

**A THOUSAND CLASSES
A THOUSAND MORE**



**A SERIES OF SUBCLASSES FOR EACH CLASS IN DUNGEONS AND
DRAGONS 5TH EDITION, PLUS A TON OF SPELLS**

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CHAPTER 1: CLASSES

PRIMAL PATHS

PATH OF THE HUNTER

Some barbarians exist at the true fringes of society, never even venturing near the cities we know. For these barbarians, their rage is one often found on their own in the wilderness. The thrill of a predator's hunt pumping blood and adrenaline through their veins.

A barbarian of the hunter path is taught by their tribe how to kill to survive and salvage as much meat and pelt as possible, how to track their prey, and how to draw them away from their allies. Hunter barbarians often work with, or become rangers themselves in order to hunt down incredibly strong beasts that pose a threat to the region.

THRILL OF THE HUNT

When you choose the path of the hunter at 3rd level, you gain proficiency in the Survival skill if you are not already.

In addition, you have advantage on Constitution checks and saves to avoid exhaustion.

HUNTER'S RAGE

Also at 3rd level you gain the ability to mark a prey for the moment of the kill. When you enter a rage you can designate a creature you can see as your prey. You gain the following benefits from this as long as you remain in your rage:

- Creatures that are not your prey making opportunity attacks against you have disadvantage.
- You have advantage on opportunity attacks against your prey
- When you hit your prey with a melee weapon attack, you reduce their speed by 10 feet until the end of their next turn.

LAND'S STRIDE

Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

HUNTER'S EYE

At 10th level you perfect magical techniques to enhance your hunting.

As an action you can focus your mind and perceive a small glow around all creatures, even invisible or spectral ones, within 30 feet of you. You can see this glow through walls, total darkness, and even around creatures on the ethereal plane.

This glow lasts for one minute, or until you end the glow as a bonus action.

PREDATOR AND PREY

Beginning at 14th level you become a predator to be feared by your prey. When you designate a prey, that creature is overwhelmed with your presence and becomes isolated. Creatures immune to fear effects are immune to being isolated.

While isolated your prey is only able to perceive other creatures at the most basic level. Sounds and sight of other creatures are dull and indistinct, making it impossible to tell who is who. The prey cannot benefit from any help, beneficial spells, or information that other creatures could relay to them.

The affected creature can end this effect by using their action to make a Wisdom saving throw with a DC equal to 8 + your Charisma modifier + Proficiency. The effect also ends on its own after one minute, or once you exit your rage.

Once the effect has ended, you cannot make that creature your prey again until you complete a long rest.



PATH OF THE RAGE MAGE

There are as many methods to using magic throughout the world and history that it is no wonder that few are able to master the powerful casting fury of the Rage Mage. For these barbarians, magic is not to be tempered, bound, or fiddled with, it is simply a tool to crash through and out of them. The raw constitution of these barbarians is integral to their casting as the untamed magic tears through their bodies, channeled towards their enemies.

These barbarians learn techniques to call upon the magic around them to refuel their spirit, and how to channel their rage into the casting of incredibly powerful spells.

THE RAGE MAGE

Level Cantrips Known Spells Known Spell Slots Slot Level

3rd	2	2	2	1st
4th	2	2	2	1st
5th	2	3	2	2nd
6th	2	3	2	2nd
7th	2	4	2	2nd
8th	2	4	2	2nd
9th	2	5	2	2nd
10th	2	5	2	2nd
11th	3	6	3	3rd
12th	3	6	3	3rd
13th	3	7	3	3rd
14th	3	7	3	3rd
15th	3	8	3	3rd
16th	3	8	3	3rd
17th	4	9	3	4th
18th	4	9	3	4th
19th	4	10	3	4th
20th	4	10	3	4th

RAGE CASTING

Your physical conditioning and intense training for containing and projecting the raw power of magic has given you facility with spells. See chapter 10 for the general rules of spellcasting. You draw your spells from the Sorcerer spell list. You can only cast and concentrate on spells you learn from this class while in a rage, and you can add the bonus damage from the rage feature to spell attacks you make while in a rage.

Cantrips. You know either the Eldritch Blast cantrip, as well as one other cantrip from the Sorcerer spell list, or, two cantrips from the Sorcerer spell list. You learn additional cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Rage Mage table.

Spell Slots. The Rage Mage table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast or concentrate on one of your Rage Mage spells of 1st level or higher, you must be in a rage, and then expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Spells Known of 1st Level and Higher. At 3rd level, you know two 1st-level spells of your choice from the Sorcerer spell list. The Spells Known column of the Rage Mage table shows when you learn more Rage Mage spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level.

Additionally, when you gain a level in this class, you can choose one of the Rage Mage spells you know and replace it with another spell from the Sorcerer spell list, which also must be of a level for which you have spell slots.

Each spell you choose must have a casting time of 1 Action or less.

Spellcasting Ability. Constitution is your spellcasting ability for your Rage Mage spells, since the strength of your magic depends upon your ability to act as a physical conduit of magical power. You use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a Rage Mage spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Constitution modifier

Spell attack modifier = your proficiency bonus + your Constitution modifier

You do not need an implement when casting Rage Mage spells.

PRIMAL SENSE

At 6th level your instinctive sense for magic has become finely tuned. You can cast the Detect Magic spell at-will, and you do not have to be in a rage to do so.

In addition, you become proficient in the Arcana skill if you are not already.

UNBREAKABLE

As long as you are in a rage, your concentration cannot be broken by any means other than by your choosing.

In addition, whenever you enter a rage you regenerate 1 Rage Mage spell slot if you have zero remaining.

BEAM OF RAGE

Once per long rest you can unleash all your remaining spell slots in one massive blast of energy. The Beam of Rage hits 60ft in a line originating from you, with a 5ft width.

For every Rage Mage spell slot you consume this attack's damage increases by 3d12 force damage, and the width of the blast increases by 5ft.



BARD COLLEGES

COLLEGE OF THE CLERIC

Bards from the Cleric's College are often pulled straight from the ranks of clerics themselves. These bards rigorously study the teachings and stories of their faith, and use these stories to bring inspiration to their church and its allies. These bards are, of course, most often found in and around churches, but are also found out in the world where their religion is little known trying to spread their word and their teachings to the masses. Many bards of other colleges hardly see a difference between a stuffy cleric and a bard of the cleric's college.

BONUS PROFICIENCIES

You become proficient in Medium Armor, Shields, and the Religion skill, if you are not already.

DIVINE DOMAIN

At 3rd level you may pick a divine domain from the cleric class. You may use the channel divinity feature associated with that domain once per long rest.

In addition, when you learn a new bard spell, you can choose to learn one of the spells associated with your domain.

Finally, you learn 1 cleric cantrip of your choice.

CRUSH THE UNWORTHY

At 3rd level you gain the ability to fill your allies with the power of your god to destroy your enemies.

When a friendly creature you can see hits another creature with an attack, you can consume a use of bardic inspiration and roll your die, adding the number rolled to the damage roll they make as either radiant or necrotic damage (your choice). If the damage being done by the attack already includes radiant or necrotic damage, you add double the number rolled.

DIVINE GUIDANCE

At 6th level the word of your god guides your hands in your adventures. When you make an ability check, you can choose to add your Charisma modifier to the total rolled. You must choose to do this after you see the roll but before the DM reveals the result.

Once you do this you cannot do so again until you complete a short or long rest.

WORD OF GOD

At 14th level your extensive knowledge of your god's teachings has imparted upon you a great discovery from the dawn of creation. As an action you may speak this discovery aloud, and through it cast the divine word spell.

The force of this discovery cannot easily be comprehended by mortal minds however, and each additional time you do this beyond the first before you complete a long rest forces you to gain 1 level of exhaustion.

Exhaustion levels gained from this feature vanish when you complete a long rest.

COLLEGE OF KNOWLEDGE

As much a scholar as any wizard, despite the rhyming name, the bards of the college of knowledge quest to uncover as much about their chosen expertise as they can. They delve into ancient ruins on the off-chance it will contain a book they have not read, and are just as common within libraries and universities as they are daring their friend to do something crazy "just to see what happens".

SCHOLARLY FOCUS

When you choose the college of knowledge choose 3 races that you have studied in depth the history of. You may also choose nations, time periods, or specific creatures, if it would be more relevant to your character and campaign. You learn the language of each race if you do not know it already.

In addition, when you or an ally is making an Arcana, History, Religion, or Nature check related to your chosen race, you can consume a use of bardic inspiration to grant them advantage on the ability check.



WELL READ

Also at 3rd level you have an incredible knowledge of the creatures of the realm, and are able to use that knowledge to aid your allies in combat. As a bonus action, choose one creature you can see, and a damage type. You immediately learn whether or not the creature is vulnerable, resistant, or immune to the chosen damage type, you also learn if the resistance is dependent on the damage type being magical or not.

You can choose bludgeoning, piercing, and slashing damage, or one of acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, and thunder damage.

EDUCATED GUESS

By 6th level you have a knack for figuring things out that others may miss. You gain the following benefits:

- When you see a spell get cast, you know what the spell is
- When a spell fails, or acts in a way that is unusual, you know why
- When you spend at least 1 uninterrupted minute with a magic item, you learn information about the item as if you had cast the identify spell on it

SECRETS OF HISTORY

At 14th level you are a master of your field. You learn the legend lore spell, and you can cast it without the need for material components if your target is a creature, place, or historical event related to your scholarly focus.

