



CONDUIT 0.5

A nimble elf slides across the battlefield; an ethereal glow emanates from her twin blades and envelopes her. Like a ghost, she dashes through her quarry's bodyguards and steps in for the kill.

Facing a red dragon, an armored half-orc stands still and channels his spiritual power. A golden spirit appears behind him, and a shimmering aura encases his allies before the fiery breath engulfs them.

A resolute dwarf steps forth to face the goblin horde, her morningstar drawn. As the goblins charge, she utters a quiet apology and unleashes a decimating psychic blast.

The conduit's gift bridges the realms of men and spirit, forcing them to pick sides in conflicts most people are unaware of. Whether or not they accept their role as mediators, a conduit must seek to understand themselves first and foremost, lest they be consumed by the madness of spirits.

MYSTIC WARRIORS

Conduits are living touch-points between the physical and spiritual realms. This innate quality allows them to reach beyond the veil and draw upon spiritual

essence to power spells and other supernatural abilities. This gift is a double-edged sword—spirits are attracted to conduits like moths to a flame, and many of them harbor malicious intent.

In battle, conduits are resilient and versatile warriors who have trained both body and mind. Their arsenal ranges from light weapons that enable mobility to heavy arms that add weight to every blow. Their connection to the spirit realm helps them perceive supernatural threats, and the essence that flows through them keeps them fighting when others may perish. However, their most iconic ability is that of merging with spirits to unleash mystic powers, embolden their allies, and weaken their foes.

BETWEEN TWO WORLDS

Laymen marvel at the lengths to which mediums and shamans must go to communicate with spirits, but to a conduit, this practice is a daily reality. They see the looming fear spirit that stalks a boy in a dark alley, or the spirit of joy that waltzes around a love-struck teenager. Conduits often take on the role of hunters when malevolent spirits are near or mediators in matters that no one else can adjudicate.

Even though their intuition regarding spirits is par-

THE CONDUIT

Level	Proficiency Bonus	Features	Unlocked Aspects	— Spell Slots per Spell Level —				
				1st	2nd	3rd	4th	5th
1st	+2	Ethereal Sense, Mystic Recovery	—	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting, Spirit Attunement	3	2	—	—	—	—
3rd	+2	Project Awareness, Spiritual Creed	3	3	—	—	—	—
4th	+2	Ability Score Improvement	3	3	—	—	—	—
5th	+3	Extra Attack	3	4	2	—	—	—
6th	+3	Spirit Lash	3	4	2	—	—	—
7th	+3	Spiritual Creed Feature	4	4	3	—	—	—
8th	+3	Ability Score Improvement	4	4	3	—	—	—
9th	+4	—	4	4	3	2	—	—
10th	+4	Spirit Empowerment	4	4	3	2	—	—
11th	+4	Spiritual Creed Feature	4	4	3	3	—	—
12th	+4	Ability Score Improvement	5	4	3	3	—	—
13th	+5	—	5	4	3	3	1	—
14th	+5	Ethereal Step	5	4	3	3	1	—
15th	+5	Spiritual Creed Feature	5	4	3	3	2	—
16th	+5	Ability Score Improvement	5	4	3	3	2	—
17th	+6	—	6	4	3	3	3	1
18th	+6	Veil-Piercing Gaze	6	4	3	3	3	1
19th	+6	Ability Score Improvement	6	4	3	3	3	2
20th	+6	Spirit Mastery	6	4	3	3	3	2

alleled by few, some mysteries still elude conduits, especially the nature of their gift and its purpose. Few spirits can enlighten them on the matter, and written lore is even more scarce. Ultimately, this drives conduits to adventure. Their journeys through the material world and the spirit realm help them understand their role as a bridge between the two.

