

ANATHEMIR

GAUNT MAN STANDS AT THE EDGE OF A seemingly endless chasm. His voice rings out in command, booming the true and secret name of his quarry into the hungry void. "By Bell I call thee, Amorang, Knight of The Wood King!" He howls, a heavy silver bell ringing in his right hand, it's chime seemingly endless. "By Blade I call thee, Sister Jack, she who stood where no mortal dared and won power by doing!" He raises a the ritual dagger in his left hand, making a small cut on his right arm with it. As the blood trickles down to the bowl in front of him, he calls a third time. "By Bowl I call thee, Right Hand of The Forest, She of the Green Mane, Maeve Shadowthorn!" A terrible howl rises from the depths, the wind swirls around the man, hot from the west and cold from the east, and then dies. Silence, and then a woman's voice behind him. "What do you want, conjurer?"

A young woman in green and black armor of layered cloth and steel plates stands with a silver fine-blade sword in her left hand, and an open book in her right. The text on the open page glows red, and a matching glow begins to emanate from the sword as elemental magic suffuses her ritual blade. In a quick, practiced motion, she clips the book onto her belt, and pulls a bell-key on a long chain from under her armored coat and stands ready. As the large undead beast charges toward her, she grins, taps the bell-key on her blade like a tuning fork, and a clear note almost too high in pitch to hear rings out, hovering in the air for longer than seems possible, and she speaks the name of the necromancer who created this anathema. "Daniel Thatcher! I name you as your mother named you, and mark you anathema!" As the shout rings out the bell-note echos back to her ear, telling her that she has successfully used the summoner's connection to it's creature to mark the bastard. As she sidesteps the undead beast, her blade tracks along the side of it's body, and two voices cry out in pain, one near and one barely audible from a distance.

SIGIL AND SEAL

An Anathemir's power does not come from within, or the faith of divine magic. Instead, the Anathemir uses secret, ancient, and often forbidden, rituals to bind the power of places, ancient beings, or artifacts, to their Will, using specialized ritual tools called Implements, and powerful but dangerous Binding Seals that give them control of a Power that others could only ever fight, serve, or run from.

BLOOD AND BOOK

For an Anathemir, power begins with knowledge, but is only fully realized through challenge, sacrifice, and risk. An Anathemir is comfortable facing off against terrible

power, because doing so is how they gained their own power in the first place.

Whether an Anathemir seals a powerful entity into their direct service, binds their own shadow to animate it to fight beside them, or binds power into their own physical body to become their own monster, it all begins with ritual magic, with a circle, a seal, and power bound by blood, by blade, by bell, and by bowl.

IMPLEMENT AND VESTIGE

Every Anathemir has a Binding Seal, but also learns to bind lesser powers called Vestiges, and to unlock the true power of their ritual tools, called Implements, one at a time.

QUICK BUILD

Briefly summarize a quick way to create an Anathemir. This includes which ability scores to prioritize, and any choices that need to be made at first level.

ANATHEMIR CLASS TABLE

Level	Proficiency Bonus	Features	Cantrips Known	Stored Remnants	Spell Level	Vestiges
1st	+2	Makr of Anathema, Implement Mastery, Ritualist's Magic	2	2	1st	—
2nd	+2	Binding of The Anathemir, Vestiges of Power	2	2	1st	2
3rd	+2	Binding Seal	2	2	2nd	2
4th	+2	Ability Score Improvement	3	3	2nd	2
5th	+3	Watcher At The Gate	3	3	3rd	3
6th	+3	Binding Seal Feature, Implement Mastery	3	3	3rd	3
7th	+3	Into The River	3	3	4th	4
8th	+3	Ability Score Improvement	4	3	4th	4
9th	+4	—	4	4	5th	5
10th	+4	Binding Seal Feature	4	4	5th	5
11th	+4	Implement Mastery, Among The Wise	5	4	5th	6
12th	+4	Ability Score Improvement	5	4	5th	6
13th	+5	—	5	4	5th	8
14th	+5	Binding Seal Feature	5	4	5th	8
15th	+5	Master of The Lightless Flame	5	4	5th	9
16th	+5	Ability Score Improvement	5	4	5th	10
17th	+6	—	6	5	5th	11
18th	+6	Before the Ninth Gate	6	5	5th	12
19th	+6	Ability Score Improvement	6	5	5th	13
20th	+6	Final Destiny	6	5	5th	13

CLASS FEATURES

As an Anathemir, you gain the following class features:

HIT POINTS

- **Hit Dice:** d8
- **Hit Points at 1st Level:** 7 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per Anathemir level after 1st

PROFICIENCIES

- **Armor:** light armor, medium armor
- **Weapons:** simple weapons, trident, glaive, shortsword, whip, scimitar, rapier
- **Tools:** Ritualist's Tools, one other Artisan's Tool
- **Saving Throws:** Cha, Int
- **Skills:** choose 3 from; Arcana, Deception, History, Insight, Intimidation, Investigation, Persuasion, Religion, Stealth, Survival

