



THE VESSEL



HOMEBREW

Channel the Power of the Otherworldly Spirit Bound to your Soul

THE VESSEL

A ragged young man fled down an alley in a vain attempt to lose the thugs that pursued him. As their shadows grew longer, he realized that he had no choice. As the ruffians pinned him against the wall, he looked inward and called upon the sinister entity bound to his soul. When he finally regained his senses, the smell of sulfur was overwhelming. He fled the alleyway, leaving the charred remains of the brigands behind. They were but the latest victims of the dark presence he harbored within.

An austere elven woman stood on a raised dais at the center of a crowded amphitheater. Members of the church hierarchy and common folk alike had come to witness her awesome transformation. She did not know why she was chosen, but within her soul was bound a fallen heavenly being, charged to perform one hundred and one good deeds in order to regain its status in the celestial courts. As the crowd gathered round, she said a prayer and gave herself over to the overwhelming radiance.

The strange elderly halfling knew that he did not belong in the tower he called home. The tower's keeper, a reclusive old archmage, only kept him around as a reminder of what would happen to any who dared cross him. At night, the halfling could hear crying inside of his head, the sounds of a former student who had attempted to overthrow the great archmage, now bound to the aging body and soul of the lowliest student.

All three people described above are Vessels, bearers of wondrous otherworldly power in the form of Spirits bound within their body and soul. With training, these adventurers can learn to wield a fraction of their Spirit's amazing power.

OTHERWORLDLY POWER

Within every Vessel is bound an extraplanar being of strange and wondrous power. No matter their origin, these immortal Spirits cannot be killed by conventional means. Instead, they are often bound to mortal flesh, forced to dwell within a body on the material plane. While many such Spirits are bound to their Vessel against their will, some choose to dwell within a mortal, lending them power in causes that align with theirs.

No matter the reason, these otherworldly beings are the source of the power for the adventurers known as Vessels.

MORTAL VESSEL

A rare occurrence in most worlds, mortal Vessels will likely never meet another of their kind unless they seek them out. The binding of an otherworldly Spirit is a deadly task, and is almost always done by a higher power or legendary mortal.

Bearers of this extraplanar power can learn to channel the wondrous abilities of the Spirit inside them. Through their force of will, they can allow small amounts of this power out, channeling it to defend themselves, produce eldritch magic, enhance their physical abilities, and influence friend and foe.

However, the mark of a true Vessel is their ability to take on the appearance of the Spirit bound to their soul, known as an Archon Form. Through this wondrous transformation, they are able to directly wield the power of the Spirit within, and use its power to overcome obstacles and thwart foes.



CREATING YOUR VESSEL

When creating a Vessel, the most important thing to consider is how you came to be bound to the Spirit within you. Are you the Acolyte of a god, chosen to bear one of its angels that has fallen from grace? Are you a prophetic child of a cult, forced to bear the sinister power of their infernal lord? Or, are you descended from a bloodline of Vessels, each parent passing the Spirit on to their child when they have reached old age?

Secondly, consider the nature of your Sealed Spirit and its relationship to you. Does your Spirit communicate with you freely, hoping that your goals will align? Is your Spirit bound against its will and seeking your demise so it can once again be free? Or, is the nature of your Sealed Spirit a mystery that you have struck out into the world to uncover more about?

MULTICLASSING AND THE VESSEL

If your group uses the optional multiclassing rule, here's what you need to know if you choose to take your first level in the Vessel class.

Ability Score Minimum. As a multiclass character, you must have at least a Charisma score of 13 to take your first level in Vessel, or to take a level in another class if you are already a Vessel.

Proficiencies. If Vessel isn't your initial class, here are the proficiencies you gain when you take your first Vessel level: light armor and simple weapons

Spellcasting. If you have a feature from another class that allows you to learn and cast spells, you can use your Vessel Magic spell slots to cast the spells you gained through that feature, and you can use those spell slots to cast your Vessel spells.



