

Incarnate

Incarnates study their divine ability to manifest magic into physical forms. With practice they can draw from the weave and form crystalline weapons, armor and other tools imbued with spells and magical properties. This magic, known as Geomancy, works inversely to a spell component being used in spellcasting; materializing the spell into a magically charged crystal form. Incarnates shape the magic into fragile but destructive forms, striking to release the spell stored inside. Due to the physical nature of this arcane practice, they train in martial techniques as well. Training in both martial weaponry and the magic of Geomancy makes Incarnates a versatile threat on the battlefield.

Incarnate Leveling Table

The Incarnate					Spell Slots Per Level				
Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Geomancy	2	2	2	-	-	-	-
2nd	+2	Fighting Style, Arcane Appraisal	2	2	3	-	-	-	-
3rd	+2	Incarnate Guild	2	3	3	1	-	-	-
4th	+2	Ability Score Improvement	2	3	3	2	-	-	-
5th	+3	Incarnate Guild feature	2	4	4	2	1	-	-
6th	+3	Crystal Ward	3	4	4	2	1	-	-
7th	+3		3	5	4	2	1	1	-
8th	+3	Ability Score Improvement	3	5	4	2	2	1	-
9th	+4		3	6	4	3	2	1	1
10th	+4	Fragmented Shards	3	6	4	3	2	1	1
11th	+4	Incarnate Guild feature	3	7	4	3	2	2	1
12th	+4	Ability Score Improvement	4	7	4	3	2	2	1
13th	+5		4	8	4	4	2	2	1
14th	+5	Jewel Thief	4	8	4	4	2	2	2
15th	+5	Shattering Saves	4	9	4	4	3	2	2

16th	+5	Ability Score Improvement	4	9	4	4	3	3	2
17th	+6		4	10	4	4	3	3	2
18th	+6	Incarnate Guild feature	5	10	4	4	3	3	2
19th	+6	Ability Score Improvement	5	11	4	4	3	3	2
20th	+6	Divine Geomancer	5	11	4	4	3	3	2

Class Features

As an incarnate, you gain the following class features.

Hit Points

Hit Dice: 1d8 per incarnate level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per incarnate level after 1st

Proficiencies

Armor: light armor, medium armor, shields

Weapons: simple weapons, martial melee weapons

Tools: Choose one between Glassblower's tools, Jeweler's Tools, and Smith's Tools

Saving Throws: Intelligence, Strength

Skills: Choose two from Athletics, Sleight of Hand, Arcana, History, Investigation, Insight, Perception, Persuasion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- any two simple weapons, one melee martial weapon
- simple ranged weapon and 20 ammunition, artisan tool of your choice
- (a) leather armor or (b) chain shirt
- (a) explorer's pack or (b) scholar's pack
- 25 GP

Alternatively, you may start with 100 gp

Geomancy

Starting at 1st level when you select this class, you learn a unique way of spellcasting that allows you to manifest crystalline weapons charged with spells called shards.

Spell Slots

The Incarnate table shows the number of available spell slots you have based on your level. You can not cast Incarnate spells with standard casting, you can only cast them through the use of shards. If you gain spells through other features or classes, you can cast those spells normally but can not form them into shards unless they are on the Incarnate spell list. You regain all expended spell slots upon completing a long rest.

Spells Known of 1st level or Higher

You know two 1st-level spells of your choice from the Incarnate spell list.

The Spells Known column of the Incarnate table shows when you learn more Incarnate spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Incarnate spells you know and replace it with another spell from the Incarnate spell list, which also must be of a level for which you have spell slots.

Manifesting Shards

During a short or long rest, you can turn a number of your spell slots equal to your proficiency bonus into shards. Shards last until your next long rest and you can have a maximum number of them materialized at once equal to your proficiency bonus. If a new one is created while at your maximum, you must pick another shard to be turned back into a spell slot.

The manifested shard must be of a weapon type that you have proficiency in. The shard takes on the properties of the weapon. Shards can not form weapons that have the ammunition, reload, or special property. Shards also ignore the two-handed damage increase from versatile weapons.