EQUIPMENT

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

- *(a)* a glaive or *(b)* whip
- *(a)* a shortbow and quiver of 20 arrows or *(b)* a spear
- *(a)* a scholar's pack or *(b)* an explorer's pack
- leather armor, a goetic key, and one artisan's tool

RITUALIST’S MAGIC

CANTRIPS

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

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Anathemir 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 Anathemir 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

CASTING SPELLS

You do not have spell slots, but you do still have a level at which your spells are cast, as shown in the Anathemir Class Table. When you cast a spell using your Ritualist’s Magic feature, or cast a spell granted by your Implement or another class feature, you cast it at the level shown on the Spell Level Collumn of the class table.

You can cast any of your spells as a special ritual, holding off on the final intonation until you need it. You can do this at the end of a short or long rest. You pay any material component cost when you perform the ritual, but must perform verbal and somatic components when you release the spell later, and releasing the spell uses the activation time listed in the spell description.

You must maintain concentration on the spell until you release it, but you can regain the stored spell by spending 1 minute in meditation within 1 hour of losing it, if you lose it before you can release it as a result of losing concentration.

SPELLCASTING FOCUS

You can use your goetic key, the implement you choose at level 1, or an item intimately tied to a vestige of power you choose, as a focus for your spellcasting.

GOETIC KEY

You have prepared a special book full of your spells, ritual diagrams, alchemical reciples and experiments, and sketches and notes of the various Anathema you have studied or interacted with.

SPELL INSCRIPTION

At 1st level, you learn to inscribe magics into your Goetic Key, which is a magically bound book containing all your spells. You learn the Unseen Servant and Find Familiar spells, and 4 more. As you gain levels, you

learn 2 new Anathemir spells for every Anathemir level you gain. Your Goetic Key is the repository of the Anathemir spells you know, except your cantrips, which are fixed in your mind.

COPYING A SPELL INTO THE BOOK.

On your adventures, you can add other ritual spells to your Goetic key. When you find such a spell, you can add it to the Key if the spell’s level is equal to or less than half your Anathemir level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it. Once you have spent this time and money, you can cast the spell as a ritual if it has the ritual tag, or prepare it as with your other known spells and cast it using your spell slots. You do not need to prepare a ritual spell to cast it as a ritual.

REPLACING THE KEY.

You can copy a spell from your own goetic key into another book—for example, if you want to make a backup copy of your goetic key. This is just like copying a new spell into your goetic key, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your goetic key, you can use the same procedure to transcribe the spells that you have prepared into a new goetic key. Filling out the remainder of your goetic key requires you to find new spells to do so, as normal. For this reason, many Anathemirs keep backup goetic keys in a safe place.

RITUAL MASTERY

Yor primary method of casting spells is as rituals, using your Goetic Key. You can cast any spell as a ritual that has the ritual tag, and some spells gain that tag for you that do not normally have it.

MARK OF ANATHEMA

At first level you have learned to place a specialised curse on anathema.

Your order and it's sister orders exist to destroy anathema: aberrations, fiends, undead, and the most unnatural of monstrosities, as well as those who bring them into the world. You have stood in the shallows of The River, the place in the spirit world to which all the dead are drawn, and *must* go. There all things feel the pull of death, even that which cannot otherwise die, such as fiends and the greater aberrations.

You have carried the Lightless Flame into The River, and sent it's holy darkness floating down to the First Gate and beyond, earning the right to call yourself Anathemir, and the ability to cast the Mark of Anathema upon your enemies.

As a bonus action, you can place the Mark on a creature that you can see within 60ft of you. The mark remains until the creature is reduced to ohp or is no longer on the same plane of existence. While under the Mark of Anathema, a creature takes 1d4 necrotic or cold damage when you deal damage to it or subject it to a saving throw that it fails. If the creature is in magical control of another creature, such as a summoned creature or animated undead, or is the creature under another's control, both creatures take the damage.

IMPLEMENT MASTERY

You have mastered one of the Implements of Goetic Invocation

Starting at 1st level, you gain mastery of one of the three primary implements of goetic invocation, and you will master the other two as you gain levels in this class.

All Anathemir use the Three Tools in their rituals, but those who wish to go beyond the rank of petty dabbler must master each Implement in turn, creating a special, unique, tool bound with a piece of the Anathemir's soul to hold and amplify their natural power.

If lost or destroyed, you can empower an equivalent tool from a set of ritualist's tools, or create a new vessel for this power, as part of a long rest.

The three ritual implements are the Bell, Blade, and Bowl. You choose one from the options below now, and gain mastery of the other two as you level.

Each Implement comes with magic of it's own, imparting power, and unlocking the secrets of certain spells, which you record in your Goetic Key and which gain the ritual tag. You can wield only one implement at a time, and while wielding an implement, you can cast each of it's spell once. You regain the ability to do so when you complete a long rest.