THE VESSEL

Level	PB	Features	Spells Known	Spell Slots	Slot Level	Unsealed Aspects
1st	+2	Sealed Spirit, Unsealed Aspects	—	—	—	1
2nd	+2	Vessel Magic	2	1	1st	1
3rd	+2	Archon Form	3	2	1st	2
4th	+2	Ability Score Improvement	4	2	1st	2
5th	+3	Extra Attack	5	2	2nd	2
6th	+3	Sealed Spirit Feature	5	2	2nd	3
7th	+3	Controlled Transformation	6	2	2nd	3
8th	+3	Ability Score Improvement	6	2	2nd	3
9th	+4	Twin Consciousness	7	2	3rd	4
10th	+4	—	7	3	3rd	4
11th	+4	Cyclical Sacrifice	8	3	3rd	4
12th	+4	Ability Score Improvement	8	3	3rd	5
13th	+5	—	9	3	4th	5
14th	+5	Sealed Spirit Feature	9	3	4th	5
15th	+5	—	9	3	4th	6
16th	+5	Ability Score Improvement	9	3	4th	6
17th	+6	—	10	3	5th	6
18th	+6	Twin Soul	10	3	5th	7
19th	+6	Ability Score Improvement	10	4	5th	7
20th	+6	Sealed Spirit Feature	10	4	5th	7

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10 per Vessel level

Hit Points at 1st Level: 10 + your Constitution modifier.

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Vessel level after 1st

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons, flails, morningstars, scimitars, shortswords, tridents, warpicks, and whips

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two of the following: Acrobatics, Athletics, Insight, Intimidation, Perception, Stealth, and Survival

EQUIPMENT

You start with the following equipment:

- (a) a quarterstaff or (b) two daggers
- (a) a simple weapon or (b) a shorbow and 20 arrows
- (a) leather armor or (b) hide armor
- (a) an explorer's pack or (b) a priest's pack

QUICK BUILD

You can make a Vessel quickly by using these suggestions. First make Charisma your highest ability score, followed by your Dexterity. Second, choose the Acolyte background.

SEALED SPIRIT

Within you dwells a purely spiritual being of immense power. At 1st level, choose the type of Sealed Spirit that you serve as the Vessel for: the Ascended, the Cursed, or the Fallen.

Your Sealed Spirit grants you features at 1st level, and again when you reach 6th, 14th, and 20th level in this class.

SEALED SPIRIT GOALS

Sealed Spirits are bound within a mortal Vessel for many reasons, and many of these spiritual beings have goals of their own apart from their mortal host. To decide on a goal for your Spirit, you can either choose your own or roll a d6.

d6

Sealed Spirit Goal

- 1 This malicious Spirit was sealed against its will, and wishes your death so it may be free.
- 2 This honor-bound Spirit is the guardian of your bloodline and is passed from parent to child.
- 3 This Spirit sought you out so that you could accomplish its goals on the material plane.
- 4 This repentant Spirit must help you save the lives of 101 innocent mortals to atone for its sins.
- 5 This Spirit wishes to experience everything it can, you are simply a tool for entertainment.
- 6 This Spirit has chosen you to be its champion that will stand against its eternal foe.





UNSEALED ASPECTS

You are able to exert limited control over the Spirit bound to your soul and can partially release its power. Also at 1st level, you master one Unsealed Aspect of your choice from the list at the end of this class. When you gain certain Vessel levels, you master additional Aspects of your choice, as indicated in the Unsealed Aspects column of the Vessel table. If an Aspect has a prerequisite, like another Aspect or a certain Vessel level, you must meet those prerequisites to master it.

When you gain a level in this class you can replace one of your Unsealed Aspects with another Aspect of your choice.

VESSEL MAGIC

Beginning at 2nd level, you can draw on the immense power of the Sealed Spirit bound within you to produce spells.

SPELL SLOTS

The Vessel table shows how many spell slots you have to cast your Vessel spells, and the level of those spell slots. All of your spell slots are the same level. To cast a Vessel spell of 1st-level or higher, you must expend a spell slot. You regain all of your spell slots when you finish a short or long rest.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

At 2nd level, you learn two 1st-level spells of your choice from the Vessel Spell List at the end of this class description.

The Spells Known column of the Vessel table shows when you learn additional Vessel spells of 1st-level and higher. Any spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your Vessel level. For example, when you reach 5th level in this class you learn a new Vessel spell, which can be of 1st or 2nd-level.

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

SPIRIT SPELLS

Your Sealed Spirit has a list of Spirit Spells that you learn at the Vessel levels noted in the Sealed Spirit description. These Spirit Spells count as Vessel spells for you, but they do not count against your total number of Spells Known. You cannot switch your Spirit Spells out for another spell when you gain a level in this class.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your Vessel spells, as you are using your will to draw on the power of the Spirit that dwells within you. You use your Charisma whenever a spell refers to your spellcasting ability, when you set the saving throw DC for a spell, and when you make a spell attack roll.

