

Otherworldly Patron: The Lawgiver

You have forged a pact with a being of pure order and neutrality. Perhaps you helped a Marut enforce a contract and it decided to reward you with eldritch secrets to the power of the Inevitables. You may have convinced the Kolyarut to engage in a contract with you to be an emissary and advocate of its absolute precision and exactness. A powerful sphinx may have seen some glimpse of your future as a potential champion of law. Maybe an Emerald or Sapphire Dragon has noticed your proclivity to unravel the hidden equations and patterns of the cosmos. Whatever the case, they arm you with powerful abilities to tame the chaos of the world by drawing on the power of order, control and constructs.

Expanded Spell List

1st-level Lawgiver feature

Spell Level	Spells
1st	command, tenser's floating disk
2nd	augury, silence
3rd	glyph of warding, lightning bolt
4th	private sanctum, summon construct
5th	arcane hand, commune

Form of Order

1st-level Lawgiver feature

Your patron begins to infuse the power of order into your physical form granting greater efficiency to your mind and body. Your walking speed increases by 5ft and you have advantage on saving throws against any effect that would sense your emotions or read your thoughts, as well as any divination spell that you refuse.

Arbiter of Law

1st-level Lawgiver feature

You have been granted the ability to alter the order of the battlefield to better suit your needs.

As an action, choose a creature within 60 ft. The target must succeed on an Intelligence saving throw or you choose an action for that target: **Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, or Use an Object**. The affected target can't take that action for 1 minute. At the end of each of the target's turns, it can end the effect on itself with a successful Intelligence saving throw. A target that succeeds on the saving throw becomes immune to Arbiter of Law for 24 hours.

Once you use this ability, you must complete a short or long rest. As you gain additional levels in this class, you gain additional uses between rests. At 5th level in this class, you may use this ability twice per rest and three times per rest at 11th level in this class.

Axiomatic Body

6th-level Lawgiver feature

The logic of order is now second nature to your mind and body offering further protection against external chaos. You are immune to any effect to alter your physical form against your will and you have advantage against any attempt to impose the **Charmed** or **Paralyzed** conditions on you.

Snap Judgement

6th-level Lawgiver feature

Your command over the logic and discipline of the battlefield comes more quickly and effortlessly. You may now use your Arbiter of Law feature as a bonus action.

Orders Endurance

10th-level Lawgiver feature

Your link to the power of law, order and the strength of constructs grows. You gain resistance to **Poison** Damage and **Thunder** Damage and Wisdom (**Insight**) checks against you have disadvantage.

Further, your ability to alter the chaos of combat increases to the point you can refute the temporary breaking of the weave of magic. When a willing creature within 60ft of you has their concentration broken due to damage or a magical effect, you can use your reaction to stabilize the weave and allow the creature to regain concentration. Once you have used this feature, you cannot do so again until after a long rest.

Arbiters Wrath

14th-level Lawgiver feature

You have become an embodiment of the power of law and order. As an action, choose a point you can see within 90ft to erupt with the power of your structured mind. Up to three creatures within a 20ft radius must make an Intelligence saving throw against your spell save DC. On a failure, they take 5d12 Radiant Damage and are Stunned until the end of your next turn as you overload their mind. On a success they take half damage and are not Stunned. Fey, Demons and Aberrations make this save with disadvantage.

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





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