

MINERALIST



MINERALISTS ARE AN ANCIENT ORDER DEFINED by their choice to reject their flesh in favour of bodies made out of minerals. By integrating new minerals, they evolve physically and gain new capabilities, making them formidable and versatile beings.

THE MINERALIST

Level	Proficiency Bonus	Evolution Points	Features
1st	+2	1	Living Arsenal, Mineral Body, Mineral Evolution
2nd	+2	2	Locate Mineral
3rd	+2	3	Mineral Manifestation, Mineral Evolution
4th	+2	4	Ability Score Improvement
5th	+3	5	Extra Attack
6th	+3	6	Armor Adaptation
7th	+3	7	Mineral Evolution
8th	+3	8	Ability Score Improvement
9th	+4	9	Magical Arsenal
10th	+4	10	Armor Adaptation
11th	+4	11	Mineral Evolution
12th	+4	12	Ability Score Improvement
13th	+5	13	Magical Arsenal
14th	+5	14	Adaptive Anatomy
15th	+5	15	Mineral Evolution
16th	+5	16	Ability Score Improvement
17th	+6	17	Magical Arsenal
18th	+6	18	Mass Increase
19th	+6	19	Ability Score Improvement
20th	+6	20	Superior Mineral Manifestation

CLASS FEATURES

As a mineralist, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per mineralist level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your

Constitution modifier per mineralist level after 1st

PROFICIENCIES

Armor: Shields

Weapons: Simple weapons, Martial Weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Arcana, Animal Handling, Athletics, History, Insight, Investigation, Nature and Survival

EQUIPMENT

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack

LIVING ARSENAL

Mineralist bodies produce extra mass for them to manipulate as items. Once a long rest you can use a bonus action to transmute a portion of your body into an object that forms in your empty hand. You can choose the form that this object takes each time you create it.

On subsequent turns, while holding the item you can use an item interaction to transform the item into a different item or absorb the item back into your body. You can only have one item active at a time that was created with this feature. If the mass is not reabsorbed into the body at the end of a long rest, it will transform into regular rock. Upon reabsorbing the item you get another use of this feature.

The item can't weigh more than 25 lbs and has to be medium or smaller. Furthermore, the item is completely made out of the mineral your body is made of. For examples of items you can create, see the equipment chapter of the Player's Handbook.

MINERAL BODY

Your body adapts to your powers and is now largely made from a rocky substance. Your mineral-based body has the following benefits:

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You are immune to disease.
- You have a base AC of 15 (your Dexterity modifier doesn't affect this number) while you're not wearing armor.

MINERAL EVOLUTION

At 1st level, you evolve into a mineral type from the basic evolution table. The type you choose grants you access to several abilities related to the type that you can gain when you spend the required evolution points on them during a long rest. You gain an additional evolution type at 3rd, 7th, 11th and 15th level. The mineral evolution details can be found at the end of the class description.

Starting at 11th level you can also pick from the advanced evolution table, as your understanding of minerals has grown.

BASIC EVOLUTION TABLE

Evolution Type	Description
Iron	Magnetism
Gold	Close Range
Silver	Long Range
Ruby	Fire
Emerald	Renewal
Sapphire	Cold

ADVANCED EVOLUTION TABLE

Evolution	Type	Description
Adamantine	Magic	
	Distortion	
Diamond	Defense	

LOCATE MINERAL

Starting at 2nd level, you can use your action to focus your awareness on the region around you. For 1 minute, you can think of a specific mineral and sense the closest instance of it within 1 mile of you.

MINERAL MANIFESTATION

Starting at 3rd level, you can influence the world around you. On your turn, you can start mineral manifestation as a bonus action.

When you start mineral manifestation, pick a mineral type that you've evolved into. While mineral manifestation is active, you gain the following benefits on your turn:

- You can change solid surfaces within 5 feet of you into the mineral type.
- You can change Large or smaller nonmagical objects that you touch and aren't worn or carried by someone else into the mineral type.

