**Muff’n**: Path of the Mutant

In putting your faith in Pharika instead of Karametra, you have been granted cursed experimental power.

*“Embracccee Chaosssss, Let it consssssume you” – Pharika, Goddess of Affliction*

**Combat Identity**: Mutant Shapeshifting Beast, Burst

**Themes**: Monstrosity, volatility, chaos

*Tier 1:* ***Mutant Form***

When activating Wild Shape, you transform into your Mutant Form. Your Mutant form is randomized from a combination of 3 creatures from the table below. All attacks are made using your wisdom modifier and proficiency bonus. You may use one action and one bonus action per form you take, unless otherwise stated. Your movement is the average from the rolled creatures of each type. Your AC is 10, modified by some creatures in the table. Your size is Large.

Being in your mutant form costs 1 Wild Shape charge per turn. When you leave the form, you are lethargic until the end of your next turn. This ability overrides the base wild shape rules. Higher tiers of this path improve the table you can roll from.

*Tier 2:* ***Controlled Chaos***

When you enter your mutant form, you may choose one creature that you’ve turned into before. That creature becomes part of your mutant form in addition to your other creatures.

In addition, any time you enter your mutant form, roll a d20, On a 1, you morph into 2 additional creatures, and lose control of your character, attacking completely at random. This threshold increases by 1 every time you utilize the first half of Controlled Chaos. This resets after it triggers.

*Tier 3:* ***???***

Roll a 4th creature when you activate your mutant form.

*Tier 4:* ***???***

Gain an additional wild shape charge

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| d# | Creature | Abilities | HP Dice | Move |
| 1 | Spider | Arachnal: You have advantage on dexterity saving throws  See Spider Subtable |  |  |
| 2 | Horse | Trample: After moving more than 20ft in a straight line, you may hit any creature you move over of size medium or smaller with a kick attack.  Kick: Melee attack, Damage: 2d8 bludgeoning | 3 | 60ft Run |
| 3 | Basilisk | Death Gaze: Creatures that make attacks against you that rely on eyesight must make a wisdom saving throw against your spell save DC, on a fail, they attack at disadvantage.  Serpent’s Fang: Melee attack, Reach, Damage 5d12 piercing. On a successful hit, the target must make a constitution save at disadvantage against your spell DC, and on a fail, they become poisoned. | 3 | 30ft Run  30ft Swim |
| 4 | Bear | Multiattack: Make a bite attack and 2 claw attacks  Bite: Melee attack, 3d6 piercing  Claw: Melee attack, 1d8 slashing | 7 | 20ft Run |
| 5 | Griffon | Deadly Precision: You have advantage on perception checks while in this form, and land critical hits with a 19, even with attacks from other creatures.  Multiattack: Make one attack with your beak, and two with your claws.  Beak: Melee attack, 2d10 piercing  Claw: Melee attack, 3d6 slashing | 2 | 50ft Run,  50ft Fly |
| 6 | Hydra | Apex Regenerator: Start with 3 heads. After taking 15 damage, one of your heads dies. At the start of your turn, gain 2 heads for every head you’ve lost, and heal 10 health  Multiattack: Make as many bite attacks as you have heads.  Bite: Melee attack, Damage 1d12 | 3 | 15ft Run |
| 7 | Golem | See Golem Subtable | 5 | 10ft Run |
| 8 | Dragon | Passive:  See Dragon Subtable | 4 | 15ft Run  25ft Fly |

**Dragon Subtable**

|  |  |  |
| --- | --- | --- |
| d# | Dragon Color | Ability |
| 1 | Red | Dragon’s Breath: Exhale in a 30 ft cone, dealing 8d8 fire damage. Targets make a dexterity save against your spell DC, and take half damage on a success. |
| 2 | Blue | Dragon’s Breath: Exhale in a 30 ft cone, dealing 8d6 lightning damage.Targets make a dexterity save against your spell DC, and take half damage on a success. |
| 3 | Black | Dragon’s Breath: Exhale in a 40 ft cone, dealing 8d6 acid damage.Targets make a dexterity save against your spell DC, and take half damage on a success. |
| 4 | Green | Dragon’s Breath: Exhale in a 30 ft cone, dealing 5d12 poison damage.Targets make a dexterity save against your spell DC, and take half damage on a success. |
| 5 | White | Dragon’s Breath: Exhale in a 30 ft cone, dealing 7d6 cold damage.Targets make a dexterity save against your spell DC, and take half damage on a success. |