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

Spell attack modifier = your proficiency bonus
+ your Charisma modifier

SPELLCASTING FOCUS

Since your magic is drawn from the Spirit sealed within you, your body is the spellcasting focus for your Vessel spells. You must have at least one free hand to cast spells that require somatic or material components, and you must still provide material components that are consumed or have a gold cost.

VESSEL MAGIC MANIFEST

When casting Vessel spells consider the nature of your Sealed Spirit from which you draw your magic. Do you emanate the radiant magic of a celestial? Or, is your magic the diabolic power of the Abyss?



ARCHON FORM

Upon reaching 3rd level, you can completely transform into a being that resembles the true form of the Spirit sealed within you. As an action, you can transform into the Archon Form of your Spirit, which uses the specific Archon stat block in your Sealed Spirit description. Your Archon Form will use your proficiency bonus (PB) and Vessel Spellcasting modifier.

You can maintain your Archon Form for 1 minute. You then revert to your normal form unless you expend a Vessel Magic spell slot. You instantly revert to your normal form if you fall unconscious or use a bonus action on your turn to do so.

While in your Archon Form, the following rules apply:

- Your game statistics are replaced by the statistics in the Archon Form stat block, but you retain your alignment, personality, and your ability scores. You also keep all skill and saving throw proficiencies, in addition to gaining those of your Archon. If your Archon has the same proficiency as you, you use the higher bonus.
- When you transform, you assume the hit points of your Archon Form. When you revert to your normal form, you return to the number of hit points you had before your transformation. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as this excess damage does not reduce your normal form to 0 hit points, you are not knocked unconscious when you revert.
- You retain the benefit of any features from the Vessel class, your race, or any other source, and you can use them if your Archon Form is capable of doing so, including Vessel Magic. However, you can't use any special senses you make have, such as darkvision, unless your Archon Form also has that special sense.
- You choose whether your equipment falls to the ground in your space, merges into your Archon Form, or is worn by it. Worn equipment functions as normal, but your DM can decide whether it is practical for the Archon to use it. Your equipment doesn't change size or shape to match the Archon, and any equipment that your Archon can't wear must either fall to the ground or merge with it. Equipment that merges has no effect until you leave the form.

You can transform into your Archon Form once, and you regain the ability to transform again when you finish a short or long rest. If you have no uses remaining, you can expend a Vessel Magic spell slot to transform one additional time.

ABILITY SCORE IMPROVEMENT

At 4th level, and again when you reach 8th, 12th, 16th, and 19th level, you can increase one of your ability scores by 2, or two different ability scores of your choice by 1. As normal, you cannot increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Moreover, when you are in your Archon Form and you use your action to use one of the Spell Attack options detailed in the Actions section of your Archon Form stat block, you can make two Spell Attacks instead of one.



CONTROLLED TRANSFORMATION

You have gained a greater amount of control over your Spirit transformation. Starting at 7th level, if you end your Archon Form transformation before it runs out of hit points, you can transform into your Archon Form again without expending a use of that feature or a Vessel Magic spell slot.

However, if you transform again before you finish a short or long rest, the Archon Form retains the number of hit points it had when you last reverted from Archon to your normal form.

If you expend a Vessel Magic spell slot to transform, your Archon Form has its maximum hit points upon transforming.

TWIN CONSCIOUSNESS

Your Sealed Spirit offers you its mental abilities alongside its spiritual power. Beginning at 9th level, when you are forced to make an Intelligence, Wisdom, or Charisma saving throw, or a Constitution saving throw to maintain your concentration on a Vessel spell, you have advantage on your roll.



CYCLICAL SACRIFICE

The souls of Vessel and Spirit have begun to merge, allowing each individual siphon vitality from the other in times of need. Starting at 11th level, when you are in Archon Form, you can use a bonus action to expend any number of hit points from your normal form, causing your Archon Form to immediately regain a number of hit points equal to the amount expended.

Also, when you revert to your normal form, you can expend any number of your Archon Form's remaining hit points to gain temporary hit points equal to the amount expended.

TWIN SOUL

You and the Spirit bound to your soul have merged to become an entirely new and unique creature. Beginning at 18th level, your Archon Form transformation only ends if it is reduced to 0 hit points or you use a bonus action to end it.