You can change which implement you are wielding during a long rest.

BELL

To call upon the power sought and hold or break it's

attention. A musical instrument of any kind can hold the place of the Bell, though a literal hand bell or a small drum are the most traditional.

You gain the ability to cast the *toll the dead* cantrip while wielding the Bell implement. It counts as an Anathemir cantrip for you, but does not count against your number of cantrips known. Any creature under your Mark of Anathema is treated as being below full hit points when it fails the saving throw for *toll the dead*.

When a creature is under half their hit points and you force them to make a saving throw which they fail while weilding your bell implement, you can spend 1 remnant as a bonus action to ring the bell. Each anathmea that can hear the bell must succeed on a charisma saving throw or be deafened and slowed until the end of your next turn.

MAGIC OF THE BELL

Anathemir Level	Spells
1st	<i>Sleep</i>
3rd	<i>Shatter</i>
5th	<i>counterspell</i>
7th	<i>locate creature</i>
9th	<i>hallow</i>

BLADE

To channel power into the circle, charging the ritual with manifest Will. A bladed weapon, ranging from a ritual dagger to a dueling glaive or a great reaping scythe.

You learn an Anathemir cantrip of your choice that requires an attack roll and target's one creature. When you cast a cantrip that uses an attack roll, you can make it a melee spell attack if it is not normally, gaining the reach or range of your Blade Implement. When you reach level 5, instead of the normal damage scaling of the cantrip, you make an additional melee spell attack with that cantrip, without any of the extra damage normally gained at higher levels.

MAGIC OF THE BLADE

Anathemir Level	Spells
1st	<i>False Life</i>
3rd	<i>Mirror Image</i>
5th	<i>haste</i>
7th	<i>Dimension Door</i>
9th	<i>Gaes</i>

BOWL

To gather power to fuel your magic.

Your bowl holds an Anathemir spell slot, which you can use to cast your spells. It regains this spell slot when you complete a long rest. If you are of 11th level or greater, it contains 2 spell slots.

MAGIC OF THE BOWL

Anathemir Level	Spells
1st	<i>Heroism</i>
3rd	<i>Augury</i>
5th	<i>Revivify</i>
7th	<i>Dominiate Monster</i>
9th	<i>screying</i>

VESTIGES OF POWER

At level 2 you gain 2 vestiges of power chosen from any vestige listed later in this document, or any of the Warlock's Eldritch Invocations listed in the SRD, so long as you meet any prerequisites listed in it's description.

BINDING OF THE ANATHEMIR

If the creature under your Mark is reduced to 0hp or banished to their home plane while within 60ft of you, you gain a charge. You also start with 2 charges when you finish a long rest, and can never have more charges than your anathemir level at one time. You can spend a charge to do one of the following:

- **Compell.** As an action you can spend 1 charge to make anathema focus on you
- **Bind.** slow and deny reactions, restrict from entering a space, spend more to daze or even stun, or to take an oath and magically enforce it.
- **Invoke** mimic a creature as if summoning it and it takes your place, like wild shape for monsters. Low CR, or partial transformation.
- **Break** Break a spellcaster's concentration, or directly break the bond between master and servant or any other magical binding or other control
- **Banish** level gate or CR gate what you can banish. You send a creature to the River.

BINDING SEAL

At third level, the class makes a choice between two or more archetypes, called binding seals. Each seal provides a different focus for your binding power, a different way in which you use the power that you bind.

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. Alternatively,

you can choose a feat (see Chapter 6 for a list of feats).

WATCHER AT THE GATE

At level 5, you have learned to bypass many of the protective strengths of anathema like undead. When you cast a spell that does not effect a particular type of creature, such as undead, you ignore that restriction. Additionally, whenever an undead creature or other creature that is native to the mortal world, or a creature under your Mark of Anathema is banished within 60ft of you, they treat The River as their home plane.

Additionally, you can spend a number of remnants equal to the level of a spell to store a spell in a remnant crystal, allowing you to hold concentration on a second spell cast as a ritual. You can create an additional remnant crystal at level 11, and at level 13, and level 17, and regain the ability to do so when you complete a long rest.

You learn the spells listed below at the levels shown in the table, and they gain the ritual tag for you.

Anathemir Level	Spells
Level 5	<i>magic circle, slow</i>
Level 7	<i>banishment, confusion</i>
Level 9	<i>dispel evil and good, hold monster</i>

IMPLEMENT MASTERY

Also at level 6, you get a second implement, and all its benefits, and can learn Vestiges that require the mastery of that implement. You can change your active implement as part of a short rest, but you can only do so once, and regain the ability to do so when you complete a long rest.

INTO THE RIVER

Also starting at 7th level, the secrets you have learned and the powers you have bound have lead you here, to the banks of The River, in the world of spirits, sometimes called Vanaheim. Downriver you can see the outline of a gate, The First Gate. The water is colder than you could imagine, but you are more than your body, and you continue toward the Gate, toward the Truth.