CREATING A CONDUIT

As you build your conduit, think about the moment you discovered your gift. Was it traumatic, or full of wonder? Did you try to master this power, or hide it and hope it goes away? Was there anyone knowledgeable to consult with about spirits, or did you learn it all by yourself? When was the first time you stepped in as a mediator between the material and the ethereal? Was it because the spirit world directly impacted you, or someone you loved? Did you accept your role out of a sense of duty, or was it guilt? Perhaps there was a problem that only you, with one foot in each realm, could solve. Or maybe you failed to notice or take seriously a spiritual threat before it was too late.

Another thing to consider is how your connection with spirits has manifested along your journey. Maybe you have a tiny spirit companion that appears when you're sad. Perhaps a particularly vicious spirit tracks

you, hoping to overpower you and take your body. Or you might hunt a spirit that harmed your loved ones, knowing it won't be long before it inflicts the same pain on others. Do you think of spirits as creatures to be protected and admired, or as natural phenomena that must be kept in check lest it harms the material world?

The spirits you can naturally bond with are associated with the emotions you feel most strongly, and are a key aspect of role-playing your conduit. Although the class features related to your spirit attunement are only available at 2nd level, plan ahead for that choice by reading the conduit spirit aspects at the end of this class's description. Does anger guide you when you face your problems? Are you quick to trust or naturally skeptical of others? Does misery keep you company often, or do you focus on the positive aspects of life?

QUICK BUILD

You can create a conduit quickly by following these suggestions. First, make Strength or Dexterity your highest score, depending on whether you want to focus on melee weapons or on archery (or finesse weapons). Your next-highest score should be Wisdom. Second, choose the folk hero or hermit background.



CLASS FEATURES

As a conduit, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per conduit level

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

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

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Wisdom

Skills: Choose two from Athletics, Insight, Perception, Medicine, Persuasion, and Arcana

EQUIPMENT

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

- a martial weapon and a shield or two martial weapons
- a light crossbow and 20 bolts
- scale mail or leather armor
- a dungeoneer's pack or an explorer's pack
- a spiritual focus.

ETHEREAL SENSE

You have attuned your senses to the rhythms of the spirit realm. As an action, you can expand your awareness to perceive anomalies. Until the end of your next turn, you can see 60 feet into the Ethereal Plane and sense the presence of invisible creatures within the same radius, but not their number or location. Additionally, you sense magical influences on creatures that you can see within range; you know whether a spell or magical ability causes each of them to be charmed or frightened.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). When you finish a long rest, you regain all expended uses.

MYSTIC RECOVERY

You can sacrifice some of your essence to rapidly heal your body. As an action, you can spend one or more of your Hit Dice, up to half your conduit level (rounded up). For each Hit Die you spend this way, roll the die and add your Constitution modifier to it. You regain hit points equal to the total.

Once you use this feature, you cannot use it again until you finish a short or long rest.

FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. 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.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

SPELLCASTING

By 2nd level, you have learned to harness your essence to cast spells.

PREPARING AND CASTING SPELLS

The Conduit table shows how many spell slots you have to cast your conduit spells. To cast one of your conduit spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of conduit spells that are available for you to cast from the conduit spell list. When you do so, choose a number of conduit spells equal to your Wisdom modifier + half your conduit level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level conduit, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *bleed*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell

doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of conduit spells requires time spent in deep meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your conduit spells; Your understanding of yourself and the spirit world allows you to wield these powers with greater control. You use your Wisdom whenever a conduit spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a conduit spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

You can cast a conduit spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use a spiritual focus as a spellcasting focus for your conduit spells.

CONDUIT SPELL LIST

Here's the list of spells you consult when you learn a conduit spell. The list is organized by spell level, not character level. If a spell can be cast as a ritual, it appears with the ritual tag after the spell's name.

Each spell is in the *Player's Handbook*, unless it has one asterisk (a spell in *Xanathar's Guide to Everything*), or two asterisks (a spell in *Tasha's Cauldron of Everything*).