SEALED SPIRIT

Choose the Sealed Spirit that best represents the being bound to you: the Ascended, the Cursed, or the Fallen.



THE ASCENDED

When mortals attain heights of arcane power that allow them to ascend beyond their physical forms, they make themselves vulnerable to being sealed away. Often, these great sorcerers and archmages are punished by the deities of magic, and are imprisoned where they can no longer violate arcane laws.

ANCIENT KNOWLEDGE

1st-level Ascended feature

The once-mortal mage sealed within your soul imparts you with its forbidden knowledge. You gain proficiency in Arcana, and whenever you make an Intelligence (Arcana) check, you gain a bonus to the roll equal to your Charisma modifier.

You also learn two cantrips of your choice from the Wizard spell list, and Charisma is your spellcasting ability for them.

ASCENDED SPELLS

2nd-level Ascended feature

You learn the spells at the Vessel levels noted in the table below. These don't count against your total number of Spells Known and cannot be switched out when you gain a level.

Vessel Level	Spells
2nd	<i>magic missile, shield</i>
5th	<i>detect thoughts, levitate</i>
9th	<i>clairvoyance, counterspell</i>
13th	<i>arcane eye, resilient sphere</i>
17th	<i>legend lore, wall of force</i>

ASCENDED ARCHON

3rd-level Ascended feature

You take on the luminous form of the ancient spellcaster that is bound to you. Your Archon Form uses the stat block below:

ASCENDED ARCHON

Medium Humanoid (Shapechanger)

Armor Class 10 + your Constitution modifier

Hit Points your base Constitution score + three times your Vessel level

Speed 30 ft.

Skills Arcana +PB, History +PB, Religion +PB

Damage Resistances force

Languages Primordial, and any languages you know

Forbidden Power. Once per turn, when the Archon casts a spell of 1st-level or higher, or uses Arcane Blast, it can roll a d8 and add it to the damage roll.

Sorcerous Mantle. When the Archon takes damage from a spell, it can use its reaction to halve any damage that it would have taken from that spell.

Actions

Arcane Blast. *Ranged Spell Attack:* your Spell Attack Modifier to hit, range 120 ft., one target. *Hit:* 1d8 acid, cold, fire, or lightning damage (your choice).



ASTRAL STEP

6th-level Ascended feature

You can draw on the power of your Ascended Spirit to move through the astral plane. As a bonus action while you are in your Archon Form, you can sacrifice your Archon's hit points to teleport to an unoccupied space you can see.

For each hit point you sacrifice, up to a maximum equal to your Charisma modifier (minimum of 1), you teleport 5 feet.

POTENT MAGICKS

6th-level Ascended feature

The Ascended bound within your soul empowers your magic. Whenever you cast a Vessel spell or your Archon Form uses Arcane Blast, you gain a bonus to one damage roll equal to your Charisma modifier (minimum of +1).

ASCENDED ARCANUM

14th-level Ascended feature

You are able to wrest even greater magics from the Ascended mage imprisoned within you. You gain a single 6th-level spell slot which you can use to cast your Vessel spells. Unlike your other Vessel Magic spell slots, you only regain the use of this special Arcanum spell slot when you finish a long rest.

At 20th level you gain a 7th-level Arcanum spell slot.

ARCHMAGE REBORN

20th-level Ascended feature

Your soul is able to channel the full power of the Ascended bound to your mortal flesh, if only temporarily. When you are in your Archon Form you gain the following benefits:

- You assume the appearance your Ascended had in life.
- You gain resistance to all damage from spells.
- When you use your action to cast a spell of 1st-level or higher you can use Arcane Blast as a bonus action.
- You can use Astral Step, without sacrificing the hit points of your Archon Form, to teleport up to 30 feet as a bonus action on each of your turns. You can still sacrifice your Archon Form's hit points as normal to increase the distance that you teleport.

THE CURSED

Condemned by the gods for their transgressions at the dawn of time, beings known as Cursed were wielders of dark and sinister power. Counted among the Cursed are the demons, devils, and all other nefarious spirits of the lower planes. To be counted among the Cursed, these sinister spirits posed a particular threat to the order of the cosmos, and were often sealed away to prevent untold calamity and suffering.

