



Art by Warmtail

Atoned Heart Sorcerer

The fate of those with infernal blood is often set out from the very moment they are born. No matter how much Tieflings or other such devil-blooded humanoids may try to bring about change for the good, their nature is cursed to usher in chaos and destruction. However, there are those who fight against their nature, through sheer force of will and willingness to be good, often calling the attention of celestial powers. Despite their blood, their hearts beat for light and justice. These are the Atoned Hearts.

Atonement Magic

You learn additional spells when you reach certain levels in this class, as shown on the Atonement Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an evocation or enchantment spell from the cleric or paladin spell list.

ATONEMENT SPELLS

| Sorcerer level | Spells |
|----------------|--|
| 1st | <i>bless, healing word</i> |
| 3rd | <i>calm emotions, lesser restoration</i> |
| 5th | <i>beacon of hope, revivify</i> |
| 7th | <i>death ward, guardian of faith</i> |
| 9th | <i>greater restoration hallow</i> |

Bring to Peace

Starting at 1st level, your clarity and good heart is enough to bring serenity to even the most disturbed of minds and souls. You can use your action to attempt to pacify a hostile creature within 15 feet of you. It must make a Wisdom saving throw against your Spell Save DC. On a failure, it is pacified and will not attack or interfere with you or your allies unless it is attacked or it sees its allies be attacked. This effect lasts an hour. Fiends and undead have disadvantage on this saving throw. In addition, if the creature is charmed, you can choose to instantly end the charmed condition. Once you've used this ability, you can't use it again until you complete a long rest.

Bond of Two Bloods

Also at 1st level, as your blood is fiendish and your heart is divine, you've learned to harness both aspects in harmony. This extends to those you are closest too.

When you roll initiative, you may choose yourself or another creature within 10 feet of you, to gain one of the following benefits for 1 minute:

- Speed is increased by 15 feet.
- Gain resistance to fire, necrotic, poison or radiant damage.

As a bonus action on each of your subsequent turns, you can change between the two features or the damage type the creature is resistant to.

You may only use this feature a number of times equal to your Charisma Modifier per long rest.

Redeemer's Will

At 6th level, your will to walk a path of clarity cannot be thwarted in any way, and you can share this vision with others. You gain advantage on all ability checks and saving throws against the charmed, grappled, frightened or restrained condition.

In addition, when a creature within 60 feet of you becomes charmed, grappled, frightened or restrained, you may use your reaction to end the condition. If you do this, you no longer benefit from the advantage against those conditions for the next hour. You may only use this reaction once per long rest.

Penance's Path

At the 14th level, you've garnered enough divine presence to impose penance on a creature, thus healing its soul. Whenever a creature within 60 feet of you successfully hits another creature with an attack roll, you may use your reaction to force the creature to repent from its violent ways.

The creature rolls damage for the attack as normal, but instead heals the creature it attacked for that many hit points.

Once you've used this feature, you cannot use it again until you take a short or long rest.

Final Redemption

By the 18th level, you've accepted that your path of redemption ends with your sacrifice. You are ready to give up all you are to save those around you. As an action, you may choose up to 2 other creatures within 30 feet of you. You expend all your hit points, go unconscious and suffer 2 failed death saving throws. The creatures you chose restore all their hit points and have advantage on all attack rolls, ability checks and saving throws for the next minute. For the next 10 minutes, you cannot regain hit points.

Once you use this feature, you need to rest for a week to use it again.

Race: Graftids

The limitations of the human body are quite endearing at first. The first few times one realizes how tired they are, they do not mind it. But, after one surrounds himself with enough complex organisms, they will realize that these are burdens. It is by this path that the graftids are born. These people were once mere humans, yet long years of experimentation with dark magic and rituals have changed their bodies to the extent that they are no longer what they once were. They are... far more.

Graftid Features

• **Ability Score Increase.** Your Constitution score increases by 2.

• **Age.** Despite enhancing their physicality, this does, for the most part, damage their bodies, leading to Graftids having particularly short lifespans and rarely reaching their 60s.

• **Alignment.** Morality is a difficult concept to comprehend for Graftids. At some point, living creatures become little less than body parts, new materials. As such, they often border between evil and neutrality.

• **Black Magic Grafting.** The process that changes a Graftid from a regular human requires knowledge of the dark arts. You gain proficiency in the Arcana skill.

• **Size.** Graftids were originally human. Your size is medium.

• **Speed.** Your base walking speed is 30 feet.