This spell does not count towards your maximum number of spells known.



DIVINE DOMAINS

LOVE DOMAIN

The gods of love are some of the most widely praised throughout the lands. They encourage that which makes us most human, to foster relationships, and for some of the gods, an emphasis on reproduction. The gods of love teach us that we are strongest together, and that by loving and being loved we will bring light and life to our societies. These gods would never refuse a genuine lovers' bond regardless of the circumstances, and are often prayed to for guidance by lovers from different castes of life.

Sune, Kiltzi, Sheela Peryroyl, Evening Glory, Lastai, Sehanine, Aphrodite, are just a few of of such gods devoted to love, sex, and all that comes in between. Clerics of the love domain would never charm a person, or accept an ally charming in their place, as it goes against all the tenets of a loving and trusting relationship.

LOVE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>ceremony, heroism</i>
3rd	<i>calm emotions, detect thoughts</i>
5th	<i>major image, speak with dead</i>
7th	<i>fabricate, locate creature</i>
9th	<i>creation, rary's telepathic bond</i>

BONUS PROFICIENCIES

You become proficient in the Insight skill, and your proficiency bonus is doubled when making a check with this skill to determine how a creature is feeling. You also gain proficiency in one Artisan's tools of your choice.

ACOLYTE OF LOVE

When you choose the Love domain at 1st level you gain the ability to prevent creatures from acting in a hostile way.

As an action you can present your Holy Symbol to a creature and speak a word of power. The creature must succeed on Strength saving throw or have ethereal bindings sprout around their limbs. The chains, vines, or ropes, tighten when they sense hostile intent. The creature can use its action to attempt to break the bindings by making a Strength saving throw. On a succesful save, or after 1 minute, the chains evaporate.

While bound the creature cannot attack other creatures, or prevents any action that they expect will cause harm to others, such as giving their weapon to someone intending to attack, or pushing a boulder over a cliff edge at another person.

You can create these bindings a number of times equal to your Wisdom Modifier before you must complete a long rest to do so again.

CHANNEL DIVINITY: YOUR BEST FRIEND

As an action you present your Holy Symbol and invoke the name of your Deity while focusing on a creature of your choice within 30ft. You then take on an illusory form which the target believes to be an old friend, a lover, a business confidant, or other such emotionally close relationship for up to 10 minutes.

You can choose a certain form if you know the details of the relationship between the two people. This feature does not differentiate between living or dead people, and the target may react unexpectedly to seeing you. The target otherwise has no reason to suspect you may not be who you appear to be. This feature also grants you some memories of the creature you are taking the form of in order to operate in your disguise, but nothing that would be secret or otherwise impossible to know.

POTENT SPELLCASTING

Starting at 8th level you can add your Wisdom modifier to the damage you deal with any cleric cantrip.

MASS EMPOWERMENT

When you cast a cleric spell that does not do damage, and targets either yourself or a friendly or willing creature, you can choose for the spell to target all creatures of your choice within 30 feet.

You must complete a long rest to cast a cleric spell like this again.

SHADOW DOMAIN

Gods of darkness, such as Lolth, Shar, Graz'zt, or Merrshaulk are often seen as gods of evil and death; many clerics find something worth following in this ideology. Some clerics, however, view the darkness of these gods as a simple mirror image of the light, a natural part of the process of day and night. These clerics may promote the ideals of heroic deeds under cover of night, or of privacy and other secrets. These clerics claim that without darkness, the light would not be as fulfilling as it is. Despite these heroic idealistic clerics, the majority of the followers of gods of darkness are evil or otherwise subterranean, such as the Drow or Duergar.

SHADOW DOMAIN SPELLS

Cleric Level	Spells
1st	<i>fog cloud, ray of sickness</i>
3rd	<i>blindness/deafness, darkness</i>
5th	<i>hunger of hadar, vampiric touch</i>
7th	<i>blight, fabricate</i>
9th	<i>contagion, dream</i>

DESTROY LIGHT/DEEPEN DARKNESS

At 1st level you have learned to create and deepen the shadows you revere.

You can use an action to destroy a source of light up to 120 feet away, as long as the source is no larger than 5 feet in any dimension. If the light is caused by a spell, the caster must succeed on a Charisma saving throw against your spell save DC to resist the effect.

When you've destroyed a light using this feature, no light can emit from the object or location for 1 hour.

Alternatively, you can enhance an existing area of darkness. As an action, you deepen the shadows in a 10-foot cube within 120 feet of you. Within the area, dim light becomes total darkness, and total darkness instead becomes nearly impenetrable: A creature with darkvision can't see through it, and nonmagical light won't illuminate it.

The darkness stays this way for 1 hour.



CHANNEL DIVINITY: GRASPING SHADOWS

Starting at 2nd level you can use your Channel Divinity to command the shadows to assist you in battle. To do so, you must raise your holy symbol and invoke the name of your deity. This causes shadows within 60 feet of you to transform into grasping tendrils. Creatures in total darkness are immediately grappled, and can make a Strength check against your Save DC with their action to attempt to escape the grapple. Creatures in dim light must succeed on a strength saving throw to avoid being grappled in the same way.

Creatures who enter dim light or darkness during the duration of this effect must succeed on the strength save.

After 1 minute the shadow tendrils return to normal.

DARK PORTAL

At 6th level you are able to swiftly flick through darkness as if you are a shadow. The first time you enter an area of darkness on your turn, or when you start your turn in an area of darkness, your speed increases by 15 feet until the end of your turn.

In addition, if you are hidden you can move in the open without revealing yourself as long as you end the move in a position where you are not clearly visible.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 Necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

BANISH TO SHADOWS

At 17th level you have obtained the ultimate powers of darkness. As an action you can attempt to banish a creature within 60 feet to the Shadowfell. The target creature must succeed on a Charisma saving throw against your Spellsave DC.

On a failed save the target is banished for 2 rounds. On a successful save they are banished for 1 round. Each round the target is banished, it takes 8d8 Necrotic damage. At the end of the creature's first turn banished it can attempt the Charisma save again. On a successful save they reappear in the space they left, or an adjacent space if the one they left is occupied.

Once you use this feature you cannot do so again until you complete a long rest.

TIME DOMAIN

Chronos, Cyndor, Pelor. These are just three of the gods of the realms who preside over one of the most arcane and fascinate domains, that of time. The ability to look backwards to an endless path, and ahead to an infinite future, to travel freely down the river of time, these abilities have been sought after by scholars for eons.

Clerics of the time domain emphasize the progression and inevitability of time. That pain will fade, that history will come and go. Often these clerics will try to make sure that they are there at pivotal moments in history in order to allow their gods a conduit to observe the event. These gods in turn grant their devotees the powers to go forwards, backwards, and even eventually to stop time.

TIME DOMAIN SPELLS

Cleric Level	Spells
1st	<i>expeditious retreat, longstrider</i>
3rd	<i>blur, misty step</i>
5th	<i>haste, slow</i>
7th	<i>mordenkainen's private sanctum, otiluke's resilient sphere</i>
9th	<i>mislead, modify memory</i>

TIME ACOLYTE

When you cast a spell with a casting time of 1 action you can change the casting time to 1 bonus action, you can do this a number of times equal to your Wisdom modifier per long rest (minimum of once)

In addition, you have advantage on Initiative rolls.

CHANNEL DIVINITY: SEND FORWARDS

Starting at 2nd level you can use your Channel Divinity to send a target into the future. As an action you present your Holy Symbol and evoke the power of your god.

A target creature within 30ft must succeed on a Wisdom saving throw or be flung uncontrollably into the future. The target disappears for a number of rounds equal to your Wisdom Modifier before reappearing in the space they vanished at the start of their turn. If the space they reappear in is occupied you choose a space for them to reappear in. From the target's point of view it seems as if no time has passed at all.

ANCHOR TIMESTREAM

Beginning at 6th level you can spend an action to give yourself or a willing creature an anchor on their current moment in space and time. As long as you maintain concentration on this ability for up to one minute or until you or the target creature falls unconscious, you can trigger it to reset the creature back to that moment on their timeline as they were as a reaction.

If the space they are being pulled back to is now occupied then they return to an adjacent space of your choice.

The creature returns with the same amount of remaining hit points, any active spell effects, and perception of the current situation, potentially erasing pivotal memories. They do not restore any spell slots, short or long rest recharging features or item charges.

Once you anchor a creature you cannot do so again until you complete a long rest.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

EXPERT TIME STOP

Beginning at 17th level you learn the Time Stop spell. When you cast Time Stop you can instead of rolling for the number of rounds time is stopped for, choose to use your Wisdom Modifier instead.

Once you cast Time Stop in this way you cannot do so again until you finish a long rest, though you still can cast it by consuming spell slots like normal.

DRUID CIRCLES

CIRCLE OF STEEL

Druids have a taboo against metal equipment, but not you. Your circle embraces metal as another form of nature, one tempered by the hand of sentient creatures. There is no such thing as “unnatural” to your order. Druids of the circle of steel will often preside over mines in the wilderness in order to make use of the precious metals within. Other druid circles may turn their nose up, but these Druids are just as devoted to nature as any other, and that is hard for anyone to deny.