MALIGNANT AURA

1st-level Cursed feature

The aura of the sinister spirit sealed within you bleeds into the world around you. You gain proficiency in Intimidation and learn to speak, read, and write Abyssal and Infernal.

Moreover, whenever you make a Charisma (Intimidation) check, or any Charisma check to interact with fiends of any sort, you can treat a roll of 7 or lower on the d20 as an 8.

CURSED SPELLS

2nd-level Cursed feature

You learn the spells at the Vessel levels noted in the table below. These don't count against your total number of Spells Known and cannot be switched out when you gain a level.

Vessel Level	Spells
2nd	<i>cause fear</i> ^{XGE} , <i>hellish rebuke</i>
5th	<i>flaming whip</i> ^V , <i>scorching ray</i>
9th	<i>fireball</i> , <i>vampiric touch</i>
13th	<i>dominate beast</i> , <i>wall of fire</i>
17th	<i>flame strike</i> , <i>insect plague</i>

SINS OF A CURSED SPIRIT

When creating your Cursed Spirit, determine what it did to warrant being sealed away unlike the many Devils, Demons, and other evils that remain free.





CURSED ARCHON

3rd-level Cursed feature

You can take on a sinister form wreathed in the infernal flame and shadow of your Cursed Spirit. When you transform into Archon Form, you use the Cursed Archon stat block below:

CURSED ARCHON

Medium Fiend (Shapechanger)

Armor Class 14 + your Constitution modifier

Hit Points your base Constitution score + four times your Vessel level

Speed 40 ft.

Skills Deception +PB, Stealth +PB

Damage Resistances fire, poison

Senses darkvision 120 ft.

Languages any languages you know

Infernal Drain. Once per turn when the Archon hits a living creature with a Cursed Claw attack, it gains temporary hit points equal to half the damage dealt.

Savage Strikes. When the Archon uses its action to make a Cursed Claw attack, it makes one additional Cursed Claw attack as part of that same action.

Actions

Cursed Claw. Melee Spell Attack: your Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + your Spellcasting modifier fire or slashing damage.

DARK SACRIFICE

6th-level Cursed feature

You can sacrifice your vitality to channel more power from your Cursed Spirit. As a bonus action, you can regain one of your expended Vessel Magic spell slots by reducing both the current and maximum hit points of your normal form by an amount equal to twice the level of the spell slot you regain.

At the end of your next long rest any reduction to your maximum hit points from this feature returns to normal.

HELLFIRE

14th-level Cursed feature

You can access the true power of the dark Spirit imprisoned within, conjuring cursed infernal flames. When you cast a Vessel spell or use a Vessel ability that deals fire damage, you can choose to deal necrotic damage instead.

When you do so while in your Archon Form, this infernal flame ignores resistance to necrotic damage, and whenever you deal fire or necrotic damage and roll a 1 on the damage die, you re-roll the die until you get a result greater than 1.

LORD OF DARKNESS

20th-level Cursed feature

Your combined power allows this Cursed Spirit to walk in the material world once again. When you are in your Archon Form you gain the following benefits:

- You assume the appearance of your Cursed Spirit.
- You gain immunity to the poisoned, frightened, and charmed conditions, and to poison damage.
- When you transform, you gain the benefits of *flame whip*, as if cast it at 5th-level, without expending a Vessel Magic spell slot or requiring concentration.
- As a bonus action, you can force one creature that can see you to make a Wisdom saving throw. On a failed save, the creature is frightened of you until the beginning of your next turn.

THE FALLEN

Not all denizens of the upper planes serve the will of the gods that created them. Those who stray to far from their divinely ordained purpose invoke divine wrath. Known as the Fallen, these wayward celestials are hurled down from the heavens and imprisoned in mortal form to atone for their many sins.

PIERCING SIGHT

1st-level Fallen feature

The Fallen Spirit bound to your soul grants you the ability to see reality as it truly is. Whenever you make an ability check to intuit a creature's true intentions, determine if a creature is lying to you, or to see through an illusion, you gain a bonus to your roll equal to your Charisma modifier (minimum of +1).

You also learn to speak, read and write Celestial, and you have advantage on any Charisma check you make to interact with celestials, priests, Clerics, or other religious disciples.

FALL FROM GRACE

What caused your Fallen's fall from grace? Do they regret their actions and seek atonement? Or have they vowed revenge upon the celestial powers?