• **Grafting.** Each Graftid is completely different from the next one, as each of them enhances and changes their body in different ways. When you choose this race, you must choose one grafting option from each of the 3 sets. You may change any of these options when you reach a level that increases your Proficiency Bonus.

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SET 1 GRAFTS

Choose a feature from the following:

• **Boiling Blood.** You gain resistance to your choice of cold, fire, or poison damage.

• **Divine-Embalmed Body.** Whenever you take necrotic or radiant damage you can diminish the amount of damage taken by an amount equal to half your level (rounded up).

• **Draconic Scales.** You gain a +1 to AC if you are not wearing heavy armor.

SET 2 GRAFTS

Choose a feature from the following:

• **Elvish Eyes.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

• **Third Arm.** You gain access to a third limb. It has a reach of 5 feet, and it can lift a number of pounds equal to five times your Strength score. You can use it to do the following simple tasks: lift, drop, hold, push, or pull an object



or a creature; open or close a door or a container; grapple someone; or make an unarmed strike. This limb can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.

- **Natural Weapons.** You add weapons in the form of horns or claws. If you hit with an unarmed strike, you deal piercing, bludgeoning or slashing damage (your choice) equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. At 5th level the damage dice becomes 1d8.

SET 3 GRAFTS

Choose a feature from the following:

- **Attached Wings.** You can use a bonus action to gain a flying speed of 20 feet until the end of your turn, at which point you fall if nothing is holding you aloft. This fails if you are wearing heavy armor.
- **Enhanced Legs.** Your movement speed increases by 10 feet.
- **Fins & Gills.** You gain a swimming speed of 30 feet and you can breath underwater.

SET 4 GRAFTS

(OPTIONAL WITH GM'S PERMISSION)

Choose a feature from the following when you reach 5th level:

- **Shielding Core.** Once per day, you may cast the *shield* spell without expending a spell slot.
- **Restorative Parts.** When you roll hit dice as part of a short rest, you instead regain the maximum amount of hit points you can roll. Once you've used this ability, you can't use it again until you complete a long rest.
- **Wake-Ready Body.** You no longer need to sleep. To gain the benefits of a long rest, you must remain seated for 6 hours, though you are still aware of your surroundings.

SET 5 GRAFTS

(OPTIONAL WITH GM'S PERMISSION)

Choose a feature from the following when you reach 5th level:

- **Stolen Body Part.** Increase an Ability Score of your choice by 1 to a maximum of 20.



Items

Pocket Storm

wondrous item, uncommon

Carved out of ornate birch and with a light metal tip, this top's pattern gives off the illusion that it is always spinning, although it remains still. When brought up to someone's ear, they hear storms in the distance.

While holding this top in your hand, you may use your action to use one of the following features:

- **Give it a Whirl.** You throw the top within 30 feet of you and it spins briefly. All dirt, dust, grime or stains within a 30-foot cube are removed and all objects around are cleaned as per the *prestidigitation* cantrip. All windows open. If there are cutlery or plates around, they are instantly moved back into their cupboards.

- **Let it Rip.** You toss the top at a point within 90 feet of you that you can see, from which a storm forms. All creatures and objects within a 15-foot radius, 60-foot high cylinder of that point are either pushed 10 feet away or pulled 10 feet in (your choice). Creatures can make a DC 13 Strength saving throw to avoid being moved. Flying creatures have disadvantage on this saving throw.

Once you use the Let it Rip feature, the top becomes inactive until the next dawn.

Unstable Arcanum Potion

potion, rare

Crafted by crushing Arcanum crystals and mixing them with a variety of chemicals, Arcanum Potions, often referred to as "bottled magic" are highly unstable forms of energy, which aid casters in using more power.

As an action, you may drink the contents of this potion. When you do, if you possess any spell slots, you regain 1 expended spell slot of your choice of 4th level or lower. After that, you must roll on the Arcanum Instability table.

ARCANUM INSTABILITY TABLE

| d6 | Effect |
|----|---|
| 1 | You take 3d10 force damage which you cannot prevent or reduce in any way. |
| 2 | You take 2d10 force damage which you cannot prevent or reduce in any way. |
| 3 | You take 1d10 force damage which you cannot prevent or reduce in any way. |
| 4 | Roll once the Wild Magic table |
| 5 | Roll twice on the Wild Magic table |
| 6 | You fart a small rainbow |

Stable Arcanum Potion

potion, very rare

Crafted by crushing Arcanum crystals and mixing them with a variety of chemicals, Arcanum Potions, often referred to as "bottled magic" are highly unstable forms of energy, which aid casters in using more power. There are, however, some crafters who have perfected the art of potion-making, creating stable Arcanum Potions.