Mineral manifestation lasts for 1 minute, after which the affected surfaces and objects regain their original properties. Once you use this feature, you must finish a short or long rest before you can use it again.

MINERAL MANIFESTATION TABLE

Mineral	AC	Vulnerabilities	Immunities
Iron	19		Poison, Psychic
Silver	10		Poison, Psychic
Gold	10		Poison, Psychic
Ruby	21	Bludgeoning, Force, Thunder	Fire, Poison, Psychic
Emerald	19	Bludgeoning, Force, Thunder	Poison, Psychic
Sapphire	21	Bludgeoning, Force, Thunder	Cold, Poison, Psychic
Adamantine	23		Poison, Psychic
Diamond	23	Bludgeoning, Force, Thunder	Poison, Psychic

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.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

ARMOR ADAPTATION

When you reach 6th level, and again at 10th level, your mineral body improves, your base AC increases by 2.

MAGICAL ARSENAL

Starting at 9th level, your control over your body allows you to improve it with foreign matter. You're able to absorb magical items into your body during a long rest, allowing you to store them in your body to gain their benefits. If the item has an attunement slot, you need to fill one of your attunement slots in order to absorb the item. You gain the following benefits dependent on the item type:

- Wearables: the wearables (armor, belt, cloak, necklace, ring, etc.) effect is applied to your mineral body.
- Weapon: you can form the item using the living arsenal feature.
- Other: you can form the item using the living arsenal feature.

You can have at most one instance of a specific item formed with the living arsenal feature. You can have up to 3 items absorbed in this manner, when you want to absorb an additional item you can forgo one of your

ADAPTIVE ANATOMY

At 14th level, you're able to modify your mass to blend in better with your environment. You have advantage on Dexterity (Stealth) checks.

MASS INCREASE

At 18th level you're able to absorb more mass into your body. You can change your size between medium and large as an action. Furthermore, the weight limit of Living Arsenal is now 75 lbs and the size limit is large or smaller.

SUPERIOR MINERAL MANIFESTATION

At 20th level, whenever mineral manifestation is active you can use your action to transform a creature partially into one of the mineral types that you've evolved into. An unwilling creature must succeed on a Constitution saving throw (DC 8 + your Constitution bonus + your proficiency bonus) or be transformed into the mineral you selected. The creature takes on the properties of the mineral type in the manifestation table. Whenever mineral manifestation ends, you fall unconscious or target a different creature with this, the previous creature returns to its original form.

MINERAL EVOLUTIONS

Mineralists, bound by legends of ancient power, are deeply connected to the minerals of the world. In legends and long-forgotten lore, there are many stories about the incredible feats once achieved by mineralists who harnessed the power of the most rare minerals. Every Mineralist faces a personal choice in their journey: to master the essence of a single mineral before diversifying, or to explore the diversity of many evolutions, tapping into a wide array of mineral powers. Mineralist evolutions are more than a physical change; it is an intrinsic transformation where their very being learns to channel the unique capabilities of each mineral, guiding them through a legacy of mystical metamorphosis.

IRON

Your body becomes partially made out of iron, you are considered a metallic creature.

MAGNETIC FIELD

Cost: 1 Evolution point

Attacks from metallic sources are slowed down by a magnetic field surrounding your body. Bludgeoning, slashing and piercing damage that you take from attacks from nonmagical metallic sources is reduced by 2, this increases to 3 at 6th level and to 4 at 11th level.

MAGNETIC REPULSION

Cost: 1 Evolution point

You can perform a shove against a creature up to one size larger than you within your reach that's wearing or holding a metallic object. Instead of making an attack roll, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 15 feet away from you. Instead of targeting metallic objects, you can also shove metallic creatures.