BONUS PROFICIENCIES

When you choose the Circle of Steel at 2nd level, you become proficient in Heavy Armor, Simple Weapons, Martial Weapons, and Smithy’s Tools. Your druidic sect has no taboo against using metal equipment. Your druidic focus can be an amalgamation of metal wires if you choose.

CONSTRUCT WILD SHAPE

When you choose this circle at 2nd level, The rites of your circle grant you the ability to transform into dangerous metal animal forms.

You gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action, and you can transform into a metal automaton version of a beast, or a creature with the Construct creature type, instead of one of flesh and blood.

Additionally, while you are transformed as a construct wild shape, you can use your humanoid form’s AC in place of your Wild Shape’s AC, and you do not need to eat sleep or breath.

TOOTH AND STEEL

Starting at 6th level, your attacks in wild shape count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

FORM OF STEEL

At 10th level your druid sect has taught you how to manipulate metal as if it were regular earth. It takes 1 minute to shape one cubic foot of non-magical metal into a usable form. You can separate fragments of metal from a whole only if it is not magical.

You must have proficiency in a tool or weapon to shape metal into it.

MIND OF MATTER

Starting at 14th level your mind in an automated wild shape cannot be swayed from your prime directives. You become immune to charms and mind control.

PLANAR SHEPARD

The circle of the planar shepherd rejects the common, narrow scope of what constitutes a “natural world”. On the outer planes, what is natural there may be as alien to us as a bear would be to them. These druids are spread all throughout the planes, serving their enigmatic and often incomprehensible masters, or to simply guide wandering travelers through the hazards of the alien worlds.

Within each congregation of planes there is typically a local sect that shares their perspectives and education on the local environments.

PLANAR ALIGNMENT

When you choose the circle of the planar druid at 2nd level you must choose a plane that represents who you are as a person (if you are having trouble deciding, choose the plane of your alignment).

You have dedicated yourself to spreading the influence of your chosen plane and to further the strange, alien agendas of those who rule over it. The plane you are connected to represents the very foundation of your personality and should be chosen wisely to reflect this.

You gain the following benefits:

- You cannot become lost on your chosen plane except by magical means.
- You know the location of any portals to or from your chosen plane within 100 miles.
- You can sense the presence of creatures native to your chosen plane within 10 miles, as long as you are not on your chosen plane.
- You can add twice your proficiency bonus to Arcana, History, Religion, and Nature checks you make to learn information related to your plane

OUTSIDER SHAPE

Also at 2nd level you gain a greater understanding of the creatures that inhabit your chosen plane. When you wild shape you can take the shape of any non-sentient creature from your chosen plane, not just beasts. The normal restrictions of wild shape still apply.

PLANE SPELLS

At 3rd level you gain some of the powers of the plane you have chosen to represent.

At 3rd, 5th, 7th, and 9th level you gain access to spells connected to your chosen plane. Choose that plane and consult the associated list of spells below.

Once you gain access to a plane spell, you always have it prepared, and it doesn’t count against the number of spells you can prepare each day. If you gain access to a spell that doesn’t appear on the druid spell list, the spell is nonetheless a druid spell for you.

PLANAR ADAPTATION

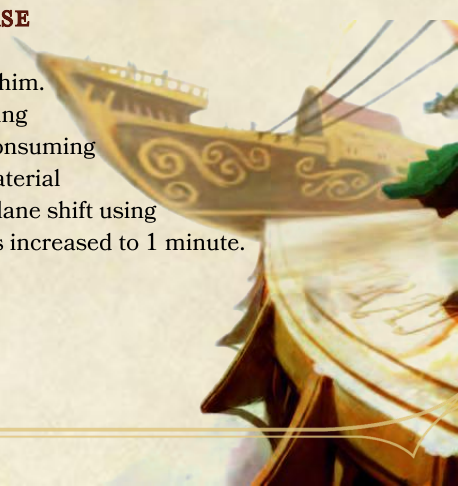
At 6th level you begin to adapt to the conditions of the alien multiverse. You become resistant to Radiant, Necrotic, and Force damage.

PLANAR WARD

When you reach 10th level planar creatures cannot exert their will onto you. You cannot be charmed or frightened by aberrations, celestials, elementals, fae, or fiends.

STEP OF THE MULTIVERSE

At 14th level you are able to travel the multiverse at your whim. You can cast plane shift targeting only yourself at-will, without consuming a spell slot or requiring any material components. When you cast plane shift using this feature, the casting time is increased to 1 minute.



ASTRAL PLANE

Druid Level Plane Spells

3rd	<i>blur, invisibility</i>
5th	<i>speak with dead, phantom steed</i>
7th	<i>hallucinatory terrain, phantasmal killer</i>
9th	<i>animate objects, telekinesis</i>

CHAOS PLANES

Druid Level Plane Spells

3rd	<i>crown of madness, suggestion</i>
5th	<i>bestow curse, fear</i>
7th	<i>confusion, polymorph</i>
9th	<i>dominate person, modify memory</i>

ELEMENTAL CHAOS

Druid Level Plane Spells

3rd	<i>gust of wind, scorching ray</i>
5th	<i>sleet storm, lightning bolt</i>
7th	<i>ice storm, stone skin</i>
9th	<i>conjure elemental, wall of stone</i>

ETHEREAL PLANE

Druid Level Plane Spells

3rd	<i>mirror image, misty step</i>
5th	<i>blink, nondetection</i>
7th	<i>confusion, dimension door</i>
9th	<i>geas, passwall</i>

FAR REALM

Druid Level Plane Spells

3rd	<i>detect thoughts, phantasmal force</i>
5th	<i>clairvoyance, sending</i>
7th	<i>dominate beast, evard's black tentacles</i>
9th	<i>dominate person, telekinesis</i>

FEYWILD

Druid Level Plane Spells

3rd	<i>calm emotions, phantasmal force</i>
5th	<i>blink, plant growth</i>
7th	<i>dominate beast, greater invisibility</i>
9th	<i>dream, seeming</i>

LAW PLANES

Druid Level Plane Spells

3rd	<i>zone of truth, locate object</i>
5th	<i>glyph of warding, magic circle</i>
7th	<i>banishment, divination</i>
9th	<i>dispel evil and good, planar binding</i>

CHANGING YOUR PLANE

Your choice of plane is not completely permanent, but it is not easy to change either. Changing your plane means you are changing the core of your being, and should not be done unless your character undergoes a suitably great change in their personality and beliefs.

When you do, you may need to spend time gaining a deep understanding about a new plane among an order of monks native to it, or petition the ruler of a plane to grant you their power or insight.

LOWER PLANES

Druid Level Plane Spells

3rd	<i>blindness/deafness, scorching ray</i>
5th	<i>fireball, stinking cloud</i>
7th	<i>fire shield, wall of fire</i>
9th	<i>flame strike, hallow</i>

SHADOWFELL

Druid Level Plane Spells

3rd	<i>darkness, ray of enfeeblement</i>
5th	<i>fear, vampiric touch</i>
7th	<i>blight, fabricate</i>
9th	<i>mislead, contagion</i>

UPPER PLANES

Druid Level Plane Spells

3rd	<i>flaming sphere, lesser restoration</i>
5th	<i>daylight, revivify</i>
7th	<i>guardian of faith, wall of fire</i>
9th	<i>flame strike, greater restoration</i>



MARTIAL ARCHETYPES

BRAWLER

Those who emulate the archetypal brawler need neither zen nor ki to go fist to fist with any monk. These fighters may come from the leagues of professional boxers, mixed martial artists, and even football players. Just as commonly, a brawler may develop their skill from years of one too many drinks at the pub. Regardless of how they have learned to fight, these fighters have honed their fists and feet to a deadly perfection, and gain abilities to take as many strikes at an enemy as they allow an opening for.

MARTIAL ARTS DIE

Fighter Level	Martial Arts
3rd	1d4
5th	1d6
11th	1d8
17th	1d10

BRAWLER

At 3rd level, your experience in brutal martial arts gives you mastery of unarmed and improvised fighting. You become proficient in improvised weapons.

You also gain the following benefits while you are unarmed or wielding only improvised weapons.

- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain fighter levels, as shown in the Brawler table.
- When you use the Attack action with an unarmed strike or an improvised weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a table leg or a garbage can, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

TRICKY HITTER

Also at 3rd level you have gained an expertise in fighting dirty in the chaos of a brawl. When you hit with an unarmed attack or an improvised weapon on your turn, you can use your bonus action to knock the target prone, slide the target 5 feet in any direction, or attempt a grapple.

If you hit a creature with an opportunity attack, you can also apply one of these extra affects as part of the same reaction.

COUNTER ATTACK

Starting at 7th level, when an adjacent creature hits you with an attack, you can use your reaction to strike the target to lessen the impact of their attack. You halve the damage taken by their attack, and they take half of the attack's damage as well.

SURGE OF STRENGTH

Starting at 10th level, when you use your second wind feature, you can make one unarmed or improvised weapon attack as part of the same bonus action.

