Myst Threader

Defenders of Ancients

Originating from a remote civilization within the Mist Valley of Ish-Gahn, Myst Threaders are practitioners of an esoteric mysticism unknown anywhere else in the realm. These channelers of water and magic fight as spiritual leaders for their people, the Mistaviants, and are the front line of defense against interlopers of the Valley. The Myst Threaders only resort to violence as an absolute last resort, sending Threaders specialized in misdirection to lead wanderers out of the mists.

Mystical Warriors

Myst Threaders are able to draw water from the most minute places and expand it into a variety of magic as well as physical objects. They hone this talent through rigorous training and meditation in fog and mist through which they absorb magical power. This power comes from the endless cycle of water, washing and cleansing magic across the realm, coursing it through the realm. This magic is so prominent, even novice Myst Threaders just learning the ways of their practice, are able to conjure weapons and armor, durable and deadly, forged by fluid.

From Ice, we are derived. Into the Valley we are *returned.Through Threads were are bound and with Threads we untether. Sutures and Weavers stitch together our way of life. They are our defenders, our counselors, and most notably, they are our foundation.*

— Hisauun, *Elder of the Myst Valley*

The Myst Threader

Level	Proficiency Bonus	Features	Threads
1st	+2	Myst Threading, Mystic Power Choice	1/Long Rest + Wisdom Modifier/Short Rest
2nd	+2	Thread Style Feature	2/Long Rest + Wisdom Modifier/Short Rest
3rd	+2	Mystic Power Choice	3/Long Rest + Wisdom Modifier/Short Rest
4th	+2	Ability Score Improvement	4/Long Rest + Wisdom Modifier/Short Rest
5th	+3	Myst Threading +1	5/Long Rest + Wisdom Modifier/Short Rest
6th	+3	Thread Style Feature	6/Long Rest + Wisdom Modifier/Short Rest
7th	+3	Mystic Power Choice	7/Long Rest + Wisdom Modifier/Short Rest
8th	+3	Ability Score Improvement	8/Long Rest + Wisdom Modifier/Short Rest
9th	+4	Myst Form	9/Long Rest + Wisdom Modifier/Short Rest
10th	+4	Thread Style Feature	10/Long Rest + Wisdom Modifier/Short Rest
11th	+4	Myst Threading +2	11/Long Rest + Wisdom Modifier/Short Rest
12th	+4	Ability Score Improvement	12/Long Rest + Wisdom Modifier/Short Rest
13th	+5	-	13/Long Rest + Wisdom Modifier/Short Rest
14th	+5	Thread Style Feature	14/Long Rest + Wisdom Modifier/Short Rest
15th	+5	Mystic Power Choice	15/Long Rest + Wisdom Modifier/Short Rest
16th	+5	Ability Score Improvement	16/Long Rest + Wisdom Modifier/Short Rest
17th	+6	Myst Threading +3	17/Long Rest + Wisdom Modifier/Short Rest
18th	+6	Thread Style Feature	18/Long Rest + Wisdom Modifier/Short Rest
19th	+6	Ability Score Improvement	19/Long Rest + Wisdom Modifier/Short Rest
20th	+6	Siphon	20/Long Rest + Wisdom Modifier/Short Rest

Class Features

As a Myst Threader, you gain the following class features:

Hit Points

- **Hit Dice:** 1d8 per Myst Threader level
- **Hit Points at 1st Level:** 8 + your Constitution Modifier
- **Hit Points at Higher Levels:** 1d8 (or 6) + your Constitution Modifier per Myst Threader level after 1st

Proficiencies

- **Armor:** Light Armor, Shileds *(Only those by Myst Threading, physical shields limit the hand movements needed for Myst Threading)
- **Weapons:** Simple Weapons

- **Saving Throws:** Wisdom, Dexterity
- **Skills:** Choose three from Acrobatics, Arcana, Insight, Nature, Perception, and Survival

Equipment

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

- a heavy waterskin
- *(a)* Leahter Armor *(b)* fine vestments
- an Adventurer's Pack
- *(a)* a dagger or *(b)* aany simple weapon

Myst Threading

You are able to draw moisture from the world around you or within yourself to expend Thread points. You have two pools of *Thread Points*, one equal to your Wisdom Modifier which recovers all uses on a Short or Long Rest, and another pool equal to 1/Myst Threader level which recovers on a Long Rest. You can expend *Thread Points* to channel magic into present moisture in the air, ground, or your body to accomplish a number of things. Any ability you possess that expends Threads technically require somatic components as a Myst Threader must manipulate the Threads. A Conjured Thread item lasts for 8 hours, until you take a long rest, or if it is more than 5 ft away from you for a number of rounds equal to or greater than your Wisdom Modifier.

