in four different spaces within 5 feet of the target for 1 minute. When an enemy enters a spirit's space, you can use your reaction to trigger the spirit. When you do so, each enemy within 5 feet of that spirit must succeed on a Dexterity saving throw or take 2d12 force damage. Once a spirit is triggered, it disappears.

*A well-placed shot calls forth primal spirits that carry your enemy's pain to your other enemies.*

## GHOST VIPER RAGE

Rank 5 Rite • Enchantment, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Constitution saving throw or be poisoned for 1 minute. While poisoned by this rite, the target can repeat the saving throw at the end of each of its turns. On a failed save, the target takes 2d12 poison damage. On a successful save, the target is no longer poisoned by this rite.

In addition, you enter the rage of the Ghost Viper. Until the rage ends, any enemy that starts its turn within 5 feet of you grants advantage on attack rolls against itself to you and your allies until the end of its next turn.

*The spirit of the ghost viper infuses you, sending venom coursing through the veins of your foe. As you rage, the viper's spirit throws nearby foes off guard.*

## GREAT BEAR GUARDIAN

Rank 5 Rite • Conjunction, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must make a Strength saving throw. On a failed save, the target takes 8d6 bludgeoning damage, and is pushed up to 10 feet and knocked prone. On a successful save, the target takes half as much damage, and is pushed up to 5 feet.

In addition, you conjure a Medium bear spirit in an unoccupied space within 5 feet of the target. The spirit lasts for 1 minute. The spirit occupies its space. Enemies cannot move through it but allies can. As a bonus action, you can move the spirit up to 25 feet. The spirit counts as an ally and can make opportunity attacks against your enemies: Make a melee spell attack originating from the bear spirit against the triggering enemy. On a hit, the target takes 8d6 slashing damage.

*A bear spirit appears amid your foes. It knocks one enemy aside and stands alert, ready to protect you and your allies with its vicious claws.*

## GUARDIANS OF HOWLING WRATH

Rank 5 Rite • Focus, Necromancy, Offensive, Spirit (Long)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 8d10 necrotic damage.

In addition, for 1 minute, any time an enemy within 10 feet of your spirit companion is reduced to 0 hit points, you gain a +5 bonus to attack rolls until the end of your next turn.

*Your spirit transforms into a howling echo of death itself, assaults your enemies, consumes their life force, and channels it into primal power.*

## HORNS OF THE UNDEFEATED KHAN

Rank 5 Rite • Enchantment, Focus, Offensive (Long)

As an action, choose one creature you can see within 100 feet. The target must make a Dexterity saving throw. The target takes 8d10 force damage on a failed save, or half as much damage on a success.

In addition, until the end of your next turn, you and your allies gain a +5 bonus to attack rolls and a +1d12 bonus to damage rolls against the target. Before your next turn, each ally within 100 feet of the target can make a saving throw against one effect that a save can end and safely move up to 15 feet at the start of their turn (no action required).

*Horns sound as the great khan—a champion of the primal forest who has never been defeated in battle—strides from the spirit world to lead your allies.*

## HOWL OF WRATH

Rank 5 Rite • Enchantment, Fear, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and you can choose any number of creatures within 25 feet of you. Each chosen creature who can hear you must make a Wisdom saving throw. On a failed save, the chosen creature's speed is reduced to 0 for 1 minute. On a successful save, the chosen creature's speed is reduced by 10 feet until the end of your next turn.

While suffering a speed reduction from this rite, a creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*With your devastating strike, you unleash a wail that makes your enemies freeze in terror.*

## HUNGRY FOR THE KILL

Rank 5 Rite • Bestial, Focus, Offensive, Transmutation (Short)

As an action, you can safely move up to 30 feet and make a melee spell attack against one creature within your reach. On a hit, the target takes piercing damage equal to 7d10 + your spellcasting ability modifier. If either you or the target is bloodied or at 0 hit points, you can spend up to five hit dice to regain hit points and make a saving throw against one effect that a save can end.

*As you shake your enemy's life loose, you avoid a doom waiting for you.*

## HUNT AND RETURN

Rank 5 Rite • Focus, Offensive, Spirit, Transmutation (Short)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. You gain a +6 bonus to the attack roll if no other creatures are within 15 feet of the target. On a hit, the target takes 8d10 slashing damage or 10d10 slashing damage if no other creatures are within 5 feet of the target.

After the attack, you can move your spirit companion up to 20 feet.

*Your spirit companion ranges ahead for a moment, attacking an enemy before retreating toward your allies.*

## HYDRA RAGE

Rank 5 Rite • Offensive, Raging, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Constitution saving throw or be dazed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the daze on a success.

In addition, you enter the rage of the Hydra. Until the rage ends, once per round when you miss with a melee weapon attack, you can reroll the attack.

*Your overwhelming attack leaves your target staggered, and the spirit of the hydra courses through you. As you rage, your weapon darts and bites like the hydra's many heads.*



## INEXORABLE SMASH

Rank 5 Rite • Bestial, Focus, Offensive, Transmutation (Short)

As an action, make a melee spell attack against one creature within your reach. On a hit, the target takes bludgeoning damage equal to 7d10 + your spellcasting ability modifier, and you can move the target up to 30 feet. The target must then succeed on a Constitution saving throw or be dazed until the end of your next turn.