1st level

Bane

Bless

Command

Detect evil and good

Detect magic (ritual)

Feather fall

Jump

Protection from evil and good

Purify food and drink (ritual)

Sanctuary

Shield of faith

Enhance ability

Hold person

Lesser restoration

Levitate

Locate object

*Mind spike**

Misty step

Orotection from poison

See invisibility

*Tasha's mind whip***

Warding bond

3rd level

Blink

Dispel magic

Elemental weapon

Fly

Gaseous form

Haste

*Intellect fortress***

*Life transference**

Nondetection

Remove curse

*Spirit shroud***

Tongues

Water breathing (ritual)

4th level

Arcane eye

Banishment

Confusion

Dimension door

Freedom of movement

Locate creature

Stoneskin

5th level

Dispel evil and good

Hold monster

Scrying

*Skill empowerment**

*Steel wind strike**

Telepathic bond (ritual)

Wall of force

SPIRIT ATTUNEMENT

When you reach 2nd level, you learn how to merge with spirits and channel their power. Each spirit has its own spirit aspect that you can attune to.

UNLOCKED ASPECTS

When you gain this feature, pick three spirit aspects to learn, choosing from the "Conduit Spirit Aspects" section at the end of the class's description. When you reach certain levels in this class, you learn additional spirit aspects, as shown in the Unlocked Aspects column of the Conduit table.

Whenever you gain a level in this class, you can replace one of the spirit aspects you know for a different one.

SPIRIT MELDING

Whenever you finish a long rest, you can meditate and summon a spirit that aligns with one of your unlocked spirit aspects. You magically merge with the spirit, and become attuned to that aspect.

While you are attuned to an aspect, you have access to its aspect spells and may invoke its spirit activation. The attunement lasts until the next time you complete a long rest, at which point you can choose a new spirit to merge with.

When you reach 6th level, you can call forth spirits that align with two of your unlocked aspects, and become attuned to both. Similarly, when you reach 14th level, you can attune to three spirit aspects.

ASPECT SPELLS

Each spirit aspect has a list of spells—its aspect spells—that you can access while you are attuned to it. Your conduit level determines which spells are available to you, as specified in the spirit aspect description. These spells are prepared while you are attuned to that aspect, and don't count against the number of spells you can prepare each day.



If you gain an aspect spell that doesn't appear on the conduit spell list, the spell is nonetheless a conduit spell for you.

SPIRIT ACTIVATION

You can use your Spirit Activation to activate an effect from a spirit aspect you are attuned to, as described in the spirit aspect description. You can use Spirit Activation twice. When you finish a long rest, you regain all expended uses.

Some Spirit Activation effects require saving throws. When you use such an effect, the DC equals your conduit spell save DC.

PROJECT AWARENESS

Starting at 3rd level, you can send your senses through the spirit realm to scout nearby locations. By spending 1 uninterrupted minute in concentration (as if you were concentrating on a spell), you create an invisible sensor in a point within 30 feet of you. While the sensor remains, you see and hear through it, but

are deaf and blind with regard to your own senses. The sensor lasts for 1 minute, or until you break concentration. A creature that can see the sensor (such as a creature benefitting from *see invisibility* or *truesight*) sees a luminous, intangible orb about the size of your fist.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). When you finish a long rest, you regain all expended uses.

SPIRITUAL CREED

When you reach 3rd level, you determine your role in the spiritual world and start following it with greater conviction. Choose the Creed of the Harvest or the Creed of Sympathy, as detailed at the end of this class's description.

Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th,

16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't 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.

SPIRIT LASH

When you reach 6th level, the spirit you are attuned to hexes enemies that strike you. Whenever a creature hits you with a melee attack, it becomes cursed until the end of your next turn. While cursed, the target subtracts your Wisdom modifier from the result of any saving throw it makes.

SPIRIT EMPOWERMENT

At 10th level, your connection with the spiritual realm makes you more resilient. Whenever you are forced to make a saving throw, you may roll a d6 and add the number rolled to the result.