FALLEN SPELLS

2nd-level Fallen feature

You learn the spells at the Vessel levels noted in the table below. These don't count against your total number of Spells Known and cannot be switched out when you gain a level.

Vessel Level Spells

2nd	<i>guiding bolt, searing smite</i>
5th	<i>branding smite, spiritual weapon</i>
9th	<i>blinding smite, spirit guardians</i>
13th	<i>guardian of faith, staggering smite</i>
17th	<i>banishing smite, flame strike</i>

FALLEN ARCHON

3rd-level Fallen feature

You take on a form wreathed in rings of fire or a humanoid that radiates golden light. When you transform into Archon Form, you use the Fallen Archon stat block on this page.

CONDEMNATION

6th-level Fallen feature

You can channel the divine wrath of the Spirit within you to mark foes for judgment. When you deal radiant damage to a creature you can Condemn it. A Condemned creature suffers the effects below until the beginning of your next turn:

- Its speed is reduced by a number of feet equal to 5 times your Charisma modifier (minimum of 5 feet).
- When it makes an ability check, attack roll, damage roll, or saving throw it must roll a d4 and subtract it from its roll.

Once you Condemn a creature it cannot be Condemned again until the next dawn. You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

DIVINE WRATH

14th-level Fallen feature

Creatures that draw your divine ire rarely survive your wrath. When you Condemn a creature the effects last for 1 minute. A creature you Condemn can make a Charisma saving throw at the end of each of its turns, ending the effect on a success.

FALLEN ARCHON

Medium Celestial (Shapechanger)

Armor Class 15 + your Constitution modifier

Hit Points your base Constitution score + four times your Vessel level

Speed 30 ft.

Skills Insight +PB, Medicine +PB, Religion +PB

Damage Resistances necrotic, radiant

Senses darkvision 120 ft.

Languages any languages you know

Healing Touch. As an action, the Archon can touch a willing creature and expend a number of its own hit points (up to your Spellcasting modifier), to grant the creature temporary hit points equal to the number of hit points expended.

Radiant Wrath. Whenever the Archon hits a fiend or undead with a Blade of Judgment attack, it deals an additional 1d6 radiant damage on hit.

Actions

Blade of Judgment. *Melee Spell Attack:* your Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 2d6 + your Spellcasting modifier radiant damage.



HOLY JUDGMENT

14th-level Fallen feature

You are able to channel the searing wrath of the Fallen Spirit. While you are in your Archon Form, you can use your Blade of Judgment as a ranged spell attack with a range of 60 feet.

BE NOT AFRAID

20th-level Fallen feature

Your soul is able to fully channel the radiant light of the Fallen bound to your mortal flesh, if only temporarily. When you are in your Archon Form you gain the following benefits:

- You assume the true appearance of your Fallen Spirit.
- You have advantage on any ability checks or Blade of Judgment attack rolls against Condemned creatures.
- When you transform into Archon Form you can force creatures of your choice that can see you within 60 feet to make a Constitution saving throw. On a failed save, creatures take radiant damage equal to your Charisma score and are blinded and deafened for up to 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending this on a success.

UNSEALED ASPECTS

Below are the Unsealed Aspects available to Vessels. If an Aspect has a prerequisite, like a minimum Vessel level or another Aspect, you can learn it at the same time that you meet its prerequisites. Unsealed Aspects use your Vessel spellcasting ability, spell attack modifier, and Spell Save DC.

DISARMING VOICE

Your speech is enhanced with the magnetism of the being bound to your soul. You gain proficiency in your choice of Deception or Persuasion, and when you make a check with that skill you treat a roll of 7 or lower on the d20 as an 8.

ETHEREAL TENDRIL

As a bonus action, you can sprout an ethereal tendril from any point on your body. This tendril has a reach of 10 feet, and it can lift a number of pounds equal to your Charisma score. This tendril can't use weapons or shields, but it can manipulate simple objects, tools, and other mechanisms.

The tendril is incorporeal and cannot be damaged.

IRIDESCENT STRIKE

As part of an unarmed strike, you can cloak your empty or foot hand in shimmering otherworldly power. On hit, your target takes radiant damage equal to 1d6 + your Charisma modifier in place of the normal damage of your unarmed strike. The spiritual energy instantly fades after this attack.

The damage die of this Aspect increases at certain levels: at 5th level (1d8), 11th level (1d10), and 17th level (1d12).