*You bash your foe, staggering it for a moment.*

## INFESTATION OF MOTHS

Rank 5 Rite • Offensive, Polymorph, Transmutation, Weapon (Short)

When you hit a creature with an attack using a ranged or thrown weapon, your attack deals an extra 8d10 damage, and you can move the target up to 15 feet. Also on a hit, until the end of your next turn, the target is insubstantial, and enemies are blinded while within 5 feet of it. While insubstantial, the target lacks a body that has physical substance and vital areas, and gains the following effects:

- Cannot attack, cast spells, activate magic items, or manipulate objects
- Resistance to all damage
- Immunity to being grappled, paralyzed, petrified, poisoned, prone, or restrained

*Your enemy collapses into a fluttering cloud of moths, which blind nearby enemies.*

## INFILTRATING DRONE

Rank 5 Rite • Bestial, Charm, Conjunction, Focus, Offensive (Short)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 8d6 piercing damage. Then, one creature of your choice within the cone must succeed on a Constitution saving throw or be dominated until the end of your next turn.

*You fiercely blast out at your foes with a torrential swarm, which disguises special beasts that crawl into your opponent's ear and place that opponent under your control.*

## LAND SHARK CHARGE

Rank 5 Rite • Offensive, Transmutation, Weapon (Long)

When you target a creature with a charging attack using a weapon, you gain a +6 bonus to the attack roll, you do not provoke opportunity attacks for movement made during this charge. On a hit, your attack deals an extra 5d10 damage, the target is knocked prone, and for 1 minute, attack rolls against the target had advantage. The target can make a Constitution saving throw at the end of each of its turns ending the effect on itself on a success.

In addition, you gain a +6 bonus to AC, Strength saving throws, and Constitution saving throws until the end of your next turn.

*You sink into the earth, tunnel under the ground, reemerge under your foe, and skewer it with your weapon.*

## LEAP OF THE RELENTLESS HUNTER

Rank 5 Rite • Offensive, Transmutation, Weapon (Short)

When an enemy marked by you enters a space within 5 feet of an ally that is within 25 feet of you, you can use your reaction to safely move up to your speed to a space within 5 feet of the triggering enemy. You can then make a melee attack using a weapon against the triggering enemy with a +6 bonus to the attack roll. On a hit, your attack deals an extra 5d10 damage, and you can move the target to a different space within 5 feet of you.

*When a foe moves too close to your ally, you cross the battlefield in the blink of an eye to make a savage attack.*

## LIGHTNING BARRAGE

Rank 5 Rite • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 lightning damage, and for 1 minute the target is blinded. While blinded by this rite, the target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

*As you whirl your weapon, it draws lightning from the air and sends it cascading over the enemies around you.*

## LINES OF RAGE

Rank 5 Rite • Necromancy, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 8d10 damage.

When you use this rite, you can choose to take 2d10 necrotic damage that cannot be reduced or negated. If you do so, your attack deals an extra 10d10 damage on a hit instead of 8d10.

*Straining your muscles to the point of agony, you channel the pain into a devastating blow.*

## LUNGE AND VANISH

Rank 5 Rite • Bestial, Focus, Illusion, Offensive (Long)

As an action, make a melee spell attack against one creature within your reach. On a hit, the target takes slashing damage equal to 7d10 + your spellcasting ability modifier.

In addition, you become invisible and then safely move up to 25 feet. You remain invisible until the end of your next turn.

*You disappear after mailing your enemy.*

## MOUNTAIN GRASP

Rank 5 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Strength saving throw or have its speed reduced to 0 until the end of your next turn.

*You bring your weapon down in a great overhead arc, rooting your foe in place with the weight of your blow.*

## PRIMAL WAR BAND RAGE

Rank 5 Rite • Conjunction, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and you enter the rage of the Primal War Band. Until the rage ends, each enemy within 25 feet of you grants advantage on attack rolls against itself.

*The spirits of an ancient war band spiral around you, distracting your foes.*

## PUMMELING HAIL

*Rank 5 Rite • Evocation, Focus, Offensive (Long)*

As an action, you target each creature in a 15-foot-radius, 30-foot-high cylinder centered on a point within 50 feet. Each target must succeed on a Constitution saving throw or take 8d6 cold damage.

In addition, the cylinder creates a zone of hail that lasts for up to 1 minute. Any creature that enters the zone or starts its turn there takes 1d12 + 6 cold damage.

You must concentrate on this rite as if concentrating on a spell.

*Chunks of ice fall from the sky, battering your foes.*

## RAPID GROWTH

*Rank 5 Rite • Offensive, Raging, Transmutation, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Strength saving throw or be restrained for 1 minute. While restrained by this rite, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*You call forth the plants from the earth, beseeching them to hold your enemy in place.*

## RAVAGING LIGHTNING

*Rank 5 Rite • Bestial, Evocation, Focus, Offensive (Long)*

As an action, make a melee spell attack against one or two creatures within your reach, with a separate attack roll for each target. A target takes 8d6 lightning damage on a hit, or half as much damage on a miss.

In addition, each target is subject to ravaging lightning for 1 minute. While affected by ravaging lightning, when the target misses with an attack, it grants advantage on attack rolls against itself until the start of its next turn and takes 1d12 lightning damage. While subject to this effect, a target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success. If a target makes an attack on its turn, it cannot make saving throws against this effect until the start of its next turn.

*Lightning envelops your claws as your strike marks an opponent for the reprisals of the primal storm spirits.*

## RAZORLEAF CUT

*Rank 5 Rite • Offensive, Transmutation, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 8d10 damage, and the target must succeed on a Constitution saving throw or be weakened until the end of your next turn. While weakened, the target deals only half as much damage as normal with weapon attacks using Strength.