ETHEREAL STEP

When you reach 14th level, you can briefly assume an intangible form, allowing you to cross through material objects and creatures. As a bonus action, your movement speed increases by 10 feet until the end of your turn, and you can move through creatures and objects as if they were difficult terrain. Barriers that block ethereal travel (such as those created from spells like *wall of force* or *forcecage*) block this movement. If you end your turn inside a creature or object, you are pushed to the nearest unoccupied space, and take 5 (1d10) force damage.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). When you finish a long rest, you regain all expended uses.

VEIL-PIERCING GAZE

Upon reaching 18th level, you see the world as it truly is. You have truesight with a range of 10 feet.

SPIRIT MASTERY

At 20th level, you've attained true mastery of your connection to the spirit realm. You can use Mystic Recovery an unlimited number of times and as a bonus action.

As an action, you can tap into the primordial essence that flows in the spirit realm. You restore all expended uses of your Spirit Activation, and all of

your Hit Dice. You also regain all expended uses of your 3rd level Spiritual Creed feature. Once you use this action, you can't use it again until you finish a long rest.

CONDUIT SPIRITUAL CREEDS

A conduit's gift takes them to the center of spiritual dilemmas, where the material and spirit realms collide. These conflicts solidify their beliefs about their role within the grand tapestry of the universe. For some, spirits are a resource to be used on their quest for greatness. Others draw strength from a deeper connection with these entities.

A mentor might instruct a conduit to walk a certain path, but most develop their own creed from hard-earned experience.

CREED OF THE HARVEST

Those who follow the creed of the harvest view spirits as natural phenomena to be used. As one might burn coal, or repurpose rainwater, so can one harness spirits to their ends. Spirits used in this manner are often too weak to survive after being released from the fusion, forcing conduits of this creed to choose a new source for their attunement every day. While these mystic warriors are sometimes villainized for draining spirits dry, they are also the first line of defense against malevolent ones. The balance of the spirit realm is fickle, and when left unattended, it becomes a danger to everyone.

ESSENCE BLAST

When you choose this creed, you learn how to draw more power from your fused spirit, and unleash it on foes. As an action, you send a concentrated sphere of psychic essence to explode at a point that you can see within 60 feet of you. Each creature in a 20-foot-radius sphere centered on that point must make a Wisdom saving throw. On a failed save, a target takes psychic damage equal to 1d10 + your conduit level. A target takes half as much damage on a successful save.

This feature's base damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Once you use this feature, you can't use it again until you finish a short or long rest.

PROTECTIVE LASH

Starting at 7th level, you draw essence from your attuned spirit to protect you from harm. Whenever a creature triggers your Spirit Lash feature, you gain temporary hit points equal to half your conduit level, rounded up.

MIND BLADE

When you reach 11th level, you hone your ability to harm others with your spirit's power. When a creature fails the saving throw to resist your Essence Blast feature, it becomes paralyzed until the end of its next turn.

Additionally, whenever you use your Essence Blast feature or cast a spell of 1st level or higher, one weapon you are holding is coated with excess psychic essence. Until the next time you hit a creature, the weapon's range increases by 10 feet, and all damage it deals becomes psychic damage.

WRAITH'S REBUKE

At 15th level, you learn how to psychically retaliate against mental attacks. Whenever a creature you can see forces you to make a Wisdom, Intelligence, or Charisma saving throw, you can lash out at them if you succeed on the save. As a reaction, you deal psychic damage equal to $3d8$ + your wisdom modifier to the target.

CREED OF SYMPATHY

To follow the creed of sympathy is to welcome the spirit realm and its ethereal residents. Spirits are not just a reflection of humanity, but sentient beings that are often misunderstood. Conduits that embrace the creed of sympathy attempt to fully align with the emotions that spirits embody, whether or not they are considered good by society. Such conduits often form long-lasting bonds with a single spirit, or a select few. These relationships can sometimes lead these spirits to evolve and compound multiple spirit aspects.