MINOR MAGICKS

You can draw out a small amount of your Spirit's power. You learn two cantrips of your choice from the Warlock spell list, and Charisma is your spellcasting ability for these spells.

You can master this Aspect multiple times, learning one additional Warlock cantrip of your choice each time you do.

UNCANNY STRENGTH

The spiritual power you harbor within your body grants you inordinate strength. You gain proficiency in Athletics, and whenever you make a Strength (Athletics) check you gain a bonus equal to your Charisma modifier (minimum of +1).

OPALESCENT ARMOR

Prerequisites: 3rd-level Vessel

You can draw forth the true fortitude of your Sealed Spirit. Your Archon Form is resistant to all bludgeoning, piercing, and slashing damage from nonmagical attacks.



OTHERWORLDLY MAW

Prerequisites: 3rd-level Vessel

You wield the hunger of your Spirit against foes, wreathing your head in terrible power. When you are in Archon Form, you can use an action to force a creature within your reach to make a Charisma saving throw. On a failed save, it takes 2d4 necrotic damage and your Archon Form regains hit points equal to half the necrotic damage dealt.

At 10th level, you can use this as a bonus action.

SPIRIT SENSE

Prerequisite: 3rd-level Vessel

Your familiarity with the Spirit bound to your soul grants you the ability to sense other such beings. When you observe a Celestial, Elemental, Fey, or Fiend with a CR equal to your Charisma score or lower for 1 minute, you learn its creature type, its spellcasting ability (if it has one), and the level of the highest level spell it can cast.

UMBRAL SIGHT

Prerequisites: 3rd-level Vessel

You draw upon the enhanced sight of the Spirit within you. Both you and your Archon Form gain darkvision out to a radius of 60 feet. If you or your Archon Form already have darkvision its radius increases by an additional 60 feet.

Also, magical darkness doesn't impede your darkvision.

DAZZLING STRIKE

Prerequisites: 6th-level vessel, Iridescent Strike

The power of your Archon Form enhances your Iridescent Strike. When you make an Iridescent Strike attack while in Archon Form, the reach of that attack increases by 10 feet.

Moreover, when you hit a creature with Iridescent Strike, the creature has disadvantage on any attack rolls against creatures other than you until the start of your next turn.

DIRE STATURE

Prerequisites: 6th-level Vessel

You draw on the otherworldly power of your Spirit to grow in size. When you transform into Archon Form, you can choose to grow by one size category if there is room for you to do so. For example, you would grow from Medium to Large.

For each size category you grow above Medium, the reach of your Archon increases by 5 feet, its Armor Class increases by 1, and its melee attacks deal an additional 1d4 damage.

ETHEREAL GRASP

Prerequisite: 6th-level Vessel

You can manifest the power of your Spirit to enhance your grip. Both you and your Archon Form gain a climbing speed equal to your walking speed, and can climb difficult surfaces including upside down, without making an ability check.

Moreover, when you are in your Archon Form, you have advantage on ability checks you make to grapple and shove.

EVOKE SPIRIT

Prerequisite: 6th-level Vessel

You can release a minor form of the Spirit sealed within you. As an action, you can expend a Vessel Magic spell slot to cast *find familiar*. However, the familiar you summon resembles a miniature version of your Sealed Spirit. It uses the stat block for an Imp, but its creature type is that of your Archon Form.



INCORPOREAL STEP

Prerequisite: 6th-level Vessel

You can temporarily merge your physical form with that of your Spirit, if only temporarily. As a bonus action, you can become incorporeal until the end of your current turn. While you are incorporeal, you can move through solid creatures and objects as if they were difficult terrain.

If you end your movement inside an object or creature, you are shunted to the nearest unoccupied space and take 1d10 force damage for every 5 feet you were forced to travel.

PERILOUS VISAGE

Prerequisite: 9th-level Vessel

You can reveal a fraction of your Sealed Spirit's true power, horrifying all who behold it. When you transform into Archon Form, you can force creatures of your choice that can see you within 60 feet to make a Wisdom saving throw. On a failed save, a creature is frightened of you for 1 minute.

A creature can repeat this saving throw at the end of each of its turns, ending the effect on a success. If the creature is still able to see you it has disadvantage on its saving throw.

PRIMEVAL THIRST

Prerequisite: 9th-level Vessel, Otherworldly Maw

The ancient being within you can absorb magic to restore its vitality. When you are in Archon Form and a creature that you can see within 60 feet casts a spell, you can expend a Vessel Magic spell slot as a reaction to attempt to absorb the spell.