*Coils of vines adorned with razor-sharp leaves tear the flesh of your enemy and drain its strength.*

## RECKLESS RAM ASSAULT

*Rank 5 Rite • Offensive, Transmutation, Weapon (Short)*

When you hit a creature with a charging attack using a weapon, your attack deals an extra 8d10 damage, and both you and the target are knocked prone.

*You grow massive ram's horns and bound at your foe, sending both it and you to the ground.*

## RENDING VINES

*Rank 5 Rite • Offensive, Transmutation, Weapon (Long)*

As an action, you fire a piece of ammunition using a ranged weapon at a point you can see on the ground within your weapon's range. Each enemy in a 15-foot radius sphere centered on that point must succeed on a Dexterity saving throw or take 8d6 bludgeoning damage and for 1 minute, the target is restrained.

In addition, the sphere creates a zone of difficult terrain that lasts for up to 1 minute. Any enemy that starts its turn within the zone takes 1d12 piercing damage. Until the zone ends, when an enemy enters the zone, you can use your reaction to cause the vines to tear at them. The triggering enemy and each enemy within 5 feet of them must succeed on a Dexterity saving throw or take 1d12 bludgeoning damage and for 1 minute, the target is restrained.

A creature restrained by this rite can repeat the saving throw at the end of each of its turns, ending the restrained condition on themselves on a success.

*Thorny vines erupt from the earth and snake around your enemies, tearing at them as they try to escape.*

## ROCK TREE RAGE

*Rank 5 Rite • Offensive, Raging, Transmutation, Weapon (Long)*

As a reaction, when an enemy enters a space within 5 feet of you, you can make a melee attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 5d10 damage.

Additionally, you enter the rage of the Rock Tree. Until the rage ends, when any enemy enters a space within 5 feet of you, you can make an opportunity attack against that enemy. In addition, if you are subject to forced movement, you can reduce the distance of the forced movement by up to 10 feet.

*Your overwhelming strike calls the spirit of the great rock tree, rooting you and allowing you to lash out at approaching enemies.*

## ROLLING EARTH

*Rank 5 Rite • Focus, Offensive, Transmutation (Short)*

As an action, you target each creature in a 25-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 8d6 bludgeoning damage, and you can push the target up to 25 feet.

In addition, choose up to five contiguous unoccupied 5-foot spaces within the cone that are on a solid surface. Until the end of your next turn, those spaces are blocking terrain that is up to 10 feet high.

*You strike the ground with your open palm, causing it to shift and roll like the waves of an ocean storm.*

## ROUGH ADVANTAGE

*Rank 5 Rite • Offensive, Transmutation, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 8d10 damage, and the target must succeed on a Strength saving throw or have its speed reduced to 0 until the end of your next turn.

*Your attack causes the ground to rise up, holding the target fast.*



## SCAVENGER'S PRIZE

Rank 5 Rite • Bestial, Focus, Offensive, Transmutation (Short)

As an action, make a melee spell attack against one creature within your reach. On a hit, the target takes bludgeoning damage equal to 7d10 + your spellcasting ability modifier, and it is grappled by you. You can then safely move up to 30 feet, pulling the target with you.

*Your foe is trapped in your grasp as you drag it off.*

## SEARING WINDS

Rank 5 Rite • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point you can see within 50 feet. Each target must succeed on a Constitution saving throw or take 4d6 fire damage and 4d6 force damage.

In addition, until the end of your next turn, each target deals only half damage with weapon attacks using Strength.

*Drawing power from the storms of the deepest deserts, you hammer your enemies with a pulse of blistering heat.*

## SEEDS OF DESTRUCTION

Rank 5 Rite • Focus, Necromancy, Offensive, Weapon (Long)

As an action, make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage.

In addition, a target takes 2d12 necrotic damage the next time you or one of your allies hits and damages it within the next 10 minutes.

*As you slash at your enemies, you plant destructive primal magic into them.*

## SEEKER'S PEERLESS SHOT

Rank 5 Rite • Divination, Offensive, Weapon (Short)

As an action, make a ranged weapon attack using a bow against one or two creatures within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. On a hit, your attack deals an extra 8d6 damage. On a miss, reroll the attack against a different enemy within 25 feet of the creature you missed.

*You send two missiles at the enemy, confident in the spirit's power to guide them true.*

## SHACKLES OF THE MOUNTAIN

Rank 5 Rite • Focus, Offensive, Spirit, Transmutation (Short)

As an action, choose one or two creatures you can see within 50 feet of you. Each target must succeed on a Dexterity saving throw or take 8d6 force damage and until the end of your next turn, any enemy suffers a -5 penalty to AC and saving throws while within 5 feet of your spirit companion.

*Two spirits—humanoid forms of granite—appear and batter your foes. They then channel power through your spirit companion to weaken the defenses of nearby enemies.*

## SHIFTING RAKE

Rank 5 Rite • Bestial, Focus, Offensive, Transmutation (Short)

As an action, you can safely move up to 10 feet and make a melee spell attack against one creature within your reach. On a hit, the target takes slashing damage equal to 7d10 + your spellcasting ability modifier, and the target cannot safely move or benefit from the Disengage action until the end of your next turn.

You can then safely move up to 10 feet.

*You easily duck under your foe's defenses to deliver a crippling attack.*

## SHOULDER SLAM

Rank 5 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d6 damage, and the target must succeed on a Strength saving throw or be pushed up to 5 feet and you can safely move up to 5 feet. You can then make one additional melee attack using a weapon against a different creature. On a hit, your attack deals an extra 5d6 damage.

When you use this rite as part of a charging attack, you gain a +6 bonus to the attack roll, and do not grant advantage on attack rolls against yourself as part of the charge.