PATIENT PUNCH

Once you reach 15th level, when you take the dodge action you do not consume your reaction by counter attacking.

THE GREATEST FLURRY OF BLOWS

When you take the attack action you can add a cumulative +1 to the damage of each unarmed attack you hit the same creature with before the end of your turn.

HAVOC FIGHTER

The archetypal havoc fighter is one often mistaken for an enraged barbarian. These fighters revel in bloodshed from any source, even themselves. They charge recklessly into battle and gain strength from the wounds they take. Some may see you as a rabid dog. But you will bathe in their blood and show them that your bite is just as strong as your bark.

ANARCHY

When you become a havoc fighter at 3rd level you learn the reckless techniques of destruction that comes from this elite brand of fighter. Whenever you take damage from an attack you can choose to be overcome by anarchy until the end of your next turn.

When you are overcome by anarchy you are considered charmed for the duration. If you are charmed or frightened from any other sources, they immediately end. During this time you add your Strength modifier to the attack and damage rolls of melee weapon attacks you make a second time.

However, when overcome by anarchy you must use your action to attack whatever creature is closest to you, friend or foe, or use the dash action to move close enough to a creature to attack them. You can also take the dodge action if you can not do either.

COOL OFF

At 7th level you can use your second wind to snap out of your anarchy and regain your senses. If you choose to do this you double the amount of hit points restored.

EXTRA EXTRA ATTACK

Starting at 10th level when you take the Attack action on your turn, you can use your bonus action to make one additional weapon attack. On a hit, you take half of the damage that this additional attack dealt. You can use this damage to trigger your anarchy for yourself.

INSPIRED STRIKE

At 15th level the thrill of combat rushes through you, encouraging you to ever more reckless feats of strength. When you hit with a weapon attack you gain temporary hit points equal to your Constitution modifier.

THE RUSH, THE THRILL

When it is time to fight you are barking at your leash, aching to be set loose against your enemies. Starting at 18th level when you roll initiative you always go first on the first round of combat, even if you are surprised. During your first turn in combat, you can choose to be overcome by your anarchy any time you want until the end of your turn.

SNIPER

The fighters that make up the sniper archetype are those rarely seen by their enemies. They strike from so far away, and with such deadly accuracy, that they often find themselves not needing a melee weapon at all.

Despite this isolation, these fighters work well with allies, granting them covering fire to move freely, and allowing them a birds eye view of the battlefield to direct them towards their enemies.

SNIPE

When you choose the sniper Martial Archetype at 3rd level, you no longer have disadvantage on shots made at long range.

In addition, you may double your ranged weapon's maximum range until the end of your turn. You may do this a number of times equal to your Strength modifier.

All expended uses are regained once you finish a long rest.

HOLD THE HIGH GROUND

You gain the ability to climb faster than normal; climbing no longer costs you extra movement.

In addition, when making a ranged weapon attack from at least 15ft above a creature, you have advantage on the attack roll.

COVERING FIRE

At 10th level you are able to provide covering fire to your allies with a snap shot. When an ally you can see triggers an opportunity attack, you can use your reaction to fire one shot at the enemy making the attack. Your attack has disadvantage, however, if you hit they are unable to take their opportunity attack, and you do not consume your reaction.

SPOTTER

At 15th level you are able to direct your allies as a spotter. When an ally you can see is attacking a creature that does not have cover from you, you can use your reaction to act as a spotter, allowing your ally to ignore $\frac{1}{2}$ and $\frac{3}{4}$ cover that may interfere with their attacks against that creature until the end of their turn.

ARCHER'S OPTIONS

At 18th level you can pin a fly to a target at a hundred paces. Or, more useful to you and your allies, accurately hit your enemies with debilitating shots by targeting specific body parts.

Once per turn, when you hit an enemy with a ranged weapon attack, you can choose one of the following penalties to apply to them:

- The creature has disadvantage on its next attack roll before the start of your next turn
- The creature's speed is reduced to $\frac{1}{2}$ until the start of your next turn
- The creature can't take reactions until the start of your next turn



THE UNDYING

The undying fighter is defined by their durability. Their numbers are few but each one is a legend on their own. An undying fighter will take as many blows in a day, and shrug them off, as many take in a lifetime. The undying lives and dies by their armor and shield, they are the first and last line of defense.

RELIABLE TOUGHNESS

When you choose the undying archetype at 3rd level, your incredible toughness allows you to shrug off a portion of damage you take. Whenever you take damage, you reduce the damage by 1. At 7th level you reduce the damage by 2, and at 15th level you reduce the damage by 3.

SOMEONE YOUR OWN SIZE

Also at 3rd level you are able to protect your allies even from across the battlefield. When a friendly creature within 15 feet of you takes damage from an attack you can use your reaction to move adjacent to the creature and take up to half of the damage in their place.

AGGRESSIVE RESURGENCE

Starting at 7th level you gain a number of temporary hit points equal to your fighter level whenever you complete a short or long rest.

In addition, you add your Constitution modifier to any healing you receive, if you do not add it already.

UNSTOPPABLE

At 10th level you are so tough as to be able to simply resist where you would have failed to before. When you use your Indomitable feature, you can choose to treat the d20 roll as a 20.

IGNORE DEATH

At 15th level death does not even cross your mind as a worry. You have learned to resist death.

When you are reduced to 0 hit points, you no longer fall unconscious. Instead on your turn you can move like normal, but you may only take the Attack, Dash, or Dodge action, and you cannot take reactions. Meanwhile, you roll death saves like normal as if you were unconscious.

Finally, whenever you would stabilize you instead regain 1 hit point. If you regain consciousness from rolling a 20 on a death saving throw, you regain 10 hit points.

UNBREAKABLE JUGGERNAUT

At 18th level you can become truly unbreakable, able to block every possible incoming attack. As a bonus action on your turn you can enter the state of the juggernaut for up to 1 minute. During this time you are immune to all damage.

Also, during this time you cannot be forced to move or knocked prone, and you cannot be charmed, feared, incapacitated, paralyzed, stunned, or knocked unconscious.

Whenever you would ignore damage with this feature, you must make a Constitution saving throw with a DC equal to 10 + 1 for each time you have resisted damage during this use of the juggernaut state. On a failed save, the juggernaut state ends after you ignore the damage from the attack.

You must complete a long rest before you are able to enter the juggernaut state again.

MONASTIC TRADITIONS

Way of the Ancestral Plane

Monks following the way of the ancestral plane are often lumped in with monks of the four elements, but that could not be further from fact. Monks following this path unlock a raging tempest of elemental power that has sat waiting within them from birth. They focus on a single element and hone it to a flawless art.

Most commonly amongst these monks are Genasi, half elemental children who take on the powers of their elements, but rarely, other humanoids attuned to specific elemental powers may come along and join these monasteries on the respective plane to learn to harness their power.

PRE-REQUISITE

It is extremely rare for anyone outside of a genasi to be able to manifest the abilities of the elemental planes. It is not unheard of, but ask your DM before going ahead with a monk following the way of the ancestral plane that is not a genasi.

ANCESTRAL CASTING

When you unlock your connection to your ancestral plane at 3rd level, pick one of Air, Earth, Fire, or Water. All of your features from this archetype use this element. This choice is permanent.

You can choose to swap your Wisdom score with your Charisma score permanently. Your spellcasting ability becomes Charisma, and all of your Monk class features use Charisma instead of Wisdom.

Your connection to your ancestral plane is more than just a mental understanding. Your element burns eternally in your heart, and you feel the connection physically within you.

ELEMENTAL ATTUNEMENT

Also at 3rd level you learn to cast a variety of spells based on your chosen element by consuming Ki.

If you are a genasi, you can cast the spell granted to you by your race additional times by consuming 2 ki, and if you are an Air or Earth genasi, you learn the Gust or Mold Earth cantrip respectively.

The table below tells you your casting options, and which spells you learn as you gain monk levels.

ELEMENTAL ATTUNEMENT

Monk Level	Spell	Ki Cost
3rd	<i>detect magic</i>	1
5th	<i>invisibility</i>	2
7th	<i>enlarge/reduce</i>	2
9th	<i>tongues</i>	3
11th	<i>gaseous form</i>	3
13th	<i>major image</i>	3
15th	<i>One of wind wall, wall of stone, wall of water, or wall of fire</i>	3, 5, 3, or 4
17th	<i>conjure elemental</i>	5
19th	<i>plane shift</i>	7

JOURNEY BEYOND THE HORIZON

At 6th level your travel methods expand as you become an even more powerful member of your elemental race. You gain a bonus method of travel according to the table below, the speed of your new method of travel is equal to your walking speed.

BONUS TRAVEL METHOD

Element	Travel Method
Air	Flying
Earth	Burrowing
Water	Swimming
Fire	Flying

ELEMENTAL BODY

When you reach 11th level you gain immunity to an element according to your Genasi subrace in the table below.

In addition, when you come into physical contact with a creature, such as while punching them or while being grappled, you can choose to deal 1d6 of this damage type to the creature. You can deal this damage only once per turn.

ELEMENTAL DAMAGE ATTUNEMENT

Element	Damage Type
Air	Lightning
Earth	Bludgeoning
Water	Acid
Fire	Fire

FRIENDS AND FAMILY

At 17th level you are able to fully accept the power of your element. You can transform into an Air Elemental, Earth Elemental, Water Elemental, or Fire Elemental, according to your chosen element.