When manifesting a shard, you must pick a spell that your shard will store inside of it. You can pick any spell from the Incarnate spell list that you have access to. Depending on the spell slot used will depend on the type of weapon formed and the damage of the weapon. You can also create shards out of upcast spells using an available higher level spell slot. When creating a shard out of an upcasted spell, you use the spell slot expended to determine the weapon type of the shard. The table below shows this relation.

Spell Slot	Shard Damage Dice	Shard Weapon Types
1st	1d4	Club, Dagger, Gauntlet, Light Hammer, Sickle, Whip
2nd	1d6	Handaxe, Javelin, Mace, Quarterstaff, Spear, Scimitar, Shortsword
3rd	1d8	Greatclub, Battleaxe, Flail, Longsword, Morningstar,

		Rapier, Trident, Warpike, Warhammer
4th	1d10	Glaive, Halberd, Pike, Longsword, Warhammer
5th	1d12	Greataxe, Greatsword, Maul

Using Shards

Shards are single-use weapons that permanently break on hit with a melee attack roll or at the end of a ranged or thrown attack. When the weapon breaks, it releases the spell stored inside. The shard deals the damage of the attack roll (as shown on the table above) and then the spell is triggered.

Shards can not be used to make attacks of opportunity. Using a shard counts as casting a spell in regards to the rule against casting multiple spells on one turn. When making an attack with a shard it is considered a weapon attack roll and uses your Strength modifier unless it has the finesse property, in which case you can use Dexterity. Shards can not be used to make offhand attacks.

Area of Effect

If the spell has an area of effect, then the point of origin for the spell is the target of the attack. You can not be damaged or affected by the initial cast of your own area of effect spells when the spell is cast through a shard.

Concentration

If the spell requires concentration, the Incarnate must concentrate on the spell even if the shard attack was made by another creature.

Ranged and Thrown Attacks

On a ranged or thrown attack, if the attack misses the target, the shard breaks and the spell fails to cast. When a shard is used as a ranged or thrown attack, the spell's effect originates from the targeted creature.

Self

If the spell's target is self, then the spell triggers on the wielder of the shard after the attack hits. This includes when allies wield the shard and attack with it. If the spell's target is self and is used to make a ranged or thrown attack, the origin of the spell's area becomes the target of the attack.

Spell Attack Roll

If the spell needs to target a creature with a melee or ranged spell attack, the target of the spell is the creature targeted by the shards attack roll. If the shard attack hits, the spell automatically hits the creature as well, but spell saving throws still need to be made.

Storage, Weight, and Wielding

When a shard is manifested, it must be stored in a sheath or some sort of padded container to protect its fragile form. The shard's weight is around 1 pound per level of spell slot used to make the shard. You can draw and stow a shard as part of the attack with the shard.

Cantrips

At 1st level you know two cantrips of your choice from the Incarnate spell list. You learn additional Incarnate cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Incarnate table.

Cantrips are cast normally not requiring prepared shards. Instead, cantrips instantly form small shards that you break to cast the cantrip.

Spellcasting Ability

Intelligence is your spellcasting ability for your Incarnate spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an Incarnate spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Components and Focus

Shards don't require verbal, somatic, or material components or an arcane focus to cast the spell, with the shard itself acting as the method of casting. Other spells not labeled as Incarnate spells such as spells from racial or multi-class features can not be cast as shards.

Fighting Style

At 2nd level, you train in a unique fighting style that enhances your martial and arcane abilities. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

- **Cracking Cantrips.** When you make an attack roll with a shard, you can cast a non-damaging cantrip as a bonus-action.
- **Crystal Sentinel.** You can make attacks of opportunity with shards, and if the opportunity attack lands, the target has disadvantage against the spell saving throw.
- **Elemental Crystals.** You pick one of the following damage types: fire, cold, lightning, thunder, poison, or acid. When you attack or cast a spell through a shard, you can convert the damage type of the attack and the spell to the chosen damage type.
- **Empowered Gems.** You can add your Intelligence modifier to the damage of your spells cast through shards. At 9th level this damage bonus applied to cantrips as well.