As an action, you may drink the contents of this potion. When you do, if you possess spell slots, you regain 1 expended spell slot of your choice of 5th level or lower. After that, you must roll a d6. On a roll of 1, you roll once on the Wild Magic table (*from the Wild Magic Sorcerer*).



Feats

Bloodthirsty

You've made a habit of drawing blood. To you, there is no music more beautiful than the screams of your enemies. For this reason, you'll stop at nothing to maintain the symphony of death. You gain the following features:

- Whenever you damage a creature of CR 1/2 or higher for the first time in a turn, you gain temporary hit points equal to 1d8 + your Proficiency Bonus. You can use this ability a number of times equal to your Proficiency bonus per long rest.
- Whenever you bring a creature to 0 hit points with an attack, you may use your reaction to move up to your full movement towards an enemy.

Exorcist

Ghosts and fiends hide around every corner of the world. It is your task to make sure they never hide inside humans. You can detect them with ease and bring them out of bodies. You gain the following features:

- You can cast the *detect evil and good* spell once per day without expending a spell slot.
- Once per day, if you are within 5 feet of a possessed creature, you may use your Action to remove the possession. The creature becomes immune to being possessed for 1 day.

Recluse

Many people enjoy the crowds, the hustle and bustle, the movement of city, the presence of others. You are not most people. If you could choose to, you would spend the entirety of your life alone, and you make an effort to do so. You gain the following features:

- If you start your turn with no creature within 15 feet of you, you gain temporary hit points equal to 1d4 + your Proficiency bonus.
- Once per day, when a creature moves within 5 feet of you, you may use your Reaction to move up to your full

Spells

Secretbearer Blessing

1st-level transmutation

Casting Time: 1 bonus action
Range: Touch
Components: V
Duration: 1 minute
Classes: Druid, Ranger

You infuse a weapon with the blessing of the Secretbearer. For the next minute, whenever someone attacks with that weapon, they learn one Ability Score, Skill Proficiency or Saving Throw Proficiency of their choice from their target.

Bloodsky Blessing

2nd-level transmutation

Casting Time: 1 bonus action
Range: Touch
Components: V
Duration: Concentration, up to 1 minute
Classes: Cleric, Paladin, Ranger, Warlock

You infuse a weapon with the blessing of the Bloodsky and it begins bleeding on its own. For the next minute, if the wielder of the weapon takes the Attack Action, they may make one more attack with that weapon as part of that Action. Each time they do, they take 2d8 necrotic damage, which they cannot reduce or ignore in anyway way.

GM NOTE:

The self inflicted damage from the spell does cause concentration saves, as taking damage would normally cause.

Tigershadow Blessing

2nd-level transmutation

Casting Time: 1 bonus action
Range: Touch
Components: V
Duration: Concentration, up to 10 minutes
Classes: Druid, Ranger

You infuse a weapon with the blessing of the Tigershadow. For the duration, whenever someone attacks with that weapon, their target cannot use reactions until the start of their next turn.

Duskshroud Blessing

2nd-level transmutation

Casting Time: 1 bonus action
Range: Touch
Components: V
Duration: Concentration, up to 10 minutes
Classes: Cleric, Druid, Paladin, Warlock

You infuse a weapon with the blessing of the Duskshroud. The next the weapon hits a creature, the target takes an additional 2d8 necrotic damage, loses Darkvision if they have it, and cannot see further than 30 feet. Creatures with blindsight, tremorsense, or truesight aren't affected. A creature affected by this spell can make a Constitution saving throw at the end of each of its turns, ending the spell early on a success.

Hopekindler Blessing

3rd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V
Duration: Concentration, up to 10 minutes
Classes: Cleric, Paladin

You infuse a weapon with the blessing of the Hopekindler. For the next minute, whenever someone deals damage with that weapon, they gain temporary hit points equal to 1d8 + your Spellcasting modifier.