When you would make a charisma or constitution saving throw while in The River, or against the effects, abilities, or spells, of an undead creature, an aberration, or a fiend, you may add your intelligence modifier to the result.

You can stay in the river for 20 minutes before suffering any ill effects from remaining there. This does not effect your saving throws as a result of moving deeper into the river.

You can enter the river physically, though at immense peril if you do so for more than a few moments. While physically in the river, you must immediately make the Charisma saving throw, treating the shallows of the river as being past the first gate, and you immediately act as though you have already spent 10 full minutes in the river.

Items left in the shallows or on the bank will remain there, though nothing protects them from the creatures of the river beyond your own ability to hide of otherwise protect them, and your lifeblood acts like a beacon for the spirits of the dead, and the spirits who have avoided death for long enough to become undead. The dead might simply beg you for help, hampering your movement and distracting your purpose, but the undead will wish to feed upon your lifeforce and leave you floating down the river toward the Final Gate, and oblivion.

MASTER OF THE THIRD IMPLEMENT

At level 11th, you get a third and final implement, and all its benefits, and can learn Vestiges that require the mastery of that implement. You can wield two implements at a time, gaining all the benefits of both.

AMONG THE WISE

Also at 11th level, you are considered one of the Wise. The common folk may fear you, or may seek you out, depending on your nature and reputation. The powerful seek your council, as do sages and other masters of The Secret Arts. You can seek audience in nearly any court, and gain access to libraries and other centers of learning without being asked to pay a fee.

MASTER OF THE LIGHTLESS FLAME

At level 15, you can establish a stronghold in a secret place known only to you and those you choose to tell.

Anyone else must succeed on an intelligence saving throw equal to your spellcasting save DC in order to remember any details about the stronghold or its location, should they learn of it. The stronghold is roughly equivalent to the Magnificent Mansion spell, but it exists in the material world. Rather than being protected by existing in a demiplane, the stronghold is deeply warded by the Guards and Wards spell, and any other wards that you or those you consult for assistance can place upon the location. Construction of the stronghold might take weeks or years, depending on what is appropriate to your own campaign, as you call upon spirits and elementals to build the structure for you.

BEFORE THE NINTH GATE

At level 18, you have stood before the Ninth and Final Gate, and walked back from it. You leave your true name behind in that place, and few can recall what names you've gone by other than Anathemir. You have advantage on saving throws to avoid being charmed, held, petrified, paralyzed, otherwise restrained, or against being frightened, and you cannot be charmed, dominated, or possessed, by any means.

When an effect, spell, or other ability from an aberration, fey, fiend, or undead, causes you to make a saving throw and you fail, you can choose to succeed instead. You can do so a number of times equal to your proficiency modifier, and regain all uses when you complete a long rest.

When you pass into death, you can remain as a spirit to guide a successor for up to 1 year and 1 day, or you could allow your apprentice or heir to bind a part of your consciousness into a familiar to provide them with guidance indefinitely, while you pass on naturally into the river, and through the final gate into what comes next. The passing of a master of the nine gates often causes great tumult in the river, and you might leave your mark by forcing malevolent spirits to the final gate with you, helping benevolent spirits resolve what has bound them to the river rather than being able to pass on, or even leaving elemental spirits to guard the gates against spirits trying to claw their way back into the land of the living. Work with your DM to determine what your legacy as The Anathemir is.

FINAL DESTINY

You realise your destiny.

ANATHEMIR ARCHETYPES

This paragraph explains the different archetypes available to the class, what those archetypes specialize in, and what choosing that archetype means for a character.

The Seal of The Swarming Horde is taken up by a master of swarms and hordes of lesser beings, combining what would normally be minor threats into a combined Power to be reckoned with.

The Seal of the Heretic binds celestial power, granting the Anathemir the ability to bring holy flame or healing light to bear.

The Seal of The Emergent Truth bind power directly into the Anathemir's blood and bone, transforming flesh into terrible might via possession of the body.

The Seal of the class summoner just buffs anything you summon via a spell, and gains extra summoning spells.

The Seal of The familiar buffs your familiar into a ready companion, like a golem or primal companion, that can take on different powers with different vestiges, but retains a basic chassis.

The Seal of The Ninth Gate is a teleporter, who both binds and breaks gates and portals, learning the secret names that govern them.

SEAL OF GOETIC EVOCATION

You are the true master of summoning.

RING OF THE SUMMONER

At 3rd level, you are an adept student of circle magic, and as a result your hold over creatures you summon is greater than others can achieve.

As a bonus action when you cast a spell that summons or conjures a creature, you can cast specially prepared chalk powder at your feet, which forms a perfectly shaped circle of binding. When you do so, you can cause the duration of that spell to be doubled, and creature's summoned by the spell have a bonus to their saving throws, and gain temporary hit points, equal to your intelligence modifier.