The caster of the triggering spell must immediately make a saving throw using its spellcasting ability. On a failed save, its spell is dispelled as if by *counterspell*, and if it was cast using a spell slot of a level equal to your Vessel Magic spell slots or higher, you regain one expended Vessel Magic spell slot.



AETHER WINGS

Prerequisites: 15th-level Vessel

You can manifest spectral wings reminiscent of the great Spirit bound to your soul. Both you and your Archon Form gain a 60-foot flying speed and can hover.

PRIMORDIAL BULWARK

Prerequisites: 15th-level Vessel, Opalescent Armor

You can draw forth the full defensive power of your Sealed Spirit. Your Archon Form gains resistance to all damage except for force, psychic, and radiant damage.

VESSEL SPELL LIST

Below are the spells available to Vessels, organized by spell level. They are from the *Player's Handbook*, *Xanathar's Guide to Everything**, and *Tasha's Cauldron of Everything***.

Any spells marked with a V are exclusive to the Vessel class and can be found at the end of this class description.

1ST-LEVEL

*absorb elements**
armor of agathys
arms of hadar
bane
*cause fear**
command
compelled duel
dissonant whispers
entangle
faerie fire
false life
feather fall
fog cloud
hellish rebuke
inflict wounds
jump
longstrider
sanctuary
shimmering lance^V
thunderwave

2ND-LEVEL

alter self
augury
blindness/deafness
detect thoughts
enhance ability
enlarge/reduce
enthrall
flaming whip^V
invisibility
*mind spike**
misty step
nystul's magic aura
see invisibility
*shadow blade**
silence
spider climb
suggestion
*tasha's mind whip***
*warding wind**
web

3RD-LEVEL

bestow curse
blink
clairvoyance
dispel magic
fear
fly
gaseous form
haste
hunger of hadar
*intellect fortress***
*life transference**
slow
spectral passage^V
*spirit shroud***
*thunder step**
vampiric touch

4TH-LEVEL

banishment
blight
death ward
dimension door
divination
evard's black tentacles
fire shield
freedom of movement
greater invisibility
phantasmal killer
polymorph
*shadow of moi***

5TH-LEVEL

bigby's hand
circle of power
contact other plane
contagion
destructive wave
*enervation**
*far step**
geas
scrying
*skill empowerment**

VESSEL SPELLS

The following spells are available for a Vessel to choose from. The spells are presented in order of ascending spell level.

SHIMMERING LANCE

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

As an action, you can hurl a bolt of pure spirit at a creature within range. Make a ranged spell attack against your target. On hit, the target takes radiant damage equal to 1d4 + your spellcasting modifier and glows with bright light until the start of your next turn. The first creature to attack the target before the start of your next turn gains a 1d4 bonus to its attack roll, and the damage of its attack becomes radiant.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the radiant damage and bonus to attack rolls increases by 1d4 for each slot level above 1st.

FLAMING WHIP

2nd-level evocation

Casting Time: 1 attack

Range: Self

Components: V, S, M (a charred wooden hilt)

Duration: Concentration, up to 10 minutes

You evoke a fiery whip in a free hand. The whip appears as if it were made of flames, and lasts for the duration. If you let go of the whip, it disappears, but you can evoke the whip again as a bonus action without expending a spell slot.

Whenever you would make a melee attack, you can instead make a melee spell attack with the fiery whip against a target within 10 feet. On a hit, the target takes 2d6 fire damage, and if it is Large or smaller it is considered grappled by you.

A creature grappled by the whip takes 1d6 fire damage at the start of its turn and can use its action to make a Strength check against your spell save DC, escaping on a success.

While in your hand, your fiery whip sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the fire damage dealt on hit, and at the start of each turn for a creature grappled by it, increases by 1d6 for every two slot levels above 2nd.

SPECTRAL PASSAGE

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (an object a spirit has passed through)

Duration: Concentration, up to 1 minute

You touch a willing creature. Until the spell ends, it becomes semi-incorporeal and can move through other creatures and objects as if they were difficult terrain. If the creature ends its movement inside another object or creature, it is immediately shunted to the nearest unoccupied space, taking 1d10 force damage for every 5 feet it was forced to travel.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, you can target one additional creature for each slot level above 3rd.





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