

# *Dorn Darach* (*Oak Fist or Fist of the Oak*)

**Ability Requirement:** Strength 12, Wisdom 13

**Armor:** Any light armor

**Weapons:** Dagger, quarterstaff, shortbow, sickle, throwing knives

**THACO:** As Warrior.

**Saving Throws:** As Warrior.

**Weapon Proficiencies:** 4 + 1 every 3 levels.

- Gain Brawler Style Combat Style Weapon Proficiency

**Nonweapon Proficiencies:** 3 + 2 every 3 levels. [Favored: Fighter and Druid]

- Gain Ambidexterity Nonweapon Proficiency.

**Bloodied:** Warrior classes do not get Bloodied

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**Elemental Seed:** The Dorn Darach go through a ritual where an elemental seed, from which they draw power, is implanted within them. The elemental plane the seed comes from informs both the Elemental Strike and Armor.

**Elemental Strike:** Gain the Strike below based on your elemental seed type.

- **Fire:** Your strikes do 1d6 damage to your target as they smolder a bit after each hit.
- **Ice:** Your strikes do 1d4 damage to your target. Your icy attacks make your enemy more vulnerable, giving you a +1 to attack with them.
- **Stone:** Your strikes do 1d4 damage to your target. Because of your stone-like weight and density when attacking, the Critical Hit chance with your strikes is improved by 1.
- **Wind:** Your strikes do 1d4 damage to your target. By compressing the air in front of your attacks, you can hit a target up to 10' away (Reach).

**Elemental Resistance:** The element of your chosen elemental seed becomes less deadly to you. You become resistant to that type of damage.

**Elemental Armor:** If you wear no armor or shield, you gain the following bonuses that are activated by you or as an automatic Reaction.

- The element of your chosen elemental seed faintly envelopes your body, defending you from incoming attacks. Fire flares at each hit, Ice crackles and breaks off, your hardened stone body just resists the attack, or the swirling winds around you deflect the incoming attack. Use your Wisdom score on the Dexterity table to determine a bonus to your AC.

**Elemental Powers:** Your training allows you to harness sparks from your elemental seed to gain the special abilities below.

- **Powers Known:** 2 + 1 every level after 1<sup>st</sup> (Max 11 at 10<sup>th</sup>)
- **Sparks per Day:** 3 with an additional 1 at 3<sup>rd</sup>, 6<sup>th</sup>, 9<sup>th</sup>, 12<sup>th</sup>, and 15<sup>th</sup> level (Max 8). You may regain up to 1x your daily maximum uses with Hit Die (1:1) during Short Rests. On an attack roll of a 20, you may regain 1 spark. All sparks automatically reset after a Long Rest.
  - **Overchannel:** By focusing on your chosen element seed, you can channel even more of its power through your strikes. Spend 1 or 2 sparks as a **Minor Action** to gain bonus damage to your attack. 1 spark for x2 and 2 sparks for x3.
  - **Luckstone:** Use 1 spark as your **Reaction** immediately after failing a saving throw to reroll the check. You must take the second result.

- **Firestorm:** Immediately after you make your melee attacks, you can spend 1 spark to make 2 unarmed strikes as a Minor Action.
- **Step of the Wind:** Use 1 spark as a Minor Action to turn invisible until the start of your next turn, you attack, or cast a spell.
- **Elemental Insight:** After you make a successful attack, use 1 spark as a Free Action to learn the vulnerabilities or resistances of your target.
- **Ice Wall:** You can spend 1 spark as a Minor Action on your turn to be resistant (half damage) to weapon damage until the start of your next turn.
- **Purifying Font:** Use 1 spark as a Spell Action to neutralize poison or cure a disease within you.
- **Candlelight:** Use 1 spark as a Free Action just before you take a Long Rest and gain all of the effects with 4 hours of meditation.
- **Granite Mind:** Use 1 spark as a Spell Action to end one effect on yourself that is causing you to be *charmed* or *frightened*.
- **Flaming Aura:** At the start of your turn, speak the Primordial word “Vatra” as a Free Action and use 1 spark to outline your target with the flaming glow of a torch for you, giving you Advantage on all attacks on that target until the start of your next turn. An immediate saving throw vs Spell by your target negates the Aura.
- **Windstorm:** Use 1 spark as a Minor Action and clap your hands together creating a strong 15' wide wave of air that moves away from you. Any adjacent enemies along three connected 5' squares take 2d6 + ½ Wisdom Score damage and are pushed 15 feet away from you. A saving throw vs Spells by an enemy means they take only half damage and are not pushed.