*You lower your shoulder into your foes, driving them across the ground.*

## SIROCCO SPIRIT

Rank 5 Rite • Focus, Offensive, Spirit, Transmutation (Long)

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on your spirit companion. Each target must make a Constitution saving throw. On a failed save, a target takes 8d6 slashing damage, and for 1 minute, the target is blinded and suffers a 1d12 susceptibility to all damage. On a successful save, the target takes half as much damage, and for 1 minute the target suffers a 1d12 susceptibility to all damage. A target who was made susceptible by this rite can repeat the saving throw at the end of each of its turns, ending all effects of this rite on itself on a success.

Your spirit companion then disappears.

*Your elemental spirit breaks apart to become a storm of dust and wind that blinds your enemies and makes them more susceptible to damage.*

## SLASHING DASH

Rank 5 Rite • Bestial, Focus, Offensive, Transmutation (Short)

As an action, make a melee spell attack against up to three creatures within your reach, with a separate attack roll for each target. You can safely move up to 10 feet between each attack. On a hit, a target takes slashing damage equal to 7d10 + your spellcasting ability modifier, and you can spend one hit die to regain hit points.

*Invoking the cheetah's speed, you dash across the battlefield to rend your foes. Your bloody assault awakens primal instincts, invigorating you.*

## SPARKING STRIKE

Rank 5 Rite • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 lightning damage. Until the start of your next turn, any enemy that enters a space within 10 feet of the target takes 2d12 lightning damage. If no enemy enters a space within 10 feet of the target, the target takes 4d12 lightning damage at the start of your next turn.

*Lightning arcs from your weapon as you strike, surrounding the target to lash out at nearby foes.*

## SPECTRAL FOREST

Rank 5 Rite • Illusion, Offensive, Weapon (Short)

The zone lasts until the end of your next turn and is difficult terrain for your enemies. Any enemy that enters the zone or ends its turn there takes 3d12 psychic damage (an enemy can take this damage only once per turn). You and your allies have three-quarters cover against enemies while in the zone.

*Your shot conjures a ghostly copse that harries and hinders your foes while protecting you and your allies.*

## SPIRIT DANCE

Rank 5 Rite • Conjuration, Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 5d10 damage, and the target must succeed on a Wisdom saving throw or you can teleport the target up to 25 feet. Also on a failed save, one ally of your choice within 5 feet of the destination space can then use their reaction to make an opportunity attack against the target.

*Cunning spirits emerge from the Feywild to dance with your enemies and draw them into danger across the battlefield.*

## SPIRIT LANCE

Rank 5 Rite • Evocation, Focus, Offensive, Spirit (Short)

As an action, make a ranged spell attack originating from your spirit companion against one creature within 50 feet of it. On a hit, the target takes 10d10 force damage.

*Your spirit companion's form wavers momentarily as a spear of brilliant energy lances from it toward your enemy.*

## SPIRIT OF ENDINGS BEGUN

Rank 5 Rite • Focus, Necromancy, Offensive, Spirit (Long)

As an action, choose any number of creatures you can see in a 10-foot radius sphere centered on your spirit companion. Each target must make a Constitution saving throw. On a failed save, a target takes 8d6 necrotic damage, and for 1 minute, the target's life force erodes. On a successful save, the target takes half as much damage, and is pushed up to 5 feet from your spirit companion. Targets whose life forces are eroding take 1d12 necrotic damage at the start of each of their turns and suffer a -4 penalty to AC and saving throws. A target who failed the initial save can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, the sphere becomes a zone that lasts for 1 minute or until your spirit companion is no longer present in the encounter. Any creature that starts its turn in the zone takes 1d12 necrotic damage and you can push the target up to 5 feet from your spirit companion.

*Darkness swirls out from your spirit companion, eroding your enemies' defenses and stealing their life.*

## SPIRIT OF SPRING'S RENEWAL

Rank 5 Rite • Focus, Offensive, Spirit, Transmutation (Short)

As an action, make a ranged spell attack against one creature within 50 feet of you. On a hit, the target takes 8d10 bludgeoning damage, and each ally within 5 feet of your spirit companion can spend up to five hit dice to regain hit points. Each ally who spends hit dice to regain hit points from this rite regains an extra 1d12 hit points.

*A humanoid spirit formed of bark, vines, and roots appears and slams your enemy. Channeling power through your spirit companion, the spirit renews your allies' strength.*

## SPIRIT OF THE HUNTER'S SOUL

Rank 5 Rite • Focus, Offensive, Spirit, Transmutation (Long)

As an action, choose one creature you can see within 50 feet. The target must make a Dexterity saving throw. The target takes 8d10 slashing damage on a failed save, or half as much damage on a success.

In addition, choose an ally you can see within 50 feet of you. That ally gains a +1d12 bonus to damage rolls against the target for 1 minute. While that ally is within 5 feet of your spirit companion, the damage bonus increases to 2d12.

*The spirit of a great hunter appears and strikes at your foe with a mighty attack. It then bonds with an ally to continue the onslaught.*



## SPIRIT OF THE SHIELD BREAKER

Rank 5 Rite • Conjunction, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must make a Wisdom saving throw. On a failed save, the target takes 8d10 slashing damage, and suffers a -5 penalty to AC and saving throws for 1 minute. On a successful save, the target takes half as much damage, and suffers a -2 penalty to AC and saving throws for 1 minute. While suffering a penalty from this rite, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, you conjure the spirit of the shield breaker in a space within 5 feet of the target. The spirit lasts for 1 minute. As a bonus action, you can move the spirit up to 25 feet. While within 5 feet of the spirit or in its space, you and your allies gain a +1d12 bonus to damage rolls.