If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

MAGNETIC ATTRACTION

Cost: 1 Evolution point

You can perform a grapple at range against a creature up to one size larger than you within 30 feet that's wearing or holding a metallic object. When you succeed you can move the object in a straight line towards you, if the creature doesn't let go or is incapable of doing so it moves along with the object. The creature is then considered grappled until it lets go of the object or succeeds in escaping the grapple. Instead of targeting metallic objects, you can also target metallic creatures.

If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

MAGNETISM

Cost: 1 Evolution point

Prerequisite: Magnetic Repulsion or Magnetic Attraction

You gain the ability to move up, down, and across vertical metallic surfaces and upside down along metallic ceilings, while leaving your hands free. You also gain a climbing speed equal to your walking speed while doing so.

ADVANCED MAGNETISM

Cost: 1 Evolution point

Prerequisite: Magnetism

You gain the ability to move or manipulate metallic creatures and objects by thought. When you use this ability as action, and as your action each round for the duration, you can exert your will on one metallic creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by Advanced Magnetism. This feature lasts for 1 minute or until you lose your concentration (as if you were concentrating on a spell). You can use this once a long rest.

Creature. You can try to move a Huge or smaller metallic creature. Make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. You can keep the creature restrained in your magnetic grip until the end of your next turn. A creature lifted upward is suspended in mid-air. On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

Object. You can try to move a metallic object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not further than 60 feet from you. If the object is worn or carried by a creature, you must make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell. If the creature doesn't let go or is incapable of doing so they move along with the object. You can keep the creature restrained in your magnetic grip as long as it holds onto the item. A creature lifted upward is suspended in mid-air.

You can exert fine control on objects with your magnetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

MAGNETIC FIELD

Cost: 1 Evolution point

Prerequisite: Advanced Magnetism

You've become an expert in the manipulation of magnetic surfaces, your senses have become so precise that you're able to target even the weakest magnetic

fields. You can consider all surfaces, items and creatures as metallic for the effects of your abilities.

SILVER

Your body becomes partially made out of silver, you are considered a metallic creature. Your body and items created by Living Arsenal are considered silvered.

HOOKED AMMUNITION

Cost: 1 Evolution point

Whenever you make a weapon attack with a weapon that needs ammunition you can produce the ammunition from your body. Whenever you hit a target with an attack that uses this ammunition, you may reduce the target's speed by 5 until the start of your next turn and roll an additional 1d4 damage.

SILVER TONGUED

Cost: 1 Evolution point

You gain proficiency in the Persuasion skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Arcana, Insight, Intimidation, or Performance. Your proficiency bonus is doubled for any ability check you make that uses Persuasion. You receive this benefit regardless of the skill proficiency you gain from this feature.

ETHEREAL SILVER

Cost: 1 Evolution point

Your body developed a way to make silver very light and elastic, when you use Living Arsenal you can make items partially made out of ethereal silver. This allows you, for example, to create functioning bows or slings.

In addition, on your turn your attacks with melee weapons have an additional 5 feet reach.

GREATBOW

Cost: 1 Evolution point

Prerequisite: Ethereal Silver

You can make a large variant of a longbow with Living Arsenal called a greatbow. Greatbows require immense strength from the body to operate, a feat that only mineralists who are well-adapted to silver can accomplish.

Name	Cost	Damage	Weight	Properties
Greatbow	-	1d12	20 lbs	Ammunition, Finesse, Heavy, Range, Two-Handed

ETHEREAL SLASH

Cost: 1 Evolution point

Prerequisite: Ethereal Silver

You're able to extend a weapon's reach massively by using the elastic properties of ethereal silver. On your turn your attacks with melee weapons have an additional 15 feet reach.

GOLD

Your body becomes partially made out of gold, you are considered a metallic creature.

GOLDEN GLINT

Cost: 1 Evolution point

While holding multiple weapons, whenever you miss an attack, you get a small hit in with one of your other weapons. On a miss, you deal 2 damage of the type of the replacement weapon. This damage increases to 3 at 5th level, 4 at 11th level and 5 at 17th level.

