

Guild of Diamonds Incarnate

The Guild of Diamonds Incarnate have mastered the techniques of forming an unbreakable diamond shard. This weapon stores large amounts of magic inside of it, allowing a trained wielder to cast at will through the shard. The Guild also developed the unique property of being able to encase other weapons, allowing their shards to become enchanted with the properties of magic weapons. These arcane combatants train tirelessly with their shard, allowing them to wield the weapon with a greater expertise. This guild is perfect for those looking to harness the martial prowess of the Incarnate with less of a focus in arcane versatility.

Diamond Shard

Starting at 3rd level, you can now manifest a Diamond shard. During a long rest, you can manifest this shard by picking a spell from your Incarnate spell list that you have access to. You can put any spell slot into the shard that is equal to or greater than the level of the spell chosen. Every spell slot you put in counts as one shard manifested when counting to your total shards. So at 3rd level, if you have two spell slots inside the Diamond Shard, you can not manifest another shard. During a short rest, you can refill and replace the spell slots but you can not change the spell out.

When you attack with the Diamond Shard, it does not break on hit. If the attack lands, as a bonus action you can expend one of the spell slots in the shard and cast the spell. If you have multiple levels of spell slots available, you also pick the level at which you cast the spell.

The Diamond Shards damage dice is equal to the highest level spell slot put in the shard (this does not decrease on use of the spell slot). Only you are proficient with the Diamond Shard and other creatures can not cast spells using the shard.

Diamond Casing

Also at 3rd level, during a long rest if you have a melee magical weapon available, you can manifest your diamond shard around the weapon. The shard takes on the properties of the weapon, both non-magical and magical. If the damage dice of the weapon is higher than the current shards damage dice, then the weapons damage dice is used.

If your Diamond Shard has a +1, +2, or +3 magical property to attack and damage rolls, then you can put in an additional number of spell slots into the shard equal to the bonus. This does not count against your maximum number of shards.

If the magic weapon does not have a +1, +2, or +3 property to attack and damage rolls, the Diamond Casing gives the weapon a +1 property to attack and damage rolls. This bonus increases to +2 when you reach 11th level in this class.

Extra Attack

Starting at 5th level, when you are wielding your Diamond Shard you can attack twice, instead of once, when using the attack action on your turn.

Dichroic Gemstone

Starting at 11th level, you can imbue your Diamond Shard with two different spells. When you hit a creature, you can expend either spell with any appropriately leveled spell slot. You can not cast more than one spell on your turn.

Additionally, when you attack with your *Diamond Shard* you can change the damage type of the attack roll to one listed in the description of your stored spells. If the *Diamond Shard* has spell slots remaining, your attack rolls deal an additional 1d8 damage of the chosen type.

Arcane Karnage

Starting at 18th level, you perform a dazzling arcane combo. As an action, you can make an attack roll against a creature with your Diamond Shard. If the attack hits or misses, you instantly cast one spell of your choice from your shard. If the attack hits, the creature has disadvantage on the spell saving throw. If the creature fails the spell save, you can immediately make another attack roll with advantage. If the second attack hits or misses, you instantly cast the other spell in your shard. If the second attack roll hits, the creature automatically fails the second spell save. You can do this action once per long rest.