*A howling warrior bearing a greataxe leaps on your foe, shattering its defenses and urging your allies to greater glory.*

## STONE-SPLITTING ROAR

Rank 5 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and you howl in a 15-foot cone originating from you. Each enemy in the cone must succeed on a constitution saving throw or take 2d12 + 6 thunder damage and grant advantage on attack rolls against themselves until the end of your next turn.

*Your strike draws on the strength of the earth and is followed by a thunderous battle cry that rattles your enemies.*

## STORM DRAKE RAGE

Rank 5 Rite • Evocation, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 lightning damage, and the target must succeed on a Dexterity saving throw or be electrified for 1 minute. While electrified, the target can repeat the saving throw at the end of each of its turns. On a failed save, the target takes 2d12 lightning damage. On a successful save, the effect ends.

In addition, you enter the rage of the Storm Drake. Until the rage ends, any enemy that hits you with a melee attack takes 1d12 lightning damage and must succeed on a Constitution saving throw or be knocked prone.

*Lightning cascades around you and flows into your enemy. As you rage, lightning lashes out at any foe that strikes you, knocking it to the ground.*

## SUMMON GUARDIAN BRIAR

Rank 5 Rite • Conjunction, Focus, Offensive, Summoning (Long)

As a bonus action, you summon a Large guardian briar in an unoccupied space within 25 feet.

The guardian briar is friendly to you and your companions. Roll initiative for the briar, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The briar persists for 1 minute or until you dismiss it as a bonus action.

If you don't issue any commands to the guardian briar by the end of your turn, on its turn, it attacks an enemy within 10 feet of it if possible. Otherwise, it moves up to its speed to a space where it is within 10 feet of as many allies as possible.

The creature's statistics are located at the end of this supplement.

*You summon spirits that coalesce into a mighty creature of thorns and brambles that protects you and your friends.*

## SUMMON SWAMP BEHEMOTH

Rank 5 Rite • Conjunction, Focus, Offensive, Summoning (Long)

As a bonus action, you summon a Large behemoth in an unoccupied space within 25 feet.

The behemoth is friendly to you and your companions. Roll initiative for the behemoth, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The behemoth persists for 1 minute or until you dismiss it as a bonus action.

If you don't issue any commands to the behemoth by the end of your turn, on its turn, it attempts to use Trample action against as many enemies as possible.

The creature's statistics are located at the end of this supplement.

*A primeval swamp spirit assumes solid form at your summons and thrashes over the battlefield.*

## SUMMON THUNDER BISON

Rank 5 Rite • Conjunction, Focus, Offensive, Summoning (Long)

As a bonus action, you summon a Large thunder bison in an unoccupied space within 25 feet.

The thunder bison is friendly to you and your companions. Roll initiative for the bison, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The bison persists for 1 minute or until you dismiss it as a bonus action.

If you don't issue any commands to the thunder bison by the end of your turn, on its turn, it moves toward the nearest enemy and attacks it if possible.

The creature's statistics are located at the end of this supplement.

*Thunder rumbles in the distance, drawing closer and closer until a thunderous bison trundles out of the spirit world to appear by your side.*

## SWARMING BULWARK

Rank 5 Rite • Bestial, Focus, Offensive, Transmutation (Long)

As an action, you split part of yourself into a swarm that forms a living wall within 50 feet of you. The wall can be up to 5 feet thick, 25 feet high, and 40 feet long, and persists for up to 10 minutes. The wall provides cover to those on the other side and counts as difficult terrain. Any creature that enters the wall or starts its turn there takes 2d12 piercing damage, and must succeed on a Strength saving throw or be grappled by the wall (attempts to break the grapple are made against your rite save DC).

You must concentrate on this rite as if concentrating on a spell.

*You burst part of yourself into a furious swarm. The sky momentarily blackens as you partition that part of yourself into a living wall.*

## TENDRILS OF THE FATE WEAVER

Rank 5 Rite • Abjuration, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must make a Wisdom saving throw. On a failed save, the target takes 8d10 bludgeoning damage, and for 1 minute, the target's speed is reduced by 10 feet and it cannot gain advantage on attack rolls. On a successful save, the target takes half as much damage. While suffering an effect from this rite, the target can repeat the saving throw with a -6 penalty at the end of each of its turns, ending the effects on itself on a success.

In addition, choose an ally you can see within 50 feet of you. For 1 minute, if any enemy hits that ally, that enemy's speed is reduced to 0 until the end of its next turn.

*You call on the spirit of the Fate Weaver, a great spider said to have created the bindings between planes, to wrap your foe in rock-hard spiderwebs and to protect your friend.*

## TERRIFYING PRESENCE

Rank 5 Rite • Enchantment, Fear, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and for 1 minute or until you fall unconscious, enemies within 5 feet of you grant advantage on attack rolls against themselves and they cannot make opportunity attacks.

*You land a mighty blow and face your enemies, terrifying them with the visage of your battle lust.*

## THORN ALLY

Rank 5 Rite • Focus, Offensive, Spirit, Transmutation (Short)

As an action, choose one creature you can see within 25 feet of your spirit companion. The target must succeed on a Dexterity saving throw or take 4d10 bludgeoning damage and 4d10 piercing damage, and until the end of your next turn, any enemy that starts its turn within 5 feet of your spirit companion is restrained until the end of your next turn.