GOLDEN SPEED

Cost: 1 Evolution point

Your speed increases by 10 feet.

AURA OF AUTHORITY

Cost: 1 Evolution point

You gain proficiency in the Intimidation skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Arcana, Insight, Intimidation, or Performance. Your proficiency bonus is doubled for any ability check you make that uses Intimidation. You receive this benefit regardless of the skill proficiency you gain from this feature.

GILDED STRIKE

Cost: 1 Evolution point

Prerequisite: Golden Glint, Golden Speed

You can perform an attack with two weapons at once called a gilded strike. When you make an attack on your turn, you can decide to attack with two weapons at once. Make an attack roll for both weapons, if both hit you deal the weapon damage for both weapons. If one or both of the attack rolls miss, the gilded strike misses unless you roll a critical hit on one of the attack rolls. On a critical hit both of the weapons deal critical damage regardless of the other attack roll. Missing a gilded strike leaves you vulnerable to attacks, attack rolls against you have advantage until your next turn.

RADIANT RAIN OF BLOWS

Cost: 1 Evolution point

Prerequisite: Golden Strike

You reinforce your weapons with a golden aura for a moment. On your turn, you can take a bonus action to attack once with each weapon that you're holding. Once you use this feature, you must finish a long rest before you can use it again. Starting at 11th level, you can use it twice before a rest, but only once on the same turn.

RUBY

INNER FLAMES

Cost: 1 Evolution point

As a bonus action you activate your inner flames. While this feature is active, you gain the following benefits:

- Any creature that comes within 5 feet of you or ends its turn within 5 feet of you takes fire damage equal to your constitution modifier. A creature can take this damage only once per turn.
- You emit bright light in a 20-foot radius and dim light 20 feet beyond that

This lasts for 1 minute, until you use a bonus action to dismiss the flames or until you activate the frozen core feature. You can use this feature twice. You regain expended uses when you finish a short or long rest.

IGNITION GRIP

Cost: 1 Evolution point

You're able to instantly ignite or snuff out objects such as a candle, a torch, or a small campfire that you touch as an item interaction, whenever you do so you take no damage from the fire. In addition to that whenever you fire a projectile you can ignite the projectile as part of the attack. When you do so you deal 1d4 extra fire damage to the target.

FIERY WEAPONS

Cost: 1 Evolution point

Prerequisite: Inner Flames

While your inner flames are activated you can change the type of damage on unarmed attacks and melee weapons created by the Living Arsenal feature to fire. If you do, whenever you deal damage you can deal extra fire damage to the target equal to your constitution modifier.

SUPERIOR FIERY WEAPONS

Cost: 1 Evolution point

Prerequisite: Fiery Weapons

Your attacks that use the Fiery Weapons feature ignore resistance to fire damage.

MASTER OF FLAMES

Cost: 1 Evolution point

Prerequisite: Superior Fiery Weapons

You gain resistance to fire damage.

Furthermore, you can absorb small portions of certain fire area effects, such as a red dragon's fiery breath or a Fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

EMERALD

SOLID LIFE

Cost: 1 Evolution point

Your hit point maximum increases by 1 for each Mineralist level you have and increases by 1 again whenever you gain a level in this class.

LIFELINE

Cost: 1 Evolution point

As an action you can shoot out a stroke of healing energy out of your hands forming a line 30 feet long and 5 feet in a direction you choose. Each creature in the line regains a number of hit points equal to $2d6 + \text{your constitution modifier}$. The Healing increases by 1d6 at 5th level, 11th level and 17th level. Once you use this feature, you must finish a long rest before you can use it again.

EMERALD EMBRACE

Cost: 1 Evolution point

At the end of your turn choose one creature that you have grappled, it takes $1d4$ radiant damage, and you regain hit points equal to the amount of radiant damage dealt. This damage increases to $2d4$ at 11th level.

