

AVATAR SPELLS

A series of spells that channel a massive ethereal avatar to make an attack.

AVATAR SLAM

1st-level conjuration

Classes: Summoner

Casting Time: 1 action

Range: 10 feet

Components: S

Duration: Instantaneous

A Huge sized ethereal avatar appears behind you and slams its fist down at a point within range. All creatures within 5 feet of the target point must make a Dexterity saving throw. On failure, they take 2d6 bludgeoning damage and are knocked prone. On success, they take half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

AVATAR PUNCH

2nd-level conjuration

Classes: Summoner

Casting Time: 1 action

Range: Self (15 foot line)

Components: S

Duration: Instantaneous

A Huge sized ethereal avatar appears behind you and punches forward from you in a 15 foot long, 10 foot wide line. All creatures in the area must make a Dexterity saving throw. On failure, creatures take 3d6 bludgeoning damage and are knocked to the end of line of effect. If this movement causes them to collide with another creature or hard surface, they take an additional 1d6 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

AVATAR SLASH

3rd-level conjuration

Classes: Summoner

Casting Time: 1 action

Range: Self (15 foot radius)

Components: S

Duration: Instantaneous

A Huge sized ethereal avatar appears behind you wielding a massive sword and slashes in a massive arc. Pick one half of a 15 foot radius around up to be the area of effect (a 180 degree cone of effect). Creatures in the target area must make a Dexterity saving throw. On failure, they take 6d8 slashing damage. On success, they take half as much damage. Any large or larger structures, objects, or plants in the area that is more than four feet tall also takes the slashing damage, potentially cutting them down.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

AVATAR THRUST

4th-level conjuration

Classes: Summoner

Casting Time: 1 action

Range: Self (40 foot line)

Components: S

Duration: Instantaneous

A Huge sized ethereal avatar appears behind you wielding a massive spear and thrusts forward from in a line that is 40 feet long and 5 feet wide. All creatures in the area must make a Dexterity saving throw. On failure, the creatures take 7d8 piercing damage and are knocked 10 feet backward away from you. On success, a creature takes half as much damage and is knocked feet to the side (out of the line). If the creature cannot be knocked out of the line, it automatically fails the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

AVATAR PALM

5th-level conjuration

Classes: Summoner

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

A Huge sized hand appears in the sky before slamming down its palm down in a 15-foot-radius, 60-foot-high cylinder centered on a point on the ground within range. All creatures within the area must make a Constitution saving throw. On failure, creatures take 8d6 bludgeoning damage, are knocked prone, and become Dazed until the start of your next turn. On success, creatures take half as much damage and suffer no other effects.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

MONK

Way of the Spiritual Body

A monk who follows the way of the Spiritual Titan focuses on projecting their ki outward to form a titanic spiritual body that carries out their will through devastating strikes. Their practice

Spiritual Avatar

At 3rd level when you select this subclass, you gain the ability to utilize your ki to form a huge ethereal avatar to perform special attacks. Once during your turn in place of making an attack as part of the Attack action, you can cast *avatar slam*^K and *avatar punch*^K by expending ki equal to the level of spell.

You can cast it at higher level, up to a level equal to half your Monk level, by expending additional ki, casting it a level equal to the ki spent.

Inner Power

Additionally at 3rd level, you learn to channel your inner power through your every action, allowing you to use your Wisdom instead of Strength or Dexterity for attack and damage rolls of your unarmed strikes and monk weapons.

This inner force strengthens your body, and increases your natural lifespan by 5 years for each Monk level you have, and gives you advantage on any saving throws against disease or poison.

Ki Barrier

At 6th level, when you spend ki to cast spells using Spiritual Avatar, you gain temporary hit points equal to twice the Ki spent.

Additionally, You gain the ability to cast *avatar slash*^K using your Spiritual Avatar feature.

Cleared Pathways

At 11th level, all spells you cast with Ki through Spiritual Avatar have the cost of ki cost reduced by 1 (for example, a 2nd level spell would cast 1 ki instead of 2).

Additionally you gain the ability to cast *avatar thrust*^K using your Spiritual Avatar feature.

Spiritual Intent

At 17th level, when you cast a spell through Spiritual Avatar that targets an area, you can choose which creatures in the area are affected.

Additionally, you gain the ability to cast *avatar palm*^K using your Spiritual Avatar feature.

FEATS

Spiritual Avatar

You have gained a spiritual avatar, through your natural constitution, mental training, or supernatural encounters.

- **Ability Score Increase.** Your Wisdom or Charisma ability score increases by 1.
- **Spiritual Strikes.** In place of an attack made as part of the Attack action, you can use it strike your enemies, casting *avatar slam*^K without requiring components or spell slots. Once you do so, you cannot do so again until you complete a long rest. You can use it to make cast more powerful spells at higher levels, as per the table below. You can use any of the spells you can cast through this avatar at a level equal to the highest level spell you can cast it (upcasting the spell if it would normally be a lower level).

Level	Avatar Spell
1	<i>avatar slam</i> ^K
5	<i>avatar punch</i> ^K
9	<i>avatar slash</i> ^K
13	<i>avatar thrust</i> ^K
17	<i>avatar palm</i> ^K