VANDELIAN BLOODSUCKER

Tiny aberration, unaligned

Armor Class 13

Hit Points 14 (4d4 + 4)

Speed 10 ft., swim 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 1 (-5) | 16 (+3) | 12 (+1) | 1 (-5) | 11 (+0) | 3 (-4) |

Skills Perception +2, Stealth +5

Damage Resistances cold

Senses darkvision 30 ft., passive Perception 12

Languages —

Challenge 1/2 (100 XP)

Amphibious. The bloodsucker can breathe air and water

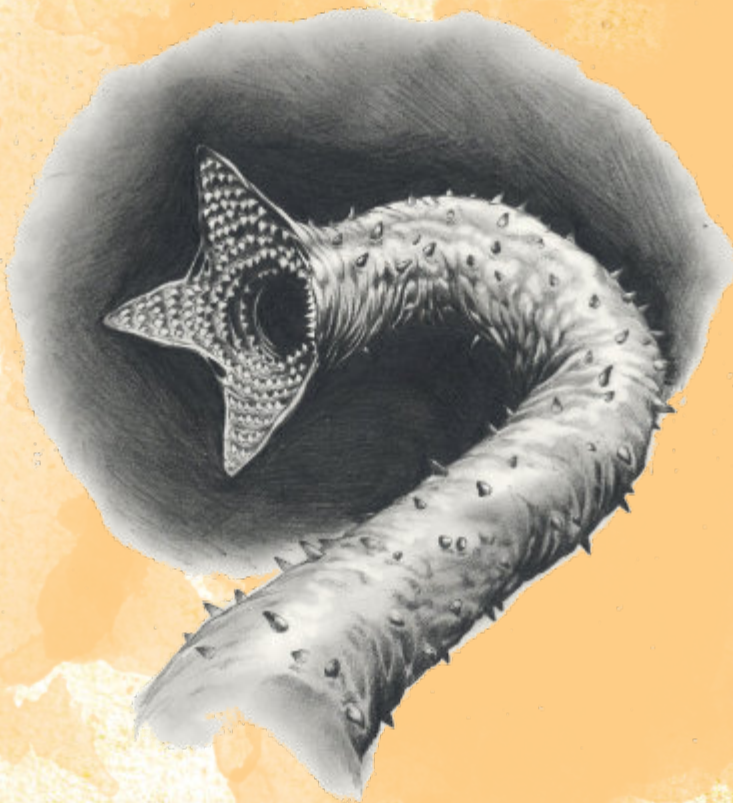
Emerge. The bloodsucker's long jump is up to 10 ft. and its high jump is up to 10 ft. while it is in water or emerging from water.

Hidden Parasite. While underwater, the bloodsucker can use its Burrow action without revealing its location.

ACTIONS

Burrow. While within 2 ft. of a non-construct creature, the bloodsucker can use its action to attempt to burrow underneath the creature's skin. The creature must make a DC 13 Constitution saving throw. On a failure, the bloodsucker burrows under the creature's skin and cannot be targeted or take any damage. At the start of each of its turns, the creature will take 2d4 poison damage as long as the bloodsucker is inside it.

To remove the bloodsucker, the creature must either deal 15 points of fire damage directed to the area of their body through which the bloodsucker entered or have another creature perform a DC 16 Wisdom (Medicine) check on them, extracting the bloodsucker on a success.



Vandelian

Originating from the deadly jungles of the Qilo Isle, the insectoids known as the Vandelian breed rapidly and thrive on any and all organisms that dare take a swim in their rivers. The true extent of this species' reach is, however, unknown, as they mainly stay hidden and burrow themselves beneath the skin of their victims without ever getting noticed. Their tiny size aids in this endeavor. Despite the mass of their populace being tiny, their broodmothers are known to be gigantic and far more deadly, but few have lived to tell the tale of meeting these creatures.



VANDELIAN BROODMOTHER

Large aberration, unaligned

Armor Class 13

Hit Points 119 (14d10 + 42)

Speed 30 ft., swim 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 16 (+3) | 17 (+3) | 4 (-3) | 14 (+2) | 6 (-2) |

Skills Perception +5, Stealth +6

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 8 (3,900 XP)

Amphibious. The broodmother can breathe air and water

Emerge. The broodmother's long jump is up to 20 ft. and her high jump is up to 15 ft. while she is in water or emerging from water.

Poisonous Slime. Whenever a creature hits the broodmother with a melee attack, it takes 10 (4d4) poison damage.

Telepathic Connection. The broodmother can communicate telepathically with all vandelian bloodsuckers within 10 miles. As an action, she can use the senses of one of them. While she does this, she is blinded and deafened in regards to her own senses

ACTIONS

Multiattack. The broodmother uses her Birth ability if it can, then makes two barb attacks and one bite attack.

Barb. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. The target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature who has succeeded on the saving throw is immune to being poisoned by this ability for the next 24 hours.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage. The broodmother regains hit points equal to the damage dealt.

Birth (Recharge 4-6). The broodmother spurts out 1d4 + 2 vandelian bloodsuckers. They share their initiative with the broodmother, but take their turn directly after her.