*Thorny branches from thickets in the spirit realm erupt from your spirit companion to pierce and entangle your enemy.*

## THORN OF THE HINTERLANDS

Rank 5 Rite • Conjuration, Focus, Offensive (Long)

As an action, you conjure one or two 5-foot thick, 30-foot long walls of thorny, writhing vines, which cannot be within 5 feet of each other. Each wall can be up to 20 feet high; they must be on a solid surface, and they last for up to 1 minute. The walls provide total cover and block line of sight.

For every 1 foot a creature moves through the wall, it must spend 3 feet of movement. If a creature enters the wall's space or starts its turn there, that creature takes 1d12 acid damage and 1d12 poison damage, and must succeed on a Constitution saving throw or be poisoned for 1 minute. While poisoned by this rite, the target must repeat the saving throw at the end of each of its turns. On a failed save, the target takes 1d12 acid damage and 1d12 poison damage. On a successful save, the condition ends.

You must concentrate on this rite as if concentrating on a spell.

*All across the field of battle, thickets and brambles rise up to entrap your foes.*

## THREATENING FURY

Rank 5 Rite • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and until the end of your next turn, whenever the target moves (even if it took the Disengage action) or makes an attack roll against you, you can make an opportunity attack against it.

*Your fierce attack brings you into your opponent's reach, ensuring that it can't attack you or escape without reprisal.*

## THUNDERHEAD STRIKE

Rank 5 Rite • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d6 thunder damage, and the target is knocked prone. If the target stands up or moves from its space before the end of your next turn, it and each enemy within 5 feet of it take 6d6 thunder damage.

*Booming thunder accompanies the impact from your weapon, echoing all around with powerful, violent energy.*

## THUNDERING BOLTS

Rank 5 Rite • Evocation, Offensive, Weapon (Long)

As an action, while wielding a melee weapon you can choose any number of creatures you can see in a 15-foot cube originating from you. Each target must make a Constitution saving throw. A target takes 10d6 thunder damage on a failed save, or half as much damage on a success.

In addition, each target is knocked prone.

*You smash your weapon into the earth, unleashing a wave of thunder that knocks your foes to the ground.*

## TORRENT OF DESTRUCTION

Rank 5 Rite • Offensive, Raging, Transmutation, Weapon (Long)

As an action, you can safely move up to your speed. During this movement, you can make a melee attack using a weapon once against each creature to which you move within 5 feet of. On a hit, your attack deals an extra 8d6 damage.

*The spirits spur you into action, giving you the speed and fury to sweep across the battlefield like a windstorm.*



## TORRENTIAL STORM

Rank 5 Rite • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 25-foot cube originating from you. Each target must succeed on a Constitution saving throw or take 8d6 lightning damage, and you can move the target up to 15 feet.

In addition, the cube creates a stormy zone that lasts until the end of your next turn. A creature that failed their saving throw against this rite that enters the zone on its turn takes 2d12 lightning damage.

*Dark clouds gather at your command. Lightning and rain fall do damage your foes and keep them away from you.*

## TREE FATHER'S WARD

Rank 5 Rite • Evocation, Focus, Offensive (Long)

As an action, choose one or two creatures you can see in a 25-foot cone originating from you. Each target must make a Constitution saving throw. On a failed save, a target takes 8d6 bludgeoning damage, and for 1 minute the target suffers a -5 penalty to attack rolls. On a successful save, the target takes half as much damage. While suffering a penalty to attack rolls from this rite, the target can repeat the saving throw at the end of each of its turns ending the effect on itself on a success.

In addition, each bloodied ally in the cone regains 8d6 hit points.

*You call on the Tree Father to punish your enemies for attacking and to reward your allies for fighting bravely.*

## TREMORS

Rank 5 Rite • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 15-foot radius circle centered on a point you can see on the ground within 50 feet of you. Each target must make a Dexterity saving throw. A target takes 8d6 bludgeoning damage and is knocked prone on a failed save, or half as much damage and is not knocked prone on a success.

In addition, the circle creates a quaking zone that lasts for 1 minute. The zone is difficult terrain. While the zone persists, you can use a bonus action on each of your turns to force each target in the zone to make a Dexterity saving throw. On a failed save, a target takes 1d12 bludgeoning damage and is knocked prone.

*You command the earth, causing tremors to topple your foes.*

## UNAVOIDABLE STALKER

Rank 5 Rite • Divination, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage. In addition, at the end of the target's next turn, if it is not within 5 feet of you, you can safely move up to your speed + 10 feet to a space within 5 feet of the target (no action required).

*You strike your target and then continue to track it, remaining in step with it no matter where it goes.*

## VIGOROUS STRIKE

Rank 5 Rite • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and you gain temporary hit points equal to half your level + 6.

*You strike your foe with a mighty assault that bolsters you against attacks.*

## VORACIOUS PREDATOR RAGE

Rank 5 Rite • Necromancy, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, or an extra 8d10 damage if the target was already bloodied before the attack.

In addition, you enter the rage of the Voracious Predator. Until the rage ends, when you reduce an enemy to 0 hit points with a weapon attack, you gain a +3 bonus to your next weapon attack roll, and that next attack deals an extra 1d12 damage if it hits.

*You swing mightily, and spirit predators arise, empowering your blows whenever you leave an enemy's body in your wake.*

## WARDEN'S LURE

Rank 5 Rite • Evocation, Offensive, Weapon (Short)

As an action, choose any number of creatures you can see within 20 feet of you. You pull each target up to 15 feet to a space within 5 feet of you. You then make a melee attack using a weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 fire damage, and you can move the target up to 5 feet.

