

TITLE ASCENDENCIES

MORCADIN, THE WORLDSPEAKER



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In the world of goblins and trolls, ascendencies represent a transformative evolution of a character's abilities and their attunement with specific facets of the world's lore. These prestigious titles are not simply given; they must be earned through deeds of great significance and a deepened understanding of one's place within the grand tapestry of the universe. Below are examples of Ascendencies that characters may strive for, each associated with an act of significant moral or mystical weight.

ARCANE WEAVER

Prerequisites: Must be a Sorcerer or Wizard of at least 8th level.

Optional Condition for Ascendancy: After unraveling an ancient curse that has plagued a land for centuries.

Boon: Gain the ability to cast an additional spell from the highest level you can cast, once per long rest.

Lore: Arcane Weavers are mages who have transcended traditional spellcasting, weaving the raw threads of magic into complex patterns. Their understanding of the arcane is so profound that they manipulate the weave of magical energy.



SKYLORD

Prerequisites: Elf, Level 10+, with class levels in barbarian, fighter, druid, or ranger.

Optional Condition for Ascendancy: Secure a pivotal victory in the air or supply essential reconnaissance that alters the outcome of a land skirmish.

Boon: When mounted on a flying creature, you receive a +2 bonus to attack rolls. Moreover, while so mounted, you can cast the spell haste on yourself once per day without expending a spell slot, utilizing your charisma as your spellcasting ability.

Lore: Skylords are the sentinels between the earth and the heavens, ever ready to thwart threats from the skies with agility and deadly precision.



WEAPON MASTER

Prerequisites: Any race, Level 8+, with proficiency in all martial weapons.

Optional Condition for Ascendancy: Vanquish a formidable foe in single combat wielding martial weapons, relying solely on martial prowess without magical assistance.

Boon: As a testament to your mastery, you gain a +1 bonus to damage rolls with martial weapons. Furthermore, after you have successfully hit with three different martial weapons during a combat, you can make a supreme weapon attack once per long rest using your Attack action, which is an automatic critical hit if the attack would normally hit the target.

Lore: Weapon Masters are paragons of martial combat, their names synonymous with the deadly ballet of war. Their presence on the field ensures a dance of destruction, gracefully conducted with every weapon at their command.