You can do this a number of times equal to your proficiency bonus. You regain all uses of this ability when you finish a long rest.

ARCANE SPECIALIST

At 3rd level, you gain the ability to twist the magic of summoning and binding magic. Choose a creature type from the list below. Whenever you cast a spell or use a class feature that summons a creature, you can change the nature of that creature. Their creature type becomes the chosen type. Their statistics don't otherwise change, but their appearance might. A Fey Balgura might be covered in moss and patches of stone with swirling markings and eyes of blue-green fire, for instance.

You choose from celestial, fey, or monstrosity.

GOETIC EVOCATION SPELLS

You always have certain spells prepared after you reach particular levels in this class, as shown in the Goetic Evocation Spells table. These spells count as Anathemir spells for you, but they don't count against the number of Anathemir spells you prepare.

GOETIC EVOCATION SPELLS

Anathemir	
Level	Spells
1st	Unseen Servant, Bind Servant
3rd	Flock of Familiars, Summon Beast
5th	Conjure Animals, Magic Circle
7th	Conjure Woodland Beings, 1 other 4th level conjuration spell
9th	Circle of Power, Danse Macabre*

*When you cast this spell, you can instead empower specially made statuettes that you place on the ground as part of casting the spell. They surround you, or move into the nearest safe unoccupied spaces around you, and their creature type is determined by your Arcane Specialization feature, rather than being undead. The creatures' statistics are otherwise unchanged.

LEVEL 6 ARCHETYPE ROCK

Starting at 6th level, you gain a greater benefit when summoning creatures of the type you specialize in.

Fey. The creatures have advantage on saves against spells. Once per round as a bonus action, you can trade places with a Fey summoned by your spell or class feature, both teleporting into each other's space. You can also do so as a reaction to being targeted by an attack or an ability that would force you to make a saving throw, by spending a remnant.

Monstrosity. Any monstrosity you summon gains regeneration, regaining 1 hit point at the start of any turn that it begins with less than half its total HP. You can cast the Enlarge/Reduce spell on a single monstrosity under your control that you can see. When you do so, the creature's weapon attacks deal extra damage equal to the level of the spell.

Celestial. Any celestial you summon

GREATER CIRCLE OF BINDING

Starting at 10th level, if you cast a spell or use a class feature which charms, or otherwise grants you control over a creature, that creature gains all the benefits of a creature summoned by you, while they remain under your control.

MASTER SUMMONER

Starting at 14th level, you can create a mutual binding between you and up to 6 other willing creatures. Those creatures can choose to be treated as if they were magically controlled by you, for the purposes of your spells and class features, as long as they are within 60ft of you.

SEAL OF THE HERETIC

Gains Celestial language, some traits common to celestials as you level, expanded spell list. Hallow, Mass Healing Word, Spirit Guardians, Guardian of Faith, Revivify, Greater Restoration, Remove Curse, Dawn, Heal, Crusader's Mantle

LEVEL 1 ARCHETYPE ROCK

At first level, you learn the celestial language, and once per turn when you deal damage with a cantrip or a weapon attack, you can choose to change the damage to radiant damage. When you do so, the target takes extra radiant damage equal to your proficiency modifier, and emits bright light out to 60ft, and dim light out to 30 more ft, until the start of your next turn.

SEAL OF THE HERETIC SPELLS

You always have certain spells prepared after you reach particular levels in this class, as shown in the Goetic Evocation Spells table. These spells count as Anathemir spells for you, but they don't count against the number of Anathemir spells you prepare.

HERETIC SPELLS

Anathemir Level	Spells
1st	Bless, Healing Word
3rd	Prayer of Healing, Spiritual Weapon
5th	Revivify, Spirit Guardians
7th	Aura of Purity, Deathward
9th	Raise Dead, Summon Celestial

BINDING OF ANGELIC FLIGHT

Starting at 6th level, as a bonus action, you grow a pair of enormous angelic wings. You choose either radiant or shadow wings when you gain this ability. Either choice gives you a fly speed of 60ft, and lasts for up to 1 hour. You can do this a number of times equal to your proficiency bonus, and regain all uses when you finish a long rest.

Radiant Wings. When you sprout your wings, they glow with golden light, emitting bright light out to 60ft, and dim light 60ft beyond that. Any creature friendly to you within the light of your wings gains a 5ft bonus to their movement speed, and temporary hit points equal to your Intelligence modifier.

Shadow Wings. These wings are the inky black of a raven's wings and shrouded in shadow. All sources of light within 100ft of you are dimmed, turning bright light to dim light, and dim light to darkness. All creatures friendly to you within the area of darkness gain a bonus to Dexterity (Stealth) checks equal to your Intelligence modifier, and a bonus on their next damage roll equal to your intelligence modifier.