*A burst of primal fire surrounds your foes and draws them close for a blistering attack.*

## WHIRLING SKIRMISH

Rank 5 Rite • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon while wielding a separate melee weapon in each hand, your attack deals an extra 5d6 damage.

In addition, you can safely move up to 35 feet and make a melee attack using a weapon while wielding a separate melee weapon in each hand against any number of creatures within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 5d6 damage.

*Using the momentum of your strike, you cut across the battlefield, eluding blows and then imperiling your foes.*

## WIND OF DEATH AND MERCY

Rank 5 Rite • Evocation, Focus, Offensive, Spirit (Long)

As an action, make a melee spell attack originating from your spirit companion against one creature within 5 feet of it. On a hit, the target takes 8d10 cold damage.

In addition, the first ally to regain hit points while within 5 feet of your spirit companion regains 1d12 additional hit points. The second ally to regain hit points while within 5 feet of your spirit companion regains 2d12 additional hit points. The third ally to regain hit points while within 5 feet of your spirit companion regains 3d12 additional hit points. The effect ends after the third ally regains these additional hit points or after 1 minute has passed.

*The spirit of a great hunter appears and strikes at your foe with a mighty attack. It then bonds with an ally to continue the onslaught.*

## WINDSTORM

Rank 5 Rite • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point you can see within 50 feet. Each target must succeed on a Strength saving throw or take 8d6 bludgeoning damage, and you can move the target up to 35 feet.

*A brief but mighty cyclone batters creatures and carries them away.*

## WINDY ASSAULT

Rank 5 Rite • Conjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and can knock the target prone. You then pull each enemy within 25 feet of you that is marked by you up to 10 feet.

In addition, each enemy within 25 feet that is marked by you grants advantage on attack rolls against itself until the start of your next turn.

*Wind topples your foe and then blows others toward you.*

## WINTER HAILSTORM

Rank 5 Rite • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 15-foot radius sphere centered on a point you can see within 100 feet of you. Each target must make a Constitution saving throw. A target takes 8d6 cold damage on a failed save, or half as much damage on a success.

In addition, the sphere creates a zone of wind and hail that lasts for up to 1 minute. Any creature that enters the zone or starts its turn there has its speed reduced by 10 feet until the end of your next turn and takes 1d12 cold damage. As a bonus action on each of your turns you can end the zone or increase its radius by 5 feet to a maximum of 25 feet.

You must concentrate on this rite as if concentrating on a spell.

*A blizzard appears, growing to encompass an ever-wider area.*

## WINTER PHOENIX RAGE

Rank 5 Rite • Evocation, Offensive, Raging, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 cold damage, and the target must succeed on a Constitution saving throw or be chilled for 1 minute. While chilled, the target can repeat the saving throw at the end of each of its turns. On a failed save, the target takes 2d12 cold damage. On a successful save, the effect ends.

Additionally, you enter the rage of the Winter Phoenix. Until the rage ends, you regain 1d12 + 6 hit points at the start of each of your turns as long as you have at least 1 hit point. In addition, the first time you are reduced to 0 hit points, you can immediately spend up to five hit dice to regain hit points.

*Your blow erupts in grasping frost as the spirit of the winter phoenix enters you. As you rage, vitality surges through you to ward you from death.*



## NEW MONSTERS

These monsters are summoned from the various rites with the summoning tag. Though they could be used as normal monsters as well, and in some cases with various *conjure* and summoning spells. You may also consider letting the beasts be used for Wild Shape.

### FLAME BEETLE

*Journeyman tier, group organization*  
*Small beast, unaligned*

**Armor Class** 16 (natural armor)  
**Hit Points** 41 (9d6 + 10)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

**Damage Resistances** fire  
**Senses** blindsight 30 ft., passive Perception 8  
**Languages** —  
**CR** 2 (450 XP)  
**Threat** extreme (4)

**Illumination.** The beetle sheds bright light in a 10-foot radius and dim light for an additional 10 ft..

### ACTIONS

**Multiattack.** The beetle makes bite two attacks.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Fire Spray (Recharge 5–6).** The beetle exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 7 (3d4) fire damage on a failed save, or half as much damage on a successful one.

### GREAT EAGLE

*Journeyman tier, pair organization*  
*Medium beast, neutral*

**Armor Class** 16 (natural armor)  
**Hit Points** 71 (11d8 + 22)  
**Speed** 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	15 (+2)	8 (-1)	14 (+2)	10 (+0)

**Skills** Perception +4  
**Senses** passive Perception 14  
**Languages** Giant Eagle, understands Common and Auran but can't speak  
**CR** 3 (700 XP)  
**Threat** high (3)

**Keen Sight.** The eagle has advantage on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack.** The eagle makes two attacks: one with its beak and one with its talons.

**Beak.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

**Talons.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

## GUARDIAN BRIAR

*Journeyman tier, solo organization*

*Large plant, neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 135 (13d10 + 64)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing

**Senses** passive Perception 13

**Languages** Common, Druidic, Elvish, Sylvan

**CR** 5 (1800 XP)

**Threat** high (3)

**Boughs of Protection.** While the guardian briar is not incapacitated, its allies gain a +2 bonus to AC and Dexterity saving throws while within 10 feet of it.