**Spider Subtable**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| d# | Spider Type | Ability | Health | Move |
| 1 | Giant Spider | Bite: Melee attack, Damage 2d10 piercing | 2 | 30ft Climb  30ft Run |
| 2 | Blood Spider | Draining Bite: Melee attack, Damage 4d6 piercing. Recover health equal to the damage dealt | 2 | 20ft Climb  20ft Run |
| 3 | Recluse | Death Bite: Melee attack, Damage 3d10 poison. Target must make a Constitution save. On a fail, the target takes 2d4 poison damage per turn for 1 minute | 1 | 30ft Climb  30ft Run |
| 4 | Phase Spider | Ethereal Jaunt: As a bonus action, teleport up to 30 feet to an unoccupied space that you can see.  Bite: Melee attack, Damage 1d10 piercing | 1 | 30ft Climb  30ft Run |

**Golem Subtable**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| d# | Golem Type | Ability | Health | Move | AC |
| 1 | Flesh Golem | Punch: Melee attack, 3d6 Bludgeoning | 8 | 15ft | +1 |
| 2 | Clay Golem | Sodden Fist: Melee attack, 3d6 Bludgeoning, On a hit, the target is covered in wet clay, losing 15ft of move speed. | 6 | 15ft | +2 |
| 3 | Stone Golem | Gain resistance to slashing and piercing damage  Punch: Melee attack, 3d6 Bludgeoning | 5 | 15ft | +2 |
| 4 | Crystal Golem | Gain resistance to magical damage.  Shard: Ranged attack, 30ft, 5d6 Piercing damage  Shatter: Ranged attack, 30ft, 2d6 Piercing damage, plus 1d6 Piercing damage in a 10ft radius | 4 | 15 ft | +1 |
| 5 | Electric Golem | Charged Core: By default your core is charged. This fuels your abilities.  Retaliation Burst: When you are hit with an attack, you may use a reaction to let out a discharge, dealing 3d8 damage to all creatures with 10ft of you, and knocking them back. This uses your core’s charge.  Thunder Punch: Melee attack, 2d8 lightning damage. If your core is still charged, you deal an extra 1d8 lightning damage, and the target must make a con save. On a fail, they are stunned until the end of their next turn. | 4 | 15 ft | +2 |
| 6 | Mossy Golem | Mossy Heart: Heal 1d8 health at the start of your turn  Gentle Touch: Heal a creature you can touch for 2d8  Mossy Punch: Melee attack, 2d8 bludgeoning damage | 5 | 15 ft | +2 |
| 7 | Magma Golem | Molten Body: When hit with a melee attack, deal 1d6 fire damage back to the target. If you were attacked with a basic metal weapon, the weapon melts, and is no longer useful.  Molten Punch: Melee attack, 3d8 fire damage. | 6 | 15 ft | +1 |
| 8 | Hydro Golem | Porous Stone: Heal 1d8 health when you start your turn in a body of water.  Surging Punch: Melee attack, 2d8 force damage. If you are in water, this attack deals an extra 2d8 force damage, and knocks the target back 15 feet on a hit. | 5 | 15 ft  20 ft swim | +1 |
| 9 | Cosmic Golem | Meteor Punch: Choose a point within 30ft of you. All creatures within 5ft of that point must make a dexterity saving throw, or take 8d8 damage. Creatures take no damage on a successful save. | 7 | 15 ft | +2 |

***Muff’n****: Path of the Caretaker*

*In putting your faith in Karametra over Pharika, you have been blessed with the bounties of nature.*