GREATER ANGELIC SIGIL

Starting at 10th level, you learn the true name and

secret sigil of a celestial being that can be summoned by the Summon Celestial spell. When you cast the spell, you can cast it without a material component. You can also cast it once without a spell slot, and you regain the ability to do so when you finish a long rest.

Whenever you start casting the spell, you can modify it so that it doesn't require concentration. If you do so, the spell's duration becomes 1 minute for that casting.

LEVEL 14 ARCHETYPE ROCK

Starting at 14th level, this feature provides a new mechanic to increase the archetype's power or improves upon an existing archetype rock.

SEAL OF THE SPELL-EATER

Absorb magic from spells, and use it to hurl spells back at your enemies.

SEAL OF THE NINE GATE KEYS

VESTIGE OF THE NINE GATE KEYS

associated implement: *The Bell*

You gain a set of nine keys of varying size and shape, that collectively act as your bell implement. Each has a name and powers of it's own, which can be discovered and mastered by taking further vestiges named for these keys.

First, you have mastered the smallest and least powerful of the keys, named Tsemmael, Key To The First Gate, a delicate silver key with a bit shaped in two interlocking crescents and a disc shaped bow with the worn face of some ancient coinage on one side, and the other side showing a scratched-in symbol.

Tsemmael must be rung like a tuning fork in order to sound, though it is said that it will sometimes sound of it's own accord in the presence of truly powerful anathema, such as a greater fiend, or a vampire lord. When you sound Tsemmael as an action, a sound of fine crystal resonating with just the right vibration and is audible within 60ft.

Each undead, fiend, and aberration that hears the sound within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

You can use this feature once, and regain the use of it when you complete a short or long rest.

Group into 2 or 3 keys

BREHMIT OF THE SECOND GATE , THE OPENER

casts knock, other similar stuff, maybe improves teleportation?

RHOM OF THE THIRD GATE, THE BANISHER

MULACHAT OF THE FOURTH GATE, THE FORBIDDANCE

BATIK OF THE FIFTH GATE, THE BREAKER

NIADA OF THE SIXTH GATE, THE NAMER

ULL OF THE SEVENTH GATE, THE BEGUILER

ARHARIM OF THE EIKGHTH GATE, THE RENEWAL

BANNADTHUR OF THE NINTH GATE, THE VOICE OF THE FINAL GATE

This one for sure draws creatures to the river, but is also dangerous for the user and their allies

VESTIGES OF POWER

As you gain power, you acquire Vestiges of Power, artifacts, secrets, and abilities that bind the power of external forces and beings to your Will. You decide when you choose the Vestige whether you found an item and have now unlocked it's power, or crafted something that is tied to a Power, using a ritual of sympathetic magic to tie the object to the power, were gifted a secret by a being you have encountered in your adventures, or some other explanation for your newfound power, worked out between you and your DM.

You can also take any Invocation from the Warlock's Eldritch Invocation Class Feature, as long as you meet the requirements.

BOND-TAKERS GLASS

A silver ring holds a perfectly round and clear glass disk. Two rings on opposite ends of the primary ring, both iron, allow you to hold the glass between thumb and forefinger, and view a creature through the glass.

As an action, you can cast the *dispel magic* spell. You cannot do so again until you complete a long rest, or you spend 3 Remnants to regain the ability to do so.

If you cast it on a creature that is controlled by another creature, and the spell succeeds, the magic that keeps the creature under control or on this plane ends, and you can attempt to gain control of the creature instead of the normal consequences of dispelling the magic that controls it. Make a spellcasting check against a DC equal to 10 + the creature's CR, rounded fractions up. If you succeed you can control the creature for 1 minute, and then the normal consequences of ending a controlling magic on that creature occurs as if you hadn't taken control of it, such as it desapearing or turning against it's summmoner or going berserk.

If you or an ally attempt to banish the creature while it is under your control, such as with the *banishment* spell after learning the spell at level 7, or an ally using a different ability to banish a creature, the creature has disadvantage on the initial saving throw.

BADGE OF THE PROTECTOR

*Prerequisite: level 5

Your familiar can take the form of any beast of CR 2 or lower, and can use its action to make attacks.

BELL OF AIR AND DARKNESS

prerequisite: implement of The Bell

This bell calls to the Sidhe of the Queen of Air and Darkness, and as well as acting as your Bell Implement, this silver bell is attuned to the Feywild. If you cast a spell that would take you to the Feywild, you can choose to travel directly to a guest suite that has been prepared for you within the nocturnal, wintry, court of Mabd, Queen of Air and Darkness.

Whenever you teleport, whether by spell or other feature, you can cause every creature within 5ft of your

starting space or destination space to make a constitution saving throw or take 2d6 cold damage.

You add the following spells to your Goetic key; Misty Step, Dimension Door, Teleportation Circle, and Plane Shift. You cannot cast them unless you can already cast spells of their level, as normal. You gain the ability to cast Plane Shift as a ritual at 13th level, but can only do so once, and regain the ability to do so after 1d4 days.