PROTECTIVE FIELD

When you choose this creed, you learn how to channel your spirit bond to exude a defensive aura. As an action, you create a shimmering barrier that extends out from you in a 20-foot radius and moves with you. When you create the barrier, choose one damage type from the following: acid, cold, fire, lightning, necrotic, poison, psychic, radiant, and thunder. Each creature of your choice gains resistance to the chosen damage type while it remains in the barrier. The barrier lasts for 1 minute, or until you become unconscious.

Once you use this feature, you can't use it again until you finish a short or long rest.

RAMMING LASH

Starting at 7th level, your bond with a fused spirit allows it to briefly materialize and shove creatures that harm you. Whenever a Large or smaller creature triggers your Spirit Lash feature, you can spend your reaction to push the target up to 15 feet away from you.

SPIRIT BULWARK

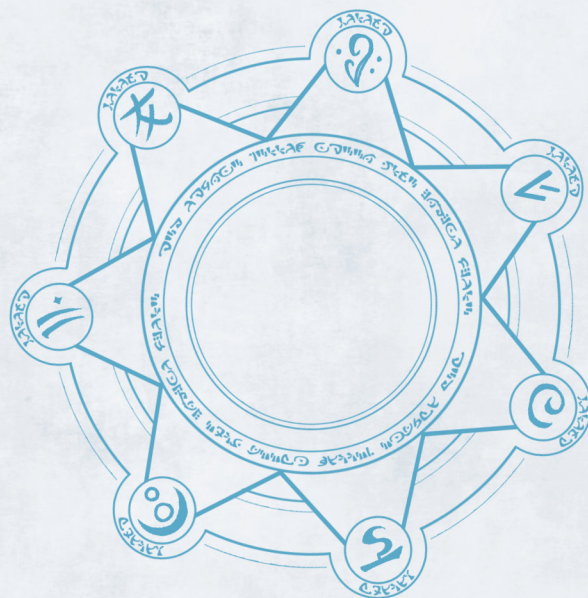
When you reach 11th level, your connection with the spirit realm makes your barriers more powerful, keeping enemies at bay. Whenever a creature attempts to move into your Protective Field, you can force it to make a Charisma saving throw. On a failure, the creature cannot move into the barrier this turn. On a success, the creature moves into the barrier, and is immune to this effect for 24 hours. Save or fail, your barrier is considered difficult terrain for targets you choose within it.

Additionally, whenever you hit a creature inside your Protective Field with an attack, it takes additional damage equal to $1d6$ + your Wisdom modifier.

SPECTRAL SWITCH

At level 15, your command of the spirit realm allows you to instinctively switch locations with an endangered ally, possibly saving them from physical harm. When a Small or Medium creature within 60 feet of you is targeted by a spell or ability that forces them to make a Strength, Dexterity, or Constitution saving throw, you can spend your reaction to switch places with them, potentially becoming the target instead of them. If the creature is willing, you both teleport, swapping places.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). When you finish a long rest, you regain all expended uses.





CONDUIT SPIRIT ASPECTS

Conduits merge with spirits to channel their power, and the nature of these spirits affects them profoundly. The powers they grant depend on the aspects of the spirit: the prevalent emotions that are its core. For example, fusing with a spirit of rage will attune the conduit to the spirit aspect of anger, but the same is true for spirits of irritation or frustration. When you choose a spirit to fuse with, think about its characteristics and how they affect the way you roleplay your character.

When you reach certain levels in this class, you may attune with multiple aspects simultaneously (see “Spirit Attunement”). When you do, think about the spirit that you summon and fuse with to create this aspect combination. For example, the aspects of anger and disgust both fit a spirit of contempt.

ASPECT OF ANGER

While you are attuned to the aspect of anger, add +1 bonus to your damage rolls.