***Combat Identity****: Summons Commander*

***Themes****: Motherhood, caretaking*

*Tier 1:* ***Call of the Woods***

*You may summon creatures as you wish from the table below. These creatures can be summoned and dismissed at will outside of combat, or as a bonus action in combat. You get one point per druid level you have. On a long rest, all summoned creatures are dismissed, and your points are restored.*

*Creatures summoned through this ability cannot perform actions beyond those displayed in the table, or be healed. These creatures have any desired appearance, with the addition of deep green stars throughout their coat.*

**Oceana**: Path of the Radiant

In defying the values of your new god, your power was revoked, but a new power stirs in its place…

*“By my unmistakable power, I grant you a fraction of my strength, so my world may shine a little brighter” – Heliod, God of the Sun*

**Combat Identity**: Support Aura, Mega tank

**Themes**: Radiance, Benevolence

*Tier 1:* ***Benevolent Aura***

As an action on your turn, you may activate your Benevolent Aura, instantly gaining extra charge for Lay on Hands. While this aura is up, you may use a reaction to cast Lay on Hands on any creature within its radius. In addition, you glow, emitting light in the radius of the aura, and all damage taken by allies within its radius is reduced (min 1). When combat ends, or you are knocked unconscious, your aura ends, and your lay on hands charges return to the max you can normally have. Details in the table below.

|  |  |  |  |
| --- | --- | --- | --- |
| Tier | Radius | Bonus Lay on Hands | Damage Reduction |
| 1 | 15 | 10 | 1d4 |
| 2 | 20 | 20 | 1d6 |
| 3 | 30 | 30 | 1d8 |
| 4 | 35 | 40 | 1d10 |

*Tier 2:* ***To a Flame***

While Benevolent aura is active, hostile creatures with an intelligence score lower than 8 are drawn towards you, and prefer to attack you over other creatures.

***Ocenna****: Path of the Reaper*

*In demonstrating your faith to Athreos, you learned the true nature of your duties…*

***Combat Identity****: Sustained single target damage, oppression, and execute*

***Themes****: Inevitability, Relentlessness*

*Tier 1:* ***Death Aura***

*As an action on your turn, you may activate your Death Aura. While this aura is up, you reduce the movement of all enemies within it, and instantly execute those at low health. Details in the table below.*

|  |  |  |  |
| --- | --- | --- | --- |
| *Tier* | *Radius* | *Movement Reduction* | *Execute Threshold* |
| *1* | *10* | *10 ft* | *15%* |
| *2* | *15* | *15 ft* | *20%* |
| *3* | *20* | *20 ft* | *25%* |
| *4* | *25* | *30 ft* | *30%* |

***Perdix****: Path of the Serpent’s Fang*

*In choosing to brew a potion with the Serpent’s Fang, an unknown power blessed you with powerful knowledge of acids and poisons.*

*“Let them feel your suffering”*

***Combat Identity****: AOE DOT*

***Themes****: Chaos, Disorganization*

*Tier 1:* ***Acid Rain***

*The following tables replace your Alchemist Spells and Experimental Elixir tables. In addition, Whenever you deal Acid damage, gain 1 stack of fervor. You can also cast Detect Poison and Disease as a ritual once per day.*

*Alchemist Spells Table:*

|  |  |  |
| --- | --- | --- |
| *Level* | *Spell 1* | *Spell 2* |
| *3* | *Acid Rain* | *Corrode* |
| *5* | *Piercing Burn* |  |
| *9* |  |  |
| *13* |  |  |
| *17* |  |  |

***Acid Rain****: Action, 45ft, 10ft AoE, Consume all stacks of fervor. For every 2 stacks consumed, throw an acidic potion, dealing 1d6 Acid damage to each target hit.*

***Corrode****: Action, 30ft, single target, Attack Roll, Throw a potion of corrosive acid at a target. On a hit, this deals 1d4 acid damage, and the target’s AC is reduced by 2. This does not stack with itself, but may stack with other AC reductive effects.*