- **Create Simple Weapon** You are able to expend 1 Thread to conjure a solid simple weapon. At higher levels, you may expend additional Threads to make the weapon magic and give it enchantment bonuses. 2 Threads for +1 weapons at level 5, 3 Threads for +2 weapons at level 11, and 4 Threads for +3 weapons at level 17.
- **Create Light Armor** You are able to expend 2 Threads to conjure a piece of light armor or a shield. Similar to conjuring a weapon, at higher levels, you may expend additional Threads to make the armor magical and give it enchantment bonuses as well. 3 Threads for +1 armor and shields at level 5, 4 Threads for +2 armor and shields at level 11, and 5 Threads for +3 armor and shields at level 17.

Mystic Power

Myst Threaders are able to use their Threads to mirror magical spell effects. These are known as Mystic Powers and reveal themselves to Threaders capable of wielding them over time as they progress in this class. A Myst Threader gains access to several Mystic Powers, based on specific Schools of Magic, and are able to cast spells from that school, expending an appropriate number of Threads equal to a Spell's Level. Wisdom is the Spell Casting ability for Myst Threaders and thus is used to calculate Spell Attack Bonus and Spell Save DC, as well as the DC for any other class features that may call for one. You do not need to provide components for your Mystic Powers as water acts as the primary component a Myst Threader needs, however, if a spell requires a component with a gold cost, that item must still be provided.

You may prepare a number of spells to cast through out the day after completing a long rest. The total number of spells you prepare across all your Mystic Powers equals your Myst Threader level plus your WIS Modifier. Cantrips you prepare in this way count as a spell, but do not cost Threads to cast them, while spells cost a number of Threads equal to their level +1 You may also only prepare a total number of cantrips that equal to your WIS Modifier. You may only prepare a spell of a level equal to half of your character level and the schools permissible for Mystic Powers are ***Abjuration, Conjuration, Enchantment, Evocation, and Illusion***.

Ability Score Improvement

At 4th level, you are able to increase one ability score by 2 or two abilities scores by 1. Alternatively, you may choose a feat. You gain additional improvements at levels 8, 12, 16, and 19.

Myst Form

At level 9, as a Bonus Action on your turn, you dissipate into a cloud of mist that vaguely resembles your form. This transformation lasts for a number of rounds equal to your Wisdom Modifier. While in this form, you have resistance to physical damage, nonmagical attacks made against you are made with disadvantage, and you are able to use Myst Threading at will, without expending Threads.

Siphon

At level 20, Myst Threaders are masters of consuming and redirecting water, even from the dead. You're able to draw in the moisture from those who die around you. If your Myst Form has been expended for the day, and a living creature dies within 60 ft. of you, you are able to draw in the water fleeting from their body and you recover the use of Myst Form. This ability can be used as many times as you are able to expend the Myst Form and draw in new energy.

Thread Styles

Upon Reaching Level 2 as a Myst Threader, you get to choose a honed style of Threading the reflects the nature of your combat style. Suture Style Myst Threaders are masters of inflicting massive amounts of damage with their Threads, while the Weaver Style specializes in restoration techniques.

Sutures

Myst Threaders that take on the Suture Thread Style aren't inherently more volatile than Weavers, but it is to be noted that the nature of their abilities leads them to be more wild and unpredictable. Sutures are deadly combatants that will eviscerate their foes without a moment's notice if given the opportunity. Fortunately, there isn't much violence within the Mist Valley as its sole humanoid inhabitants are the Mistaviants. So, those few Myst Threaders that do pursue the Suture Style typically act as hunters to best utilize their skills.

Flowing Strikes

Upon choosing this Thread Style at level 2, you are able to use your Myst Thread Weapons deftly and efficiently. When you take the Attack action on your turn, using a Myst Thread Weapon, you may use your bonus action to make an additional attack. Also, upon reaching level 5, you are able to attack twice when you take the Attack action on your turn with a Myst Thread Weapon.