**False Appearance.** While the briar remains motionless, it is indistinguishable from a normal tree.

**Siege Monster.** The guardian briar deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The treant makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

**Impaling Thorns.** *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage.

## GUARDIAN DRAKE

*Journeyman tier, pair organization*

*Medium dragon, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 53 (7d8 + 22)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

**Skills** Perception +2

**Damage Resistances** lightning

**Senses** darkvision 60 ft., passive Perception 12

**Languages** understands Draconic but can't speak it  
**CR** 2 (450 XP)

**Threat** medium (0)

**Protector.** When a creature within 5 feet of the guardian drake makes an attack against the character guarded by the drake, the drake can immediately make an opportunity attack against the triggering creature. On a hit, the target suffers the attack's normal effects, and the triggering attack is rolled with disadvantage, potentially causing it to miss.

### ACTIONS

**Multiattack.** The drake attacks twice, once with its bite and once with its tail.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Tail.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.



## LIGHTNING DRAKE

*Journeyman tier, solo organization*

*Medium dragon, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 135 (18d8 + 54)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

**Skills** Perception +2

**Damage Immunities** lightning

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**CR** 4 (1100 XP)

**Threat** high (2)

### ACTIONS

**Multiattack.** The drake makes two attacks: The drake attacks twice, once with its bite and once with its tail.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 4 (1d8) lightning damage.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

**Lightning Breath (Recharge 5-6).** The drake exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one.

## PROUD BEAR

*Journeyman tier, solo organization*

*Large beast, neutral good*

**Armor Class** 14 (natural armor)

**Hit Points** 105 (12d10 + 39)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** —

**CR** 3 (700 XP)

**Threat** medium (-1)

**Keen Sight and Smell.** The bear has advantage on Wisdom (Perception) checks that rely on sight or smell.

### ACTIONS

**Multiattack.** The bear makes two attacks: one with its beak and one with its claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

## RAZORCLAW BAT

*Journeyman tier, solo organization*

*Medium beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 105 (19d8 + 20)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	13 (+1)	2 (-4)	12 (+1)	6 (-2)

**Skills** Stealth +9

**Senses** blindsight 60 ft., passive Perception 11

**Languages** —

**CR** 4 (1100 XP)

**Threat** medium (0)

**Echolocation.** The bat can't use its blindsight while deafened.

**Keen Hearing.** The bat has advantage on Wisdom (Perception) checks that rely on hearing.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 29 (7d6 + 5) piercing damage.

## SAVAGE PANTHER

*Journeyman tier, pair organization*

*Medium beast, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 53 (12d8)

**Speed** 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

**Skills** Perception +4, Stealth +9

**Senses** passive Perception 14

**Languages** —

**CR** 2 (450 XP)

**Threat** medium (0)

**Keen Smell.** The panther has advantage on Wisdom (Perception) checks that rely on smell.

**Pounce.** If the panther moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage.



## SAVAGE TIGER

*Journeyman tier, solo organization*

*Large beast, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 120 (16d10 + 32)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

**Skills** Perception +3, Stealth +6

**Senses** passive Perception 13

**Languages** —

**CR** 5 (1800 XP)

**Threat** high (2)

**Keen Smell.** The tiger has advantage on Wisdom (Perception) checks that rely on smell.

**Pounce.** If the tiger moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

## SHADOW APE

*Journeyman tier, pair organization*

*Medium beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 53 (7d8 + 22)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

**Skills** Athletics +7, Perception +3

**Damage Vulnerabilities** radiant

**Damage Immunities** necrotic

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 13

**Languages** —

**CR** 2 (450 XP)

**Threat** medium (1)

### ACTIONS

**Multiattack.** The ape makes two fist attacks.

**Fist.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage, and the target must succeed on a DC 12 Wisdom saving throw or be blinded until the end of your next turn.

**Rock.** *Ranged Weapon Attack:* +7 to hit, range 25/50 ft., one target. *Hit:* 24 (3d12 + 5) bludgeoning damage.

## SWAMP BEHEMOTH

*Journeyman tier, solo organization*

*Large plant, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 135 (16d10 + 47)

**Speed** 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

**Skills** Stealth +3

**Damage Resistances** cold, fire

**Damage Immunities** lightning

**Condition Immunities** blinded, deafened, exhaustion

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10

**Languages** —

**CR** 5 (1800 XP)

**Threat** extreme (4)

**Lightning Absorption.** Whenever the Swamp Behemoth is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

### ACTIONS

**Multiattack.** The swamp behemoth makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the behemoth uses its Engulf on it.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Engulf.** The swamp behemoth engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the behemoth's turns or take 13 (2d8 + 4) bludgeoning damage. If the behemoth moves, the engulfed target moves with it. The behemoth can have only one creature engulfed at a time.

## THUNDER BISON

*Journeyman tier, solo organization*

*Large monstrosity, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 120 (16d10 + 32)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	10 (+0)

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** and Sylvan but can't speak, Elvish, Giant Elk, understands Common

**CR** 5 (1800 XP)

**Threat** high (3)

**Charge.** If the bison moves at least 20 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

### ACTIONS

**Gore.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

**Hooves.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature. *Hit:* 15 (3d6 + 5) bludgeoning damage plus 9 (2d8) thunder damage.



# CHANGE NOTES

## VERSION 1.0

---

- First Draft

# POWER CONVERSION HOMEBREW

This is part of a larger collection of Power Conversions available on the DM's Guild:

- [Arcane Incantations](#)
- [Divine Prayers](#)
- [Martial Exploits](#)
- [Primal Rites](#)
- [Psionic Disciplines](#)

For more updates on the conversions and other houserules, homebrews, rulehacks of DM\_Steel, follow me on: [https://ko-fi.com/dm\\_steel](https://ko-fi.com/dm_steel)

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Cover: [Background Forest Trees](#) by [DarkmoonArt\\_de](#)



WWW.GMBINDER.COM