- **Gifted Shards.** When an ally makes an attack roll with one of your shards, they can add your Intelligence modifier to the attack roll. Additionally, starting at 9th level, when an ally uses a shard, both you and the ally benefit from the temporary hit points gained from your Crystal Ward feature.
- **Moh's Hardness.** While you are wielding or wearing a shard, your armor class increases by +2.
- **Pulverized.** When you cast a damaging area of effect spell through your shard, you can reroll any 1's on the damage dice, you must take the new roll even if it's a 1.
- **Quartz Draw.** You can draw and stow your weapon as part of the attack action as long as your hands are free. Additionally, your first attack roll on a creature when you draw your weapon has advantage. You stow your sword after making all of your attacks on your turn.
- **Throwing Stones.** You can draw a weapon that has the thrown property as part of the attack you make with the weapon. All shards gain the thrown property with a minimum range of 30/120 feet.
- **Twin Jewels.** When using two-weapon fighting you can add your weapons ability modifier to the damage of your offhand attacks. You can now make offhand attacks with your shard, allowing you to use the shard as a bonus action. If you miss an off-hand attack with a shard, the shard breaks and the spell fails to go off.

You can change your Fighting Style upon gaining a level in this class.

Arcane Appraisal

Starting at 2nd level, you can use Geomancy to materialize and identify magic in your surroundings. You can perform *Detect Magic* as a ritual spell. As part of the ritual, If you detect a source of magic in the spell's area, you can materialize one source of magic into a small gemstone charged with a portion of the magic.

This shard lasts for 24 hours. Any creature can make an Arcana check to identify properties of the magic stored inside. A successful check (determined by the DM) can identify the spell or magical effect, the school of magic, and the level at which it was cast at or rarity of the object.

Incarnate Guild

When you reach 3rd level, you choose an Incarnate Guild, training you in both the martial and the arcane. Your choice grants you features at 3rd level and again at 5th, 11th, and 18th level.

Incarnate Guild	Features
Guild of Diamonds	Diamond Shard, Diamond Casing, Extra Attack, Dichroic Gemstone, Arcane Karnage
Guild of Dust	Ranged Proficiencies, Shard Munitions, Gathering Dust, Efficient Fragments, Geomalestorm
Guild of Geodes	Protective Proficiency, Armor Shards, Crystal Juggernaut, Fragment Repairs, Unbreakable Geode

Guild of Pearls	Body grown Incarnate shards, crystal arms, increased access to spell slots, natural weapons
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Crystal Ward

Starting at 6th level, once per round, when you cast a spell through a shard, you gain an amount of temporary hit points equal to your Intelligence modifier + half your level in this class (rounded down).

While you have temporary hit points, you have advantage on saving throws against spells and other magical effects.

Fragmented Shards

Starting at 10th level, when you cast a spell through your shards, they produce fragmented pieces that last for 10 minutes before disappearing. You can collect the fragments from the ground and perform a 1 minute ritual that turns the fragments back into spell slots. A shard gives you one fragment per spell slot level inside the shard. So a 1st level spell gives you one fragment, a 2nd level gives you two fragments, third level gives you three fragments, etc.

You can expend the fragments to regain spell slots, with a spell slot costing twice the spell slots level. So if you have 8 fragments, you could regain four 1st level spell slots, two 2nd level spell slots, one 3rd and one 1st level spell slot, or one 4th level spell slot. Any fragments not used in the ritual disappear. You can not regain more spell slots than your maximum number of spell slots for that spell level as shown on your Incarnate Leveling table. You can perform this ritual once per long rest.

Jewel Thief

Starting at 14th level, when you use your *Arcane Appraisal* feature, you can fully drain the source of its magic. When you create the small gemstone from a detected magic source, you can dispel the magic from the object or source. The magic is fully absorbed into the now volatile Gemstone which only lasts 1 hour. After 1 hour or when you decide to break the Gemstone, the magic returns to the original object and the effect continues.

Shattering Saves

Starting at 15th level, when you hit a creature with a shard, if the total damage of the attack is higher than your normal spell save DC, then the total damage of the attack becomes the new spell save DC. This effect caps out at a Spell Save of DC 30.

Divine Geomancer

Starting at 20th level, you have complete mastery over geomancy. As a reaction to seeing a spell cast, you can force the caster to make an Intelligence saving throw against your spell save DC. A willing creature can choose to fail the saving throw. On a failure, the spell fails to cast and

you materialize a shard in your hand containing the spell cast. On a success, the spell is cast, but your free use of this feature is expended.