When you transform, you use the rules of the Druid's wild shape.

You must complete a long rest before you can transform again.



SACRED OATHS

OATH OF REBELLION

The Oath of Rebellion is one rarely sworn, but is one of the most terrifying to those in power. A Paladin of the oath of rebellion devotes themselves to a single lofty, some would say impossible, goal. That is to overthrow whomever is in power and fix what society has done so wrong.

The oath of rebellion is not an easy oath to carry, it is one that requires you to make sacrifices and watch those around you fail and die repeatedly. But each time this happens your heart grows stronger, more firm against injustice. And should those you helped win turn authoritarian too, then they will find themselves with a powerful enemy that knows all their weaknesses.

TENETS OF REBELLION

The exact wording of these tenets are as diverse as those who have needed them over the ages, but they often fall into the same general four.

Action. Inaction aids the offender

Condemnation. Your oppressor will never grant freedom by their own kindness

Lead the Charge. If you do not act, no one will

Strength in Numbers. We are strongest together

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF REBELLION SPELLS

Paladin Level Spells

3rd	<i>bane, heroism</i>
5th	<i>pass without trace, ray of enfeeblement</i>
9th	<i>crusader's mantle, fear</i>
13th	<i>confusion, freedom of movement</i>
17th	<i>dominate person, rary's telepathic bond</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Overthrow. You can use your Channel Divinity to speak words of power that are inspiring for your allies to hear. As an action, you present your holy symbol and declare a moral alignment, loyalty, or identifying symbol (such as a logo, or garment), any creature aligned to your declaration gains the following benefits as long as they can see you:

- They gain a +1 bonus to their attack rolls, saving throws, and ability checks.
- They gain temporary hit points equal to your Paladin level
- They have advantage on attack rolls whenever you are unconscious

For CR 0: A creature of CR 0 also gains advantage on saving throws against being frightened.

Strike Down Tyranny. You can use your Channel Divinity to speak words of power that are painful for your enemies to hear. As an action, you present your holy symbol and declare a moral alignment, loyalty, or identifying symbol (such as a logo, or garment), any creature aligned to your declaration that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage.

A turned creature must spend its turn 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.

If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

BREAK YOUR SHACKLES

At 7th level you are able to free the downtrodden from their bindings with just your words. As an action you can end an effect on an adjacent ally that is causing them to be Frightened, Grappled, Paralyzed, Restrained, Stunned, or otherwise Incapacitated (but not unconsciousness). If your target is deafened you cannot use this feature for them.

For CR 0: Creatures of CR 0 also become immune to these effects until the end of your next turn, as your words flood them with power.

At 18th level you can use this feature on a creature up to 30 feet away.

INSPIRING HAND

At 15th level your Lay on Hands becomes stronger, carrying your words of encouragement. When you use your Lay on Hands to heal a creature, you can grant them temporary hit points rather than heal hit points. The number of temporary hit points you give them with this feature can never be higher than ½ of their maximum hit points.

For CR 0: Creatures of CR 0 instead can gain temporary hit points equal to the amount of normal Hit Points you give to heal them.

ICON

At 20th level, whether you want to be or not, the people allied to you see you as an icon of your cause. Your mere existence inspires them to feats of great heroism. You gain the following benefits:

- Your Charisma increases by 4, up to a maximum of 30.
- All of your Paladin auras have a range of up to 1 mile
- You can point at an enemy and as an action command your allies to strike. Each ally that is within a range to do so can use their reaction to make 1 weapon attack or cast a cantrip at your target.
- All of your Oath features that have special effects for creatures of CR 0 instead grant that special effect to all creatures of CR 1 or lower.

For CR 0: Creatures of CR 0 have advantage on their attack when you command an attack.



RANGER CONCLAVES

OCEAN EXPLORER

The Ocean Explorer archetype is the sailor that welcomes the touch of the depths of the ocean. A frontier survivalist that charts new paths through the dangerous seas of the world, expertly navigating through reefs, and bravely sailing through maelstroms or black waters. The Ocean Explorer has seen everything the water has to offer, and still craves more.

NATURAL EXPLORER: SEA

When you choose the Ocean Explorer at 3rd level, you can choose to change your favoured terrain to the Sea terrain. When you do this you gain the following additional features.

- You gain proficiency in Navigator's Tools and Vehicles (Water).
- You gain a swim speed equal to your movement speed, or if you already have a swim speed, it increases by 10 feet
- You add proficiency on any roll to repair a ship, navigate a ship, or man your station.
- You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you.

BONUS SPELLS

Your time in the seas has taught you to cast certain spells in order to survive. You learn the *shape water* cantrip. Also, at 3rd, 5th, 7th, and 9th level you gain access to bonus spells. Once you gain access to a bonus spell, it doesn't count against the number of spells you know. If you gain access to a spell that isn't already on the ranger list, the spell is nonetheless a ranger spell for you.

BONUS SPELLS

Level	Spell
3rd	<i>create or destroy water</i>
5th	<i>gust of wind</i>
9th	<i>tidal wave</i>
13th	<i>watery sphere</i>
17th	<i>maelstrom</i>

EXTRA ATTACK

If you are using the UA Ranger, you gain the extra attack feature at 5th level.

BRAWLER ON DECK

At 7th level your experience fighting on the unstable waves puts you a step ahead of other creatures, you have advantage on saves and checks to avoid being knocked prone or forced to move.

In addition, you can move through a prone creature's space as if it were difficult terrain.

AQUATIC ADAPTATION

By 13th level you have spent enough time in and around water that you have attuned yourself to the conditions, gaining the following benefits:

- You can tolerate swimming in water as cold as 0 degrees celsius/32 degrees fahrenheit without additional protection.
- Total darkness caused by being underwater becomes dim light instead.
- You can never suffer from decompression sickness, and can stand pressures up to 1000 feet below the water's surface.
- You can talk to aquatic creatures as if you share a language.
- You can drink salt water as if it were fresh water.
- You can breathe underwater.

CHAMPION OF THE SEAS

By 18th level you have become a mediator between the depths and dry land, a last line of defense for those both above and below. You can choose to take on the form of a champion of the sea at-will.

This transformation alters your appearance in a way that you choose. Your hair might turn into seaweed, your skin may take on the appearance and texture of coral, or you could turn blue and misty, or take on physical traits of various fishes.

While in this form non-sentient aquatic creatures are naturally inclined to assist you in your adventures, though they will not fight for you unless their own lives are on the line. Sentient aquatic and land-bound creatures will often consider you as one of their own and recognize your position as a champion.

You have advantage on Charisma (Persuasion) checks on these creatures, regardless of whether they breath air or water.

Finally, you can teleport up to 60 feet as a bonus action while in water.

URBAN VAGABOND

Rangers of the archetypal urban vagabonds are contrary to everything a ranger is, yet it is impossible to deny their effectiveness in the role. These rangers know the labyrinthine city streets like the back of their hand, and always have a favour to trade to grant passage, services, or goods. These rangers often find themselves in the service of lords rooting out thieves in the sewers and leading soldiers through the hazards of urban combat.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you become proficient in thieves' tools if you are not already.

In addition you can choose to replace one of your favoured terrains with the Urban terrain.

STREET FIGHTER

Also at 3rd level, whenever a creature is adjacent to a wall, or any object that is able to grant at least $\frac{3}{4}$ cover, you have advantage on melee attack rolls against that creature.

In addition, when you are adjacent to a wall or similar object, and an adjacent creature targets you with a melee attack, you can use your reaction to swap spaces with the target.

Finally, you have advantage on the optional Overrun and Tumble actions found in the Dungeon Master's Guide.

BONUS SPELLS

Your time in cities has taught you to cast certain spells in order to survive. At 3rd, 5th, 7th, and 9th level you gain access to bonus spells. Once you gain access to a bonus spell, it doesn't count against the number of spells you know. If you gain access to a spell that isn't already on the ranger list, the spell is nonetheless a ranger spell for you.

BONUS SPELLS

Level	Spell
3rd	<i>comprehend languages</i>
5th	<i>rope trick</i>
9th	<i>haste</i>
13th	<i>arcane eye</i>
17th	<i>passwall</i>

EXTRA ATTACK

If you are playing the UA Ranger, you get the extra attack feature at 5th level.

FIRST STORY WORK

Starting at 7th level learn to make use of the construction of the cities you operate in with a magical trick. You can cast the *meld into stone* spell at will, but can only target worked stone when you do so.

In addition travelling through the nooks and crannies of cities comes easily to you now, whenever you need to squeeze to fit a space one size smaller than you, it does not cost extra movement.

FACE IN THE CROWD

By 11th level crowded areas have become your greatest toolbox. As an action you can magically change your clothing and equipment to look like that of a creature's within 30ft. This disguise can last up to 1 hour. Anyone who sees you has no reason to suspect that the outfit and equipment is fake, unless given an obvious reason to. You have advantage on Deception checks to maintain your disguise.

If you take any offensive actions, or take any damage except psychic damage, the effect is lost.