***Piercing Burn****: Action, 60ft, single target, Attack Roll, Sling a thin, highly concentrated vial at a target. On a hit, the target must make a constitution saving throw. On a failed save, the target takes 2d8 acid damage per 2 stacks of fervor, and half as much on a successful one.*

*Experimental Elixir Table:*

|  |  |
| --- | --- |
| *d6* | *Effect* |
| *1* | *Tasha’s Caustic Brew* |
| *2* | *Ray of Sickness:* |
| *3* | *Fog Cloud* |
| *4* | *Acid: 1d6 Acid damage, 45ft, 10ft AoE* |
| *5* | *Corrode* |
| *6* | *Piercing Burn* |

**Perdix**: Path of the Hydra’s Scale

In choosing to brew a potion with the Hydra’s Scale, an unknown power blessed you with powerful knowledge.

*“Stand proud” – Perdix, Future*

**Combat Identity**: Sustained regeneration and defense buffs

**Themes**: Stability, Vitality

*Tier 1:* ***Vitalist***

The following tables replace your Alchemist Spells and Experimental Elixir tables. In addition, whenever you heal an ally, gain 1 temp HP. This temp HP doesn’t override your current temp HP.

*Tier 2:* ***Precise Application***

When you cast a spell to heal or give temp HP to a target, make a spell attack roll. If the roll is above 15, increase the healing or temp HP by 50%..

*Tier 3:* ***Protective Cure***

Creatures affected by Vitalize gain 1 AC while under its effects. Creatures affected by Greater Vitalize gain 2 AC. Creatures affected by Ultimate Vitalize gain 3 AC.

Alchemist Spells Table:

|  |  |  |
| --- | --- | --- |
| Level | Spell 1 | Spell 2 |
| 3 | Vitalize | Thick Skin |
| 5 | Mitigate |  |
| 9 | Greater Vitalize |  |
| 13 |  |  |
| 17 | Ultimate Vitalize |  |

**Vitalize**: Concentration, Action, 1 minute, Choose a creature within 30ft. Until the spell ends, they heal 1d4 health per turn.

Upcast: Target 1 additional creature per level

**Thick Skin**: Action, 1 minute, The target gains temp HP equal to 1d4 + your Int modifier.

Upcast: Add 4 additional HP per level

**Mitigate**: Concentration, Action, 10 hours, Choose a creature within range. While the spell is active, the target is immune to the next instance of damage they take, up to a maximum threshold. If the damage is higher than the threshold, the spell fails, and the full damage is taken. The spell ends when the creature is hit with an attack, regardless of whether it was above or below the threshold. The threshold for this is your spell save DC.

**Greater Vitalize**: Concentration, Action, 1 minute, Choose a creature within range. Until the spell ends, they heal health equal to 2d4 + your spellcasting modifier per turn. While a creature is affected by this, they are immune to the effects of the poisoned condition, though it's not cured.  
 Upcast: Target 1 additional creature per level

Experimental Elixir Table:

|  |  |
| --- | --- |
| d6 | Effect |
| 1 | Heroism, 10 minutes |
| 2 | Healing: 2d4 + Int mod |
| 3 | Resilience: +1 AC, 10 minutes |
| 4 | Vitalize |
| 5 | Thick Skin |
| 6 | Mitigate |

***Perdix****: Path of Corruption*

*In choosing to brew a potion with the strange purple liquid, an unknown power blessed you with powerful knowledge.*

***Combat Identity****: Extreme burst buffs w/ consequences*

***Themes****: Mad Scientist, Instability*

*Tier 1:* ***Corrupted Alchemist***

*The following tables replace your Alchemist Spells table and your Experimental Elixir table. In addition, you get 1 action surge per short rest. You may not use a spell slot to create an experimental elixir for a spell you do know of.*