HEALING STRIKE

Cost: 1 Evolution point

Prerequisite: Life Line or Emerald Embrace

Your body produces 3 healing charges. They can be expended in the following manners:

- You can use the Attack action to fire a healing charge with a ranged weapon at a creature of your choice within range that's not behind full cover. If you're able to make multiple attacks with the Attack action, this replaces one of them. The creature regains a number of hit points equal to $1d6 + \text{your constitution modifier}$. The Healing increases by 1d6 at 5th level, 11th level and 17th level.

- You can use a bonus action to consume one of the healing charges, you regain a number of hit points equal to $1d6 + \text{your constitution modifier}$. The Healing increases by 1d6 at 5th level, 11th level and 17th level.

You regain expended uses upon finishing a long rest.

REGENERATIVE BODY

Cost: 1 Evolution point

Prerequisite: Healing Strike

Your body excels at regeneration, your severed body members (fingers, legs, tails, and so on), if any, are restored after a short rest. If you have the severed part and hold it to the stump, this feature instantaneously causes the limb to knit to the stump.

In addition, as an action you can create 2 extra arms made out of emeralds. You can absorb the arms back into your body using another action. You can't have more than 2 emerald arms created by this feature at a time.

EMERALD ENDURANCE

Cost: 1 Evolution point

Prerequisite: Regenerative Body

Your Constitution score increases by 2. Your maximum for that score is now 22.

SAPPHIRE

FROZEN CORE

Cost: 1 Evolution point

As a bonus action you activate your frozen core. While this feature is active, you gain the following benefits:

- A 10-foot-radius sphere of chill air springs into existence centred on you, the sphere moves with you. The sphere's space is difficult terrain for all creatures other than you.
- You immediately freeze liquids upon touching them, allowing you to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground.
- At the end of your turn, creatures that you have grappled take cold damage equal to your constitution modifier.

This lasts for 1 minute, until you use a bonus action to dismiss the cold or until you activate the inner flames feature. You can use this feature twice. You regain expended uses when you finish a short or long rest.

COLD BEAM

Cost: 1 Evolution point

You're able to channel all the coldness in your core and fire it out in one beam. While your frozen core is active, you can as an action fire a beam of frost that is 20 feet long and 5 feet wide. Each creature in that line must succeed on a Constitution saving throw (DC 8 + your Constitution bonus + your proficiency bonus) or take 5d6 cold damage on a failed save, or half as much damage on a successful one. On a failed save creatures their speed is reduced by 10 feet. After firing the cold beam your frozen core deactivates.

The damage increases by 1d6 at 5th level, 11th level and 17th level.

FROSTBITE WEAPONS

Cost: 1 Evolution point

Prerequisite: Frozen Core

While your frozen core is activated you can change the type of damage on unarmed attacks and melee weapons created by the Living Arsenal feature to cold. If you do, whenever you deal damage you can deal extra cold damage to the target equal to your constitution modifier.

SUPERIOR FROSTBITE WEAPONS

Cost: 1 Evolution point

Prerequisite: Frostbite Weapons

Your attacks that use the Frostbite Weapons feature ignore resistance to cold damage.

MASTER OF FROST

Cost: 1 Evolution point

Prerequisite: Superior Frostbite Weapons

You gain resistance to cold damage.

You gain the following additional benefits while your frozen core is activated:

- You create a storm of freezing rain and sleet in a 10-foot-tall cylinder with a 10-foot radius centered on you. The area is heavily obscured, and exposed flames in the area are doused.
- You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

ADAMANTINE

ADAMANTINE AEGIS

Cost: 1 Evolution point

Your body is inlaid with adamantine. Any critical hit against you becomes a normal hit.

ADAMANTINE SHARPNESS

Cost: 1 Evolution point

Weapons created by Living Arsenal are inlaid with adamantine. You have a +1 bonus to attack and damage rolls made with those weapons and they are considered magical. This bonus increases to 2 at 14th level and to 3 at 18th level.