URBAN AWARENESS

At 15th level you gain a stronger Primeval Awareness. When you consume a spell slot to cast Primeval Awareness, you can choose to learn the presence of humanoid races, as well as any congregations of like-minded individuals, such as a religious or political gathering.

WILDERNESS MEDIC

The wilderness is hostile, it is filled with poisons of roaming monsters, the crashing of falling rocks, and the fragile safety of a campfire. The rangers that emulate the archetypal wilderness surgeon dedicate themselves to resisting that reality. They learn techniques to apply treatment for wounds at a moment's notice and even magical tricks to heal the mind and body of magical effects. These rangers are highly valued by adventuring parties and businesses alike. If you cannot get a cleric, the wilderness surgeon is the next best option.

BONUS SPELLS

At 3rd, 5th, 7th, and 9th level you gain access to bonus spells. Once you gain access to a bonus spell, it doesn't count against the number of spells you know. If you gain access to a spell that isn't already on the ranger list, the spell is nonetheless a ranger spell for you.

BONUS SPELLS

Level	Spell
3rd	<i>purify food and drink</i>
5th	<i>lesser restoration</i>
9th	<i>revivify</i>
13th	<i>death ward</i>
17th	<i>mass cure wounds</i>

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you become proficient in the Medicine skill, and the Herbalism kit if you are not already.

TRAUMA SURGEON

At 3rd level your experience with wounds, and what causes them, allows you to assist in lessening the damage you and your allies take in battle with quick treatment.

As an action you can restore hit points to a creature equal to ½ of the damage that creature took during the last round. Your target must have at least 1 hit point remaining for you to do so.

In addition, you can use a bonus action to grant a creature advantage on death saving throws for one minute.

EXTRA ATTACK

If you are using the UA ranger, you get the extra attack feature at 5th level.

DAMAGE CONTROL

At 7th level you are able to greatly assist your allies in minimizing the effects of hostile spells.

When you use your Trauma Medic feature, that creature also gains advantage on their next saving throw they make to end an ongoing magical effect.

In addition, creatures of your choice have advantage on saving throws they make against poison and disease that they roll at the end of a long rest that you were able to help treat them during.

PROTECT THE WOUNDED

At 11th level you are able to quickly lash out at enemies who harm your allies. When an ally you can see is hit with an attack, you can use your reaction to make 1 weapon attack against the attacking creature, if you are within range to do so.

REST AND RELAXATION

When you reach 15th level you are able to treat your allies during rests to assist in their healing. When you and your allies complete a short or long rest, you and friendly creatures of your choice gain temporary hit points of an amount equal to your Wisdom modifier.

In addition, when you roll hit dice during a short rest, you heal the maximum number possible for each die.

ROGUISH ARCHETYPES

COPYCAT

Copycat Rogues are so few and far between that many are not even sure they exist. A copycat rogue may simply appear to be an arcane trickster, or an assassin, or a thief with a magical touch. Those who master their unique magical gifts are able to unleash devastating coordinated assaults with allies, and turn their enemy's attacks right back at them.

These rogues are able to make friends with almost anyone just by pressing their similarities in the right direction, and easily infiltrate their enemies by replicating their uniform and faces.

UNIFORM APPEARANCE

When you choose this archetype at 3rd level, you gain the ability to take the appearance of others and apply it to yourself. As an action you observe a creature that you can see, and can choose up to 3 minor traits, such as eye colour, hair style, tattoo, or height and weight, or one major trait, such as their face or their uniform. You take on a physical transformation to gain this trait, which lasts for up to 1 hour, your skin and clothes melting under your unique magic into a new shape. You cannot remove a uniform or it reverts to its original look.

Your ability scores cannot be changed using this feature.

FROM YOU TO ME

Also at 3rd level, you can instantly copy what you see people around you doing. Any time a creature you can see uses their action, you can use your reaction to do that action as well. You must have any required items, or one that is similar, if for example you attempt to mimic a creature's ranged attack.

If you mimic a spell you must have the correct spell slot to consume, and the casting time must be no higher than 1 action.

FROM ME TO YOU

At 9th level you can extend your copy powers to other creatures in stressful situations. Once per round, if you and a friendly creature you can see must make the same saving throw or ability check at the same time, you both have advantage on the save.

If they are making a dexterity saving throw, friendly creatures also gain the benefit of your Evasion feature.

For example, if you are both within the radius of the same casting of the Fireball spell.

WHAT'S MINE IS YOURS

At 13th level your ability to copy extends to the deeper more complex parts of the world. When a person talks to you, or near enough that you can hear them, you instantly learn their language. You forget the language when you complete a long rest.

WHAT'S YOURS IS MINE

At 17th level you are able to gain even the abilities of your foes, turning their powers against them. When you use your reaction to replicate an action a creature has taken, you use their modifier for the roll you make if it is higher than your own would be.

HOARD RAIDER

The archetypal hoard raider specializes in relieving wealthy, dangerous individuals of said wealth. Since few creatures keep such a phenomenal amount of wealth in one place, most often these individuals are dragons. The extraordinary danger involved in robbing dragons sets these rogues apart from other thieves as experts in high-risk burglary, with an eye for planning and detail to ensure their survival.

TAKING THINGS SLOW

When you become a hoard raider at 3rd level you learn the special techniques to bypass security; magical, mundane, or living. As a bonus action on your turn you can choose to gain the following benefits:

- You can detect magical auras out to a range of 5 feet, as if you had cast the detect magic spell.
- $\frac{1}{2}$ cover becomes $\frac{3}{4}$ cover, and $\frac{3}{4}$ cover becomes total cover.
- You have advantage on Dexterity (Sleight of Hand) checks.

INFILTRATOR

Also at 3rd level, you have advantage against saving throws and resistance to damage caused by the the lair actions and regional effects of any creature.

DEEP POCKETS

At 9th level, you can use your action to temporarily transform a pocket, bag, or other container into a bag of holding. Such a container must be no larger than 2 feet in any dimension and must be able to be closed completely. The mouth forms into a zipper, a button, or other means of sealing it if there is not already one.

The container maintains the properties of a bag of holding for one hour, or until it is damaged and unable to close, at which point the container's contents spill forth and the container becomes a mundane item again.

Once you use this ability, you can't use it again until you complete a long rest.

UNDETECTABLE

When you reach 13th level, your experience in hiding from the owners of the dungeons you delve into allows you to fool even supernatural senses. When you are hidden, you cannot be targeted or observed by spells of the divination school of magic unless you choose to be, and creatures with special senses such as truesight, see invisibility, or tremor sense cannot see you.

EVASIVE MIND

Due to your expertise with the mental acuity of magical tricks and traps, at 17th level your mind becomes an even more difficult place to breach than a normal rogue's. You can apply your *evasion* and *uncanny dodge* features to Wisdom saving throws you are forced to make.



LUCKY

The Lucky Rogue may or may not actually know what they are doing, but things always seem to go their way. While they jump over an enemy, a book falls out of their bag and hits the enemy on the head, dealing incredible damage. The lucky rogue stumbles over a rock and finds a secret door.

Few people actually know that they are a lucky rogue, but everyone else in their party does, and knows to keep them close.

TILT THE ODDS

At 3rd level your luck has taken you a hair's breadth away from enemy attacks, down convenient slides to hidden treasures, and prevented your friend from stubbing her toe. Your ability to manipulate luck in this way is represented in Tilt Die, which you have 2 of and are d4's. You can roll an amount of tilt dice at once up to a certain limit. 2 at 3rd level, 3 at 10th level, and 4 at 17th level.

When you roll an ability check, attack roll, or saving throw, you can roll an amount of your Tilt dice up to your limit and increase the number on the d20 by the total showing on the tilt dice, to a maximum of 20. This is not a bonus; the number on the d20 actually changes.

You regain all of your expended Tilt dice when you finish a long rest.

At 5th level, and again at 7th, 10th, 13th, and 17th level, you gain one additional Tilt dice for an eventual total of 8 Tilt dice.

ON A ROLL

Also at 3rd level, you have learned to take advantage of your inexplicable moments of luck. If you roll a critical hit, you may make an additional weapon attack as part of the same action.

CRITICAL LUCK

At 9th level your luck extends out of you and allows you to manipulate your enemy's successes into failures, and your friend's failures into successes. When a creature you can see rolls a d20 while making an ability check, attack roll, or saving throw, you can use your reaction to apply your Tilt Dice as a bonus or penalty to their roll (your choice).

WEIGHTED DICE

At 13th level you don't even need to focus for your luck to assist you anymore. You gain a +1 bonus on top of ALL dice that you roll.