*Tier 2:* ***Mind and Spirit***

*You may concentrate on 2 spells at once, one with your mind, and one with your soul. Your soul can only concentrate on spells from this path. You may not swap concentration between the two after a spell has been cast.*

*Alchemist Spells Table:*

|  |  |  |
| --- | --- | --- |
| *Level* | *Spell 1* | *Spell 2* |
| *3* | *Soulverload* | *Volatile Brew* |
| *5* | *Anima Shield* | *Soulwalk* |
| *9* | *Greater Soulverload* | *Spiritual Immolation* |
| *13* | *Project* |  |
| *17* |  |  |

***Soulverload****: Concentration, Choose a creature within range. Until the spell ends, the target’s speed is doubled, and gets an additional action on its turn. When the spell ends, the target becomes lethargic. The target’s current and max health are halved until their next long rest.*

***Volatile Brew****: 30ft Ranged, 10ft radius, Roll 1d6, This determines the damage die for this spell (d4,d6,d8,d10,d12,d20). The spell does Soul damage of that die + the original d6*

***Anima Shield****: Bonus Action, Choose a creature within range, grant that target temp HP equal to 1d6 + your spellcasting modifier. Until this temp HP is removed, the target has resistance to Soul damage.*

***Soulwalk****: Action, Concentration, Self, Your physical form disappears, and an image of yourself is left in its place. While this is active, you are immune to physical damage, and resistant to magical damage, with the exception of force, psychic, and soul. In addition, you cannot cast spells, attack creatures, or otherwise interact with the material world. While concentrating on this spell, you may move in and out of this form as a bonus action.*

***Greater Soulverload****: Choose a creature within range. Until the spell ends, the target’s speed is doubled, and gets an additional two actions on its turn. When the spell ends, the target becomes lethargic. The target’s current and max health are halved until their next long rest.*

***Spiritual Immolation****: Attack roll, Touch, Wisdom Save, This attack does soul damage equal to 6d6 + 11 - the opponent’s Wisdom Save roll.*

***Project****: Separate your soul and your body. Your soul has the following stat block, and can take any actions from this path on its own, separate turn. You and the soul still share spell slots, rest requirements, and the like.*

*(stat block similar to soulwalk condition, but can cast said spells.)*

*Experimental Elixir Table:*

|  |  |
| --- | --- |
| *d6* | *Effect* |
| *1* | *Dissonant Whispers (self)* |
| *2* | *Longstrider* |
| *3* | *Mage Armor* |
| *4* | *Soulverload* |
| *5* | *Anima Shield* |
| *6* | *Soulwalk* |

**Xior**: Path of the Trickster

By donning the mask of the returned, you’ve been granted unforeseen power

*“Not all the gods are so benevolent, little one” – Phenax, God of Deception*

**Combat Identity**: High evasiveness, frail

**Themes**: Cunning, Omnipresence

*Tier 1:* ***Ethereal Form***

Once per long rest, you may put on your mask as a bonus action to enter your Ethereal Form. While in your ethereal form, you may cast Misty Step for free once per turn, either as a bonus action or as a reaction right before taking damage. When you take damage, the mask shatters, and you return to your normal form. The mask is returned to you on a long rest, and any remnants of the previous mask cease to exist.

While the mask is on, you can only see in black and white, and have disadvantage on perception checks that rely on sight. Additionally, your charisma is reduced by 6, and your creature type is Undead.

Whether you are wearing the mask or not, your constitution is reduced by 6.

*Tier 2:* ***Execute***

When you cast Misty Step and target a space within 5ft of a creature, you may use your action to immediately make a melee attack against that creature at advantage.

***Xior****: Path of Greed*

*By destroying the mask of the returned, you’ve been gifted a new perspective on gold.*

***Combat Identity****: Big funny number*

***Themes****: Boldness, wealth, opulence*

*Tier 1:* ***Golden Blade***

*Your weapon deals bonus necrotic damage equal to 1 point per 20gp you currently hold. This bonus is doubled against undead, and undead are not immune to necrotic damage from this weapon.*