You can use this feature once per long rest or you can use it again by expending a 3rd level spell slot shard or higher. The shard created can take on any form of your choice, including ones limited to your subclass. The table below shows the damage dice of shards over 5th level.

Spell Level	Shard Damage Dice
6th	2d6
7th	2d8
8th	2d10
9th	2d12

Incarinate Spell List

Cantrips

Spell Name	School	Target	Area	Duration	Concentration
Blade Ward	Abjuration	self	NA	1 round	no
Booming Blade	Evocation	self	5 ft (radius)	1 round	no
Dancing Lights	Evocation	range	120 ft	1 minute	yes
Gathering Gauntlet	Conjuration	self	NA	1 minute	yes
Green-Flame Blade	Evocation	self	5 ft (radius)	instant	no
Light	Evocation	touch	NA	1 hour	no
Lightning Lure	Evocation	self	15 ft (radius)	instant	no
Magic Stone	Transmutation	touch	NA	1 minute	no
Message	Transmutation	range	120 ft	1 round	no
Prestidigitation	Transmutation	range	10 ft	Up to 1 hour	no

Resistance	Abjuration	touch	NA	up to 1 minute	yes
Shocking Grasp	Evocation	touch	NA	instant	no
Sword Burst	Conjuration	self	5 ft (radius)	instant	no
True Strike	Divination	range	30 ft	up to 1 round	yes

1st Level Spells

Spell Name	School	Target	Area	Duration	Concentration
Burning Hands	Evocation	area	15 ft (cone)	instant	no
Cause Fear	Necromancy	creature	NA	up to 1 minute	yes
Color Spray	Illusion	area	15 (cone)	1 round	no
Compelled Duel	Enchantment	creature	NA	up to 1 minute	yes
Dissonant Whispers	Enchantment	creature	NA	instant	no
Earth Tremor	Evocation	area	10 ft (radius)	instant	no
Faerie Fire	Evocation	area	20 ft (cube)	instant	yes
Hex	Enchantment	creature	NA	up to 1 hour	yes
Ice Knife	Conjuration	creature	5 ft (radius)	instant	no
Ray of Sickness	Necromancy	creature	NA	instant	no
Sleep	Enchantment	area	20 ft (radius)	up to 1 minute	yes
Tasha's Caustic Brew	Evocation	area	30 ft (line)	up to 1 minute	yes
Thunderwave	Evocation	area	15 ft (cube)	instant	no

Witch Bolt	Evocation	creature	30 ft (range)	up to 1 minute	yes
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2nd Level Spells

Spell Name	School	Target	Area	Duration	Concentration
Aganazzar's Scorchers					
Cloud of Daggers					
Earthbind					
Flame Blade					
Geyser	Conjuration	area	10 ft (square)	instant	no
Gust of Wind					
Heat Metal					
Hold Person					
Knock					
Melf's Acid Arrow					
Misty Step					
Shatter					
Spike Growth					
Tasha's Mind Whip					

3rd Level Spells

Spell Name	School	Target	Area	Duration	Concentration
Conjure Barrage					
Dispel Magic					
Erupting Earth					
Fear					
Fireball					

Hypnotic Pattern					
Lightning Bolt					
Melf's Minute Meteors					
Slow					
Stinking Cloud					
Thunder Step					
Tidal Wave					
Wall of Sand					
Wall of Water					

4th Level Spells

Spell Name	School	Target	Area	Duration	Concentration
Banishment					
Blight					
Confusion					
Dimension Door					
Elemental Bane					
Fire Shield					
Ice Storm					
Otiluke's Resilient Sphere					
Polymorph					
Storm Sphere					
Vitriolic Sphere					
Wall of Fire					
Watery Sphere					

5th Level Spells

Spell Name	School	Target	Area	Duration	Concentration
Cloudkill					
Cone of Cold					
Conjure Volley					
Destructive Wave					
Far Step					
Flame Strike					
Hold Monster					
Immolation					
Passwall					
Synaptic Static					
Wall of Stone					