ANGER ASPECT SPELLS

Conduit Level	Spells
3rd	<i>thunderous smite</i>
5th	<i>shatter</i>
9th	<i>thunder step</i>
13th	<i>elemental bane</i>
17th	<i>destructive wave</i>

SPIRIT ACTIVATION

When a creature hits you with a melee attack, you can retaliate psychically and harm it. As a reaction, you

can expend one spirit activation to deal psychic damage to the target equal to your conduit level + Wisdom modifier.

ASPECT OF ANTICIPATION

While you are attuned to the aspect of anticipation, you have advantage on initiative rolls.

ANTICIPATION ASPECT SPELLS

Conduit Level	Spells
3rd	<i>heroism</i>
5th	<i>aid</i>
9th	<i>crusader's mantle</i>
13th	<i>freedom of movement</i>
17th	<i>dawn</i>

SPIRIT ACTIVATION

When a creature within 30 feet of you becomes blinded, frightened, or paralyzed, you can use your reaction and expend a spirit activation to end the condition on it.

ASPECT OF DISGUST

While you are attuned to the aspect of disgust, you gain a +1 bonus to all attack rolls.

DISGUST ASPECT SPELLS

Conduit Level	Spells
3rd	<i>compelled duel</i>
5th	<i>crown of madness</i>
9th	<i>stinking cloud</i>
13th	<i>banishment</i>
17th	<i>negative energy flood</i>



SPIRIT ACTIVATION

You inspire hatred in a nearby creature, causing them to lash out. As an action, you can expend a spirit activation and target a creature within 30 feet of you that you can see. The target must succeed on a Charisma saving throw. A creature automatically succeeds if it is immune to being charmed. On a failed save, the target is briefly overwhelmed with hatred, and must immediately use its reaction, if available, to make a weapon attack against the creature nearest to it.

ASPECT OF FEAR

While you are attuned to the aspect of fear, you gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 60 feet.

FEAR ASPECT SPELLS

Conduit Level	Spells
3rd	<i>cause fear</i>
5th	<i>darkness</i>
9th	<i>fear</i>
13th	<i>shadow of moil</i>
17th	<i>insect plague</i>

SPIRIT ACTIVATION

You tap into a creature's mind and infuse it with fear. As a bonus action, you can expend a spirit activation and target a creature within 30 feet of you. The target must succeed on a Wisdom saving throw. The creature has disadvantage if it's in a heavily obscured area that impairs its vision, or if it is blinded. On a failed save, the target is frightened of you until the end of your next turn. While the target is frightened, you know its exact location.

ASPECT OF JOY

While you are attuned to the aspect of joy, you gain temporary hit points equal to your Wisdom modifier whenever you finish a short or long rest.

JOY ASPECT SPELLS

Conduit Level	Spells
3rd	<i>cure wounds</i>
5th	<i>lesser restoration</i>
9th	<i>beacon of hope</i>
13th	<i>aura of life</i>
17th	<i>mass cure wounds</i>

SPIRIT ACTIVATION

You can sacrifice some of your essence to instantly heal a creature within 30 feet of you that you can see. As an action, you can expend a spirit activation and spend one or more of your Hit Dice, up to half your conduit level (rounded up). For each Hit Die you

spend this way, roll the die and add your Constitution modifier to it. The target regains hit points equal to the total.

ASPECT OF SADNESS

While you are attuned to the aspect of sadness, you have advantage on saving throws against being charmed.

SADNESS ASPECT SPELLS

Conduit Level	Spells
3rd	<i>bane</i>
5th	<i>ray of enfeeblement</i>
9th	<i>bestow curse</i>
13th	<i>blight</i>
17th	<i>enervation</i>

SPIRIT ACTIVATION

When a creature you can see within 30 feet of you makes a saving throw, you can use your reaction and expend a spirit activation to make it roll with disadvantage.

ASPECT OF SURPRISE

While you are attuned to the aspect of surprise, you gain a +1 bonus to all ability checks.