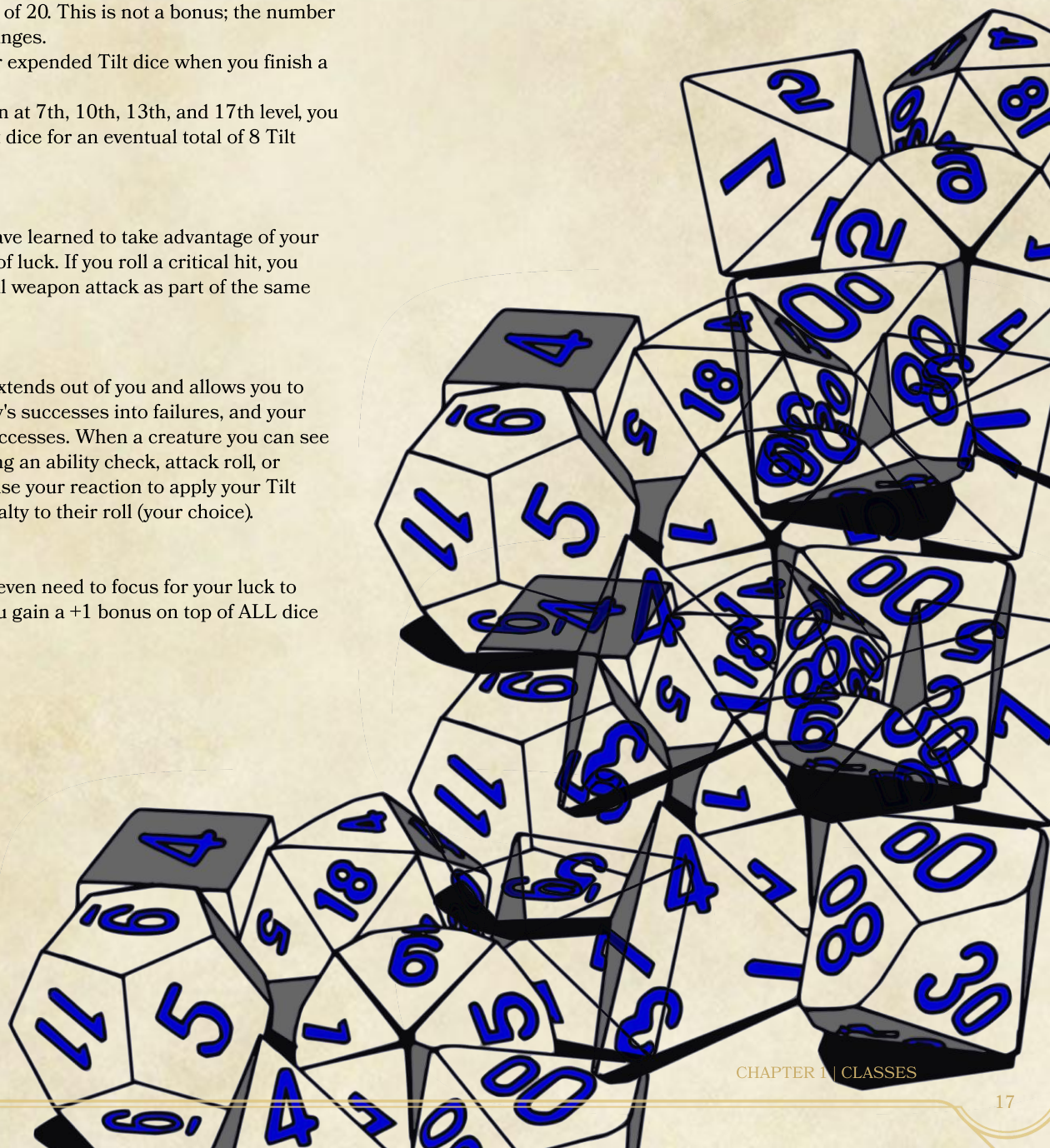
PLOT TWIST

At 17th level your luck is so powerful it bends the nature of the universe to your benefit. As an action you can, in 10 words or less, declare something about a person, place, or thing. Your declaration becomes true.

You cannot use this ability to reduce someone's hit points, even if indirectly.

Minor injuries such as someone stubbing their toe to keep them out of a hallway you need to sneak down will work, but saying a hungry dragon has fallen upon a nearby town to draw the city guard out of the city will not, as that will be harming the villagers. You might also declare that someone falls ill, or discovers a new allergy. As long as you do not effect their hit points. The DM has great leeway in deciding how your declaration will come true, if at all.

You must complete a long rest to declare something like this again.



SORCEROUS ORIGINS

ANTI-MAGIC VOID

The world is filled with magic, it crawls through everything from the trees to the clouds to the people walking around. It's what lets necromancy manipulate death, it's what lets transmutation change inanimate objects. Magic is within everything, except for you. In your past something happened, perhaps you were born in a manifest zone of the far realms, perhaps you were struck by a violent magical attack that sapped your inner magic, perhaps your ancestors angered a god and were robbed of their essence. Whatever it was, you became a black hole of magic, and like a black hole you drag magic into yourself to fill this void. You've learned to use this to your benefit, taking the magic you draw in and giving it form.

MAGIC SENSE

At 1st level you are able to pinpoint sources of magic around you. You always have the Detect Magic spell active.

If you know the Detect Magic spell already, you can choose to replace it with a spell of the same level and class list the first time you reach 1st level in this class.

MAGICAL VOID

Also at 1st level, you are able to attempt to deflect magic using the draw of your void. You can choose to gain advantage on a saving throw against a spell or other magical effect. You can choose to do this after rolling, but before the result is determined. You must complete a short or long rest to gain advantage in this way again.

ABSORB MAGIC

Starting at 6th level you are able to absorb hostile magic that targets you.

When you are forced to make a saving throw against a spell you can use your reaction and consume a spell slot of the same level as the spell you are being affected by to store the spell. You add this spell to your spell list until the end of your next turn. Before the end of your next turn, you can cast this same spell without consuming a spell slot. After the end of your next turn, the spell is removed from your spell list.

You can only do this if the spell's casting time is 1 action, bonus action, or reaction, and you can only do this once per instance of the spell.

Absorbing a spell does not prevent it from potentially hitting you, you simply absorb the stray strands of magic regardless of what other damage or effect it has done to you.

OBSERVED CASTING

By 14th level you have learned to recreate the intricacies of magic around you. Whenever you observe a spell being cast, you can choose to learn this spell until you complete a long rest.

When you cast a spell learned in this way it counts as a Sorcerer spell, and you must have the correct spell slot level to cast the spell.

HARBINGER OF EMPTINESS

At 18th level you've become a master of magic destroying spells. If you do not already know the Dispel Magic, Counterspell, and Anti Magic Field spells, you learn them now and they do not count against your number of spells known. If you do know these spells you can replace them with a spell of equal level when you first reach 18th level.

In addition you gain the following benefits:

- You can cast Dispel Magic at-will without consuming a spell slot or material components.
- You are immune to the effects of Anti Magic Field whenever you cast it. You can also cast Antimagic Field once without expending a spell slot. You must complete a long rest before you are able to do so again.

REFLECTION

You are a reflection of your true self. A being of unimaginable form in the far realms or elsewhere. Were those around you to try to understand your true form their minds would snap under a cacophony of the incomprehensible.

When you become a reflection sorcerer, your true form leaks into the world around you in strange ways. Choose one of the quirks in the table below.

REFLECTION QUIRKS

Flames within 10 feet of you form strange shapes bending into impossible forms of you

Water within 10 feet of you reflects twisted images of your true form

Thunder or Lightning emanating from a source within 10 feet of you carries a deep groan that reverberates with the sounds of your true name

When a creature within 10 feet of you bleeds, their blood forms arcane symbols relating to your being.

OBSERVER'S DISPLACEMENT

At 1st level your grasp on this world is not like a normal creature anchored physically to their coordinate. Though you cannot project much of yourself into being yet, you are able to reposition yourself easily within the material world, like a player with a chess board. When you move you can choose to teleport. For each foot you teleport, 2 feet of your movement is used.

MENTAL HELLSCAPE

Also at 1st level your mind becomes a landscape of alien thoughts and feelings. You become immune to charms and mind control.

In addition, when a creature attempts to read your mind, you can force them to succeed on a Wisdom saving throw against your spellsave DC or fall prone and become incapacitated for up to 1 minute, speaking in strange tongues and quivering in fear as the onslaught of your strange being pervades their mind.

The creature can remake the saving throw at the end of each of their turns, or when they take damage.

FRIGHTENING GAZE

Beginning at 6th level, your gaze carries a fraction of your true form within it. When a creature who can see you starts their turn within 30 feet of you, you can choose to cast your gaze towards them as a reaction. They must succeed on a Wisdom saving throw against your spell save DC or be frightened of you until the end of their next turn.

While frightened by this feature the creature's speed is reduced to 0, and they cannot tear their gaze from you.

If the creature is ever more than 30 feet away from you, or they become unable to see you, the effect ends.

After this or if the creature succeeds on its initial saving throw, you can't use this feature on that creature again for 24 hours.

OBSERVER'S REPLACEMENT

At 14th level you have gained the ability to easily change your projection within the world. When you move you can choose to teleport your full movement speed.

In addition you are able to cast the teleport spell once per long rest targeting only yourself as you pluck your projection in the world up and place them elsewhere. When cast in this way, you can teleport to other planes of existence.

IMPERFECT FORM

At 18th level you are able to nearly fully place yourself within the world. You can assume much of your true form as an ancient impossible being from beyond the multiverse, taking on an appearance you choose.

For example, your skin might turn black or take on a see-through starry look. Your hair might flow like water or spark with electricity, or you might sprout tentacles covering every inch of your body while your voice booms like thunder.