CHALICE OF THE FROST PRINCE

*prerequisite: implement of The Bowl

Blessed by the power of the Archfey known as the Prince of Frost, this chalice grants you resistance to cold damage, and can be used as your Bowl implement.

When you deal cold damage with a spell, or when a spell allows you to reduce cold damage you would take, you can gain temporary hit points equal to the level of the spell.

CHIME OF THE ACCUSER

You can spend 1 remnant as an action to attempt to bind an anathema, or a creature under your Mark of Anathema, by casting the *bane* or *command* spell on it. You add these spells to your Goetic Key.

REIGNS OF THE ERLKING

You gain proficiency in the Survival and Animal Handling Skills, and you gain the ability to speak to and understand the speech of predatory beasts and mounts associated with the hunt, such as horses and giant deer. When you place these reigns on a willing beast or monstrosity, they gain a vicious will to fight, and their attacks deal an extra 1d6 force damage on a hit.

THE STONE BOWL OF THE MOTHER

associated implement: The Bowl, requires anathemir level 5

You obtain an ancient stone bowl, darkened by centuries upon centuries of offerings of blood, wine, and other precious things. The bowl can be comfortably held in one hand, and can be filled with any clear liquid and used as a focus when casting any spell that allows you to see that which is hidden or distant, such as *see invisibility*, *clarevoyance*, or *scrying*. When used in this way, the bowl allows you to cast the spell once without components or spending a spell slot. You regain the ability to do so when you complete a long rest. You can also spend 1 hit die to create a remnant crystal and store a spell in the bowl, casting it as part of a long rest. It remains in the bowl until you draw it from there and cast it, as an action.

THE THREE-FOLD ATHEME

associate implement: The Blade

You mark your implement weapon with sigils of warding as an action. The area within 15ft of you is difficult terrain for anathema, and your sword splits in three parts. One remains in your hand as functions as

normal, while the other two circle you. Any time an anathema moves while within 15ft of you, it must make a dexterity saving throw or take 2d10 force damage, half on a miss.

BLADE OF THE STONE TABLE

prerequisite: Implement of The Blade

This blade was shaped from a shard of stone taken from the construction of a primordial stone table, one of the oldest and most powerful places of sacrifice in the multi-verse, and can take the form of any bladed melee weapon with which you are proficient.

As well as acting as your Blade Implement, this magic weapon allows you to spend 1 hit die to gain a 1d6 bonus to all damage with weapon attacks or with cantrips cast as melee spell attacks equal to your hit die for 1 minute, or to regain hit points equal to your hit die plus your intelligence modifier.

WHITE RIVERSTONE CHARM

prerequisite: 7th level

You wear this charm or give to an ally, and cast the Death Ward spell without spending a spell slot. You cannot do so again until you complete a long rest.

SIGILS OF BATTLE

prerequisite: Implement of the blade

You

SIGIL OF THE 3RD GATE

*prerequisite: 5th level

You have unlocked the third Gate, gaining insight into the very fabric of reality. You gain proficiency in one language: Abyssal, Celestial, Draconic, Infernal, Primordial, or Sylvan.

Additionally, you choose two 1st level ritual spells that you know. You can cast these spells at-will as an action.

SIGIL OF THE 4TH GATE

prerequisite: 7th level

You have walked deeper into the river than most, and withstood its frost.

You learn *counterspell* if you don't already know it, and when casting it against a spell of the necromancy school, or that would deal cold damage to you, if you succeed your doing so mirrors the intent of the spell back onto its caster, dealing 1d8 force damage per level of the spell.

SIGIL OF THE 5TH GATE

*prerequisite: 9th level

You have waded through the river to and through the 5th gate, and have spoken to spirits whose name has been forgotten for millenia, and they have taught you certain secrets.

You can cast the *detect evil and good*, *fog cloud*, and *mage armor* spells as rituals.

SIGIL OF THE 6TH GATE

prerequisite: 11th level

Choose one 6th level spell from the Anathemir spell list. You learn the spell and add it to your Goetic Key. You can add further 6th level spells to your Key as you adventure, but you can only prepare one spell of 6th level. You can cast a 6th level spell once, and regain the ability to do so when you complete a long rest.

SIGIL OF THE 7TH GATE

prerequisite: 13th level Choose one 7th level spell from the Anathemir spell list. You learn the spell and add it to your Goetic Key. You can add further 7th level spells to your Key as you adventure, but you can only prepare one spell of 7th level. You can cast a 7th level spell once, and regain the ability to do so when you complete a long rest.

SIGIL OF THE 8TH GATE

prerequisite: 15th level Choose one 8th level spell from the Anathemir spell list. You learn the spell and add it to your Goetic Key. You can add further 8th level spells to your Key as you adventure, but you can only prepare one spell of 8th level. You can cast an 8th level spell once, and regain the ability to do so when you complete a long rest.