WARPING WEAVE

Cost: 1 Evolution point

When you hit a creature with an attack from a weapon created by Living Arsenal, you can choose to give them 1 stack of warping weave. As an action, you can spend warping weave stacks on a creature to cast the latest spell that they've cast as an action. To determine if you can cast the spell see the Warping Weave table.

The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell.

A creature loses its warping weave stacks, whenever you consume them, you fall unconscious, when 10 minutes pass after you applied the first stack to them or if you apply stacks to another creature.

WARPING WEAVE TABLE

Spell Slot Level	Warping Weave Stacks
1st	3
2nd	5
3rd	7
4th	9
5th	11

SUPERIOR WARPING WEAVE

Cost: 1 Evolution point

Prerequisite: Warping Weave

Whenever a creature that you can see casts a spell you can use your reaction to memorise the spell by consuming warping weave stacks, provided that you have enough stacks on the creature. You can have up to 2 spells memorized in this way and forget them after a long rest.

The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell.

DISPELLING STRIKE

Cost: 1 Evolution point

Prerequisite: Adamantine Sharpness, Warping Weave

When you hit with a weapon created by Living Arsenal feature, any spell of your choosing of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an intelligence check. The DC equals $10 + \text{the spell's level}$. On a successful check, the spell ends.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

DAMAGED WEAVE

Cost: 1 Evolution point

Prerequisite: Warping Weave

Whenever a creature within 30 feet that you can see casts a spell you can use your reaction to damage their connection to the weave for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). On this reaction and whenever the creature casts this specific spell again they take 2d6 psychic damage. You regain expended uses when you finish a long rest.

DIAMOND

UNMOVABLE

Cost: 1 Evolution point

You can't be moved or disarmed against your will while you're conscious. In addition, you can use a bonus action to become fixed in place by merging your feet to the ground. You can then hold up to 8,000 pounds of weight. More weight causes you to lose the stance, whenever you lose the stance without unmerging you take 3d6 bludgeoning damage. You can unmerge yourself from the ground while using another bonus action.

UNMALLEABLE

Cost: 1 Evolution point

You're immune to any spell or effect that would alter your form against your will. Whenever such a spell or effect is attempted at you, you can choose to reflect it back to its originator using your reaction.

The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell.

The effect uses the same DC or attack roll from the original creature that used it, but is otherwise treated as if you used it.

UNYIELDING

Cost: 1 Evolution point

You have advantage on saving throws against being charmed and frightened.

UNBREAKABLE

Cost: 1 Evolution point

If you drop to 0 hit points and the exceeding damage is less than 10, you drop to 1 hit point instead.

UNSTOPPABLE

Cost: 1 Evolution point

Prerequisite: Unmovable, Unmalleable, Unyielding or Unbreakable

As a bonus action, you can grow a diamond layer on top of your skin that lasts for 1 hour, or until you lose your concentration (as if you were concentrating on a spell).

While this feature is active, your base AC increases by 2 and your walking speed increases by 15 feet, in addition you gain the benefits from the unstoppable table if you've met the requirements. You can use this feature twice. You regain expended uses when you finish a long rest.

UNSTOPPABLE TABLE

Benefits	Requirements
You can use a bonus action during your move to pass through the space of a creature no more than one size larger than you. That creature must succeed on a Strength saving throw ($DC 8 + \text{your Strength bonus} + \text{your proficiency bonus}$) or be knocked prone and take bludgeoning damage equal to $1d12 + \text{your Strength modifier}$. Your unmalleable feature also works on spells or effects that would teleport you against your will.	Unmovable
If you move at least 10 feet straight toward a door, a wall or similar nonmagical obstruction you can choose to run through it in a straight line. If you don't have enough movement speed to make it through you take $1d6$ bludgeoning damage for every 5 feet into the obstruction as debris falls and move back to the closest unoccupied spot before the obstruction.	Unyielding
You don't take any falling damage.	Unbreakable