SURPRISE ASPECT SPELLS

Conduit Level	Spells
3rd	<i>faerie fire</i>
5th	<i>enthrall</i>
9th	<i>blink</i>
13th	<i>hallucinatory terrain</i>
17th	<i>dream</i>

SPIRIT ACTIVATION

When a creature you can see within 30 feet of you makes a saving throw, you can use your reaction and expend a spirit activation to make it roll with advantage.

ASPECT OF TRUST

While you are attuned to the aspect of trust, you gain a +1 bonus to all saving throws.

TRUST ASPECT SPELLS

Conduit Level	Spells
3rd	<i>absorb elements</i>
5th	<i>levitate</i>
9th	<i>protection from energy</i>
13th	<i>aura of purity</i>
17th	<i>circle of power</i>

SPIRIT ACTIVATION

As an action, you can expend one spirit activation and end one condition on yourself.



INSPIRATION & DESIGN NOTES

The conduit class is inspired by Fantasy media like *Dragon Age*, *The Stormlight Archive*, and *Avatar (The Last Airbender and Legend of Korra)*. These stories depict worlds in which spirits play an instrumental role, and the spirit realm offers extraordinary opportunities for exploration and roleplay.

When designing Elanor (the official game world of Beyond the Screen), we decided to include spirit entities called *animar*. Animar embody emotions; when sentient creatures experience emotions, animar spring into existence with the intent of reproducing the same emotion that manifested them. The conduit descriptions refer to them simply as spirits for ease of use, but the class was designed with the animar in mind.

The spectrum of human emotion is quite wide, so for the sake of simplicity, we based our design off **Plutchik's Emotion Dyads** (see below). To reach more nuanced emotions, you can compound two or more emotions on the wheel. For example, you may decide that anxiety is the combination of fear with anticipation.

WORK IN PROGRESS

This document is a design in progress, and the conduit class is still in the early stages of playtesting. We plan to improve and balance this class with the support of the community and publish updated versions. If you are interested in joining a playtest or

have feedback about the class, please reach out to us on social media or via email:

info@beyondthescreenrpg.com

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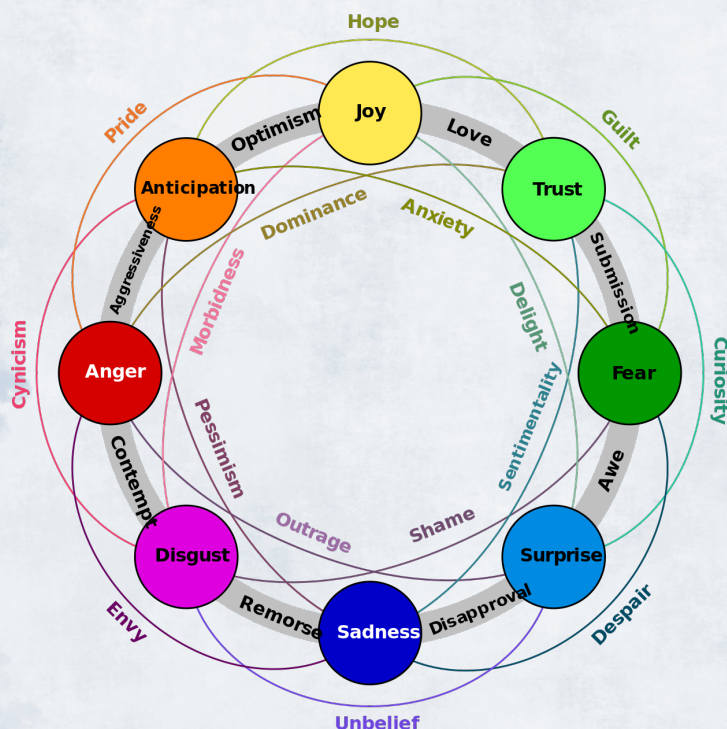
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PLUTCHIK'S EMOTION DYADS
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