SIGIL OF THE 9TH GATE

prerequisite: 17th level Choose one 9th level spell from the Anathemir spell list. You learn the spell and add it to your Goetic Key. You can add further 9th level spells to your Key as you adventure, but you can only prepare one spell of 9th level. You can cast a 9th level spell once, and regain the ability to do so when you complete a long rest.

ANATHEMIR SPELL LIST

CANTRIPS

- Chill Touch
- Dancing Lights
- Eldritch Blast
- Firebolt
- Mage Hand
- Message
- Minor Illusion
- Ray of Frost
- Resistance
- Shocking Grasp
- Spare the Dying
- Thaumaturgy
- Vicious Mockery

1ST LEVEL

- Alarm (R)
- Animal Friendship
- Bane
- Charm Person
- Command
- Comprehend Languages (R)
- Detect Evil and Good (C)
- Detect Magic (R)
- Expeditious Retreat
- Faerie Fire
- False Life
- Fog Cloud
- Grease
- Hideous Laughter
- Heroism
- Identify (R)
- Inflict Wounds
- Jump
- Longstrider
- Mage Armor
- Protection from Evil and Good
- Sanctuary
- Sleep
- Speak With Animals
- Unseen Servant

2ND LEVEL

- Acid Arrow
- Alter Self
- Animal Messenger
- Arcane Lock
- Arcanist's Magic Aura
- Augury
- Barkskin
- Blur
- Calm Emotions
- Darkvision
- Detect Thoughts
- Enhance Ability

- Enlarge/Reduce
- Enthrall
- Gentle Repose (R)
- Hold Person
- Invisibility
- Lesser Restoration
- Locate Animals and Plants
- Locate Object
- Magic Mouth
- Mind Spike
- Misty Step
- Pass Without Trace
- Phantasmal Force
- Protection From Poison
- Rope Trick
- See Invisibility
- Silence (R)
- Spider Climb6/
- Warding Bond
- Web
- Zone of Truth

3RD LEVEL

- Animate Dead
- Bestow Curse
- Blink
- Call Lightning
- Clairvoyance
- Conjure Animals
- Counterspell
- Daylight
- Fear
- Fly
- Gaseous Form
- Glyph of Warding
- Haste
- Magic Circle
- Meld Into Stone
- Nondetection
- Phantom Steed (R)
- Protection From Energy
- Remove Curse
- Slow
- Speak With Dead (R)
- Spiritual Guardian
- Stinking Cloud
 - Tiny Hut (R)
- Tiny Servant
- Tongues
- Vampiric Touch
- Water Breathing (R)
- Water Walk

4TH LEVEL

- Arcane Eye
- Banishment
- Black Tentacles
- Blight
- Conjure Minor Elemental
- Conjure Woodland Beings
- Death Ward
- Dimension Door
- Dominate Beast
- Faithful Hound
- Freedom of Movement
- Giant Insect
- Grasping Vine
- Greater Invisibility
- Hallucinatory Terrain
- Locate Creature
- Private Sanctum
- Polymorph
- Secret Chest
- Stoneskin
- Signature Spell Name

5TH LEVEL

- Antilife Shell
- Awaken
- Arcane Hand
- Cloudkill
- Conjure Elemental
- Contact Other Plane
- Contagion
- Dream
- Far Step
- Gaes
- Hold Monster
- Infernal Calling
- Insect Plague
- Legend Lore
- Mislead
- Passwall
- Planar Binding
- Telepathic Bond
- Scrying
- Teleportation Circle
- Signature Spell Name

6TH LEVEL

- Bones of The Earth
- Conjure Fey
- Contingency
- Create Undead
- Eyebite
- Instant Summons
- Forbiddance
- Guards and Wards
- Magic Jar
- Mental Prison

- Planar Ally
- Primordial Ward
- Soul Cage
- True Seeing

7TH LEVEL

- Conjure Celestial
- Etherealness
- Sword
- Magnificent Mansion
- Plane Shift
- Regenerate
- Resurrection
- Sequester
- Simulacrum
- Symbol
- Teleport
- Tether Essence

8TH LEVEL

- Animal Shapes
- Antimagic Field
- Clone
- Dark Star
- Demiplane
- Dominate Monster
- Glibness
- Illusory Dragon
- Maze
- Mighty Fortress
- Reality Break
- Telepathy
- Tsunami

9TH LEVEL

- Astral Projection
- Blade of Disaster
- Gate
- Imprisonment
- Mass Polymorph
- Meteor Swarm
- Ravenous Void
- Shapechange
- True Polymorph

Anthemirs have a decent amount of spell options, including signature spells that are available only to their class. These classes rely on their spells for offense, defense and utility.

ANATHEMIR SIGNATURE

SPELLS

CREDITS:

Here you can provide acknowledgment of anyone who has helped you in your class' design, including constructive critics, playtesters and ideas people. This is also the place to provide citations and links to any artists whose artworks you have used to convey the class' conceptual identity.