Removal

At level 6, you infuse invisible tethers through the target of your Flowing Strikes and extract them for massive damage. On your turn, as part of your Attack action or bonus action with Flowing Strikes, and after you have successfully landed at least one attack, you can expend a number of Threads equal to your Wisdom Modifier+the number of successful attacks made against the target this turn. The target must then make a Constitution saving throw. On a failure, they take 1d6/Thread used in Force damage, or half as much on a success. You may use this feature a number of times per long rest equal to your Proficiency Bonus.

Ubiquitous Form

At 10th level as a Suture, you've learned to improve upon your Myst Form by working your Thread Style into it. While in Myst Form, your speed is doubled and your body leaves a trail of corrosive fog. You are able to leave this fog in concentrated clouds as you maneuver the battle field. At the end of your turn, any creature you passed within 5 ft. of that you wish to target with your form must make a Constitution saving throw or take your Wisdom Modifier in acid damage, or half as much on a success.

Deadly Strikes

Upon reaching 14th level, you innately Thread Myst into every strike made with Thread Weapons. Every successful attack you make with Thread Weapons deals an additional 1d6 Force Damage. Also, once per turn when you successfully land an attack with a Thread Weapon, you can choose to expend additional Threads to deal an extra amount of damage equal to 1d6 per 2 Threads used on this ability.

Take and Give

At level 18, your nature and Thread Style has shifted and changed as the ever flowing cycle of water, for once water evaporates, rain is not far behind. When using Flowing Strikes, once per turn when you damage an enemy you may also heal yourself or an ally within 30 ft. of the target for an amount equal to half of the damage dealt. You may choose to use this feature after the damage roll of a successful attack.

Weavers

In recent years within the Myst Valley, Weavers have become a much more common trend among the Myst Threaders. They have remained secluded for so long, peacefully, that the need for their aggressive counterparts hasn't been required for defense as it was in the early days of Rhyonis' exploration by the First People. These days, Weavers make up the prominence of the Myst Threader culture and are often consulted as spiritual guides.

Restorative Waters

Upon choosing this Thread Style at level 2, you are able to expend Threads to heal wounds. As an action, you may touch a creature to expend a number of Threads not exceeding your proficiency bonus, to restore a number of hit points equal to 1d6/Thread used plus your Wisdom Modifier. Alternatively, you may heal a target within 30 ft. of you for you an amount of hot points equal to 1d4/Thread used plus your Wisdom Modifier. Also, you may expend 2 Threads to cast *Lesser Restoration*.

Elegant Threading

Once you reach 6th level as a Weaver, you can deftly stitch grievous wounds with ease. Whenever you expend Threads to restore hit points, the target receives additional hit points, and temporary hit points, equal to your Dexterity Modifier.

Equilibrious Form

At 10th level as a Weaver, you've learned to improve upon your Myst Form by working your Thread Style into it. While in Myst Form, whenever you restore hit points to an ally within 60 ft. of you, you heal yourself for half the healing done.

Greater Restorative Waters

Your Threading is more powerful after your intense practice and vast experience with your craft. At level 14, the Die used for your Restorative Waters increases by 1, to a d8 for touch and a d6 for ranged. Additionally, the maximum number of Threads you may expend on Restorative Waters is your Wisdom Modifier and your Dexterity Modifier combined, if this would exceed your Proficiency Bonus.

Give and Take

At level 18, your nature and Thread Style has shifted and changed as the ever flowing cycle of water, for once rain falls, the sun shall see it evaporate. Once per turn when you heal yourself or an ally within 30 ft. of you, you may also damage a target within 30 ft. of the target of healing. The target of the damage must succeed a Constitution saving throw or take the amount of healing done in necrotic damage, or half as much on a success.

Thread Styles

Myst Threaders hone their techniques in one of two styles that reflect grander teachings and capabilities of the Threads. These Styles, known as Weavers or Sutures, master their craft on different ends of the spectrum, but neither side could be said to be more powerful than the other. Weavers are healers capable of great wonders and purging the body of toxins, while Sutures are deadly dancers, a flurry of slashing torrents that'll tear even the most resilient of creatures to shreds. Starting at level 2 in this class, you choose one of these styles to practice, the features for which are explained at the end of this section.