Using your action, you undergo a transformation. For 1 minute you gain the following benefits:

- You can hover in mid-air
- You emanate an aura of terror, and the cold embrace of the abyss, out to a range of 10 feet. The first time any enemy creature enters the aura or starts its turn there, the creature takes 10 damage of a damage type of your choosing. Any creature that is afraid of you is vulnerable to this damage.
- As an action you can force a creature you can see to make a Strength saving throw or be forced to float towards you uncontrollably and stare into whatever eyes you may or may not have. When they do this a creature suffers an effect based on its current hit points. After the effect is determined, you can toss them to the ground at your feet.
 - 50 hit points or fewer: blinded for 1 minute
 - 40 hit points or fewer: Blinded, deafened, and unable to speak for 10 minutes
 - 30 hit points or fewer: blinded, deafened, and incapacitated for 1 hour, babbles continuously in an unknown tongue
 - 20 hit points or fewer: killed instantly

You must complete a long rest to be able to take this form again.



OTHERWORLDLY PATRONS

MAGICAL GIRL'S PATRON

Your patron is one drawn straight out of your favourite TV shows. A creature with remarkable powers who chooses one, or very few, people to represent them to fight against a great threat and bring light and happiness to the world. This being's motivations may not always be pure, but they always have the best for you and the world in their hearts.

Your patron may be like Zordon from the Power Rangers, transforming you into a super sentai or kamen raider. Or they may be like Kero from Cardcaptor Sakura or Kyubey from Madoka Magica, transforming you into a traditional frilly dressed magical girl. Your patron may even be something more alien that grants you the transformation of a Super Saiyan from Dragon Ball, or turns you into a Superhero akin to your favourite Marvel and DC comic heroes.

Whomever your patron may be, being chosen as a magical girl is an event rarely occurring for no reason, and always leads to the pursuit of an epic destiny.

DESTINED ENEMY

All magical girls have a Destined Enemy. This is your mortal enemy that all the fates gather to put you up against, the reason you were chosen. This may change over time, discuss with the DM who this might be.

EXPANDED SPELL LIST

The Magical Girl lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

MAGICAL GIRL EXPANDED SPELLS

Spell Level	Spells
1st	<i>bless, cure wounds</i>
2nd	<i>calm emotions, spiritual weapon</i>
3rd	<i>dayling, sending</i>
4th	<i>locate creature, aura of purity</i>
5th	<i>commune, hallow</i>

FAIRY COMPANION

When you become a magical girl at 1st level you gain the all important fairy companion who will assist you in your quest. This companion takes the form of a tiny, very cute version of your patron. When you converse with your fairy companion, you can speak telepathically no matter how far away you might be. Your fairy companion always knows exactly what is going on from your perspective.

Your fairy companion has none of the power of your patron unless you are in a season finale.

In addition, you also can communicate as much as you want with them during a round, unless the dm rules it is dramatically appropriate to be cut off.

MAGICAL GIRL EVOLUTION

When you become a magical girl at 1st level you gain the ability to transform into a magical girl for 22 minutes. You can transform twice, afterwhich you cannot do so again until you complete a long rest.

If you are in the climax of the battle against your destined enemy, you can remain transformed for up 2 hours and 30 minutes.

There are two parts to a transformation, the transformation itself, and the magical girl form.

TRANSFORMATION SEQUENCE

As an action you can begin to transform into a magical girl until the start of your next turn. To do this, you must have a trinket granted to you by your patron on your person. This may come in the form of a shining pendant, or a powerful wand. Your transformation is always a spectacular event. Rays of rainbow light may shoot in all directions, a cheery tune might play for all nearby to hear, or you may perform a choreographed dance wherein your costume appears onto you. No matter how you transform, you must shout for all to hear your clear intent to transform.

While transforming you have resistance to all damage, you cannot be forced to move, and you cannot take any reactions.

Creatures that make a melee attack against you during this time must succeed on a Dexterity saving throw or take 1d6 x 1/2 your warlock level (rounded down) radiant damage. On a successful save they take half damage. You can't just interrupt a transformation sequence after all.

At the start of your next turn, you emerge from your transformation sequence in your magical girl form.

MAGICAL GIRL FORM

In your magical girl form you gain the following benefits:

- You gain temporary hit points equal to 2x your Charisma modifier at the start of each of your turns
- You gain a Flight speed equal to 60 feet, but you must land at the end of your turn or fall.
- Each of your warlock spells cast at one level higher than normal.
- You add your Charisma modifier to all damage you deal.
- If you take damage that would reduce you to 0 hit points, you can choose to fall to 1 hit point instead. You can only do this once per transformation, and you can only do this if it would be suitably dramatic for it to happen. The DM might ask you to give a dramatic one liner, or a speech after rising from the triggering attack. You may need to devote yourself to the annihilation of the triggering enemy, or vow to turn them from their evil ways.

MONSTER OF THE WEEK

By 6th level your patron has begun to inform you of the presence of hostile creatures so that you can do battle with them. If you are within 1 mile of a hostile creature, you know its general location. If you are speaking to a creature, you know if is friendly, neutral, or hostile.

If a hostile creature is a direct minion of your destined enemy, or your destined enemy themselves, you have advantage on all Charisma checks you make against that creature.



THE POWER OF FRIENDSHIP

At 10th level you learn that the greatest power a magical girl has at their command is the power of friendship. When a creature within 10 feet is hit by an attack, you may use your reaction to take the attack in their place. After taking this attack, you have advantage on your next attack roll against the attacking creature before the end of your next turn.

If this attack would reduce you to 0 hit points, you can use your reaction to cast any spell with a casting time of no more than 1 Action, or use your ultimate attack. Afterwards you fall unconscious like normal.

ULTIMATE POWER

When you reach 14th level you have obtained the ultimate power of your magical girl form. This power is unique to each Magical Girl.

Using your ultimate power is always a spectacular event, you should have a name for your power that you shout out when you use it, or a dramatic line that lets others know you are using it. You might blast waves of stars and galaxies out of your wand, or your weapon might grow to 10x its size as you pulverize your enemy.

Your ultimate power always requires an action to use, but otherwise functions as a Warlock spell that you can only use once per transformation.

After using your ultimate power, the time you may remain transformed in your magical girl form is reduced to 1 minute if it were not already lower.

If you are in the final, climactic battle against your destined enemy, you cannot use your ultimate attack until the most dramatic moment possible. When you use it in this case, your destined enemy has disadvantage on any saving throw required, and you have advantage on any attack required.

If you use your ultimate power on your destined enemy at a time that is not dramatic enough, your destined enemy will shrug off your attack as if it were nothing. In this case, the use of your ultimate power is not consumed, and you do not have to untransform.

CONSTRUCTING YOUR ULTIMATE POWER

When you first gain your ultimate power you choose the size, shape, damage type, and effects of the attack. This decision is permanent.

Construct your ultimate power by choosing from each of the following steps.

SPELL SHAPE

Choose one of the following to determine the shape of your spell. Each shape originates from you.

- Line (60ft)
- Cone(30ft)
- Sphere (15ft)

Your ultimate power deals 10d10 damage to creatures of your choice within the area.

CHOOSE HOW YOU HIT

You can either make an attack roll, or force the targets to make a saving throw.

- You roll an attack roll for each target using your spell attack bonus
- Targets must make a saving throw of your choice, either Constitution, Dexterity, or Wisdom.



DAMAGE TYPE

Choose what damage your Ultimate Power does, one of the following options:

- Bludgeoning, Piercing, or Slashing based on your weapon
- Acid, Cold, Fire, Lightning, Necrotic, Poison, Psychic, Radiant, or Thunder

Or, instead of dealing damage, you can choose to heal using your Ultimate Power.

- Healing

CHOOSE TWO

If you chose to heal, move to the next step instead.

- Targets cannot restore hit points
- Targets have disadvantage on checks and saves using one Ability Score of your choice
- Targets are stunned, restrained, or blinded and deafened
- Targets are paralyzed, poisoned, charmed, or frightened of you
- Targets have their speed reduced to half
- Allies have advantage on attack rolls against target creatures
- Targets have disadvantage on attack rolls

Each chosen effect lasts for 1 minute. The target can succeed on your choice of a Dexterity, Constitution, or a Wisdom saving throw at the end of each of their turns to end all effects.

CHOOSE ONE IF YOU CHOSE TO HEAL

- Targets have advantage on attack rolls
- Attacks against the targets have disadvantage
- Targets have advantage on saving throws

Each effect lasts for 1 minute.

DONE!

Once you have built your ultimate power, your choices are permanent. Write it down as a new ability!

ARCANE TRADITIONS

SCHOOL OF THE BROODMASTER

Wizards that keep pets are not out of the ordinary; it's no accident that find familiar is a popular entry for spellbooks. But wizards that keep entire broods of pets, like pseudodragons, raising them from eggs and experimenting on them on until adulthood, are an entirely different breed. The School of Broodmasters teaches the finer art of training a swarm of pets to tear your enemies to shreds.

MONSTER EMPATHY

Starting when you choose this tradition at 2nd level, you can communicate with non-humanoid creatures as if you shared a language.

BROOD

Beginning when you choose this tradition at 2nd level, you have begun to raise and experiment with your own clutch of creatures to follow your commands. You begin with two non-sentient creatures of your choice with a CR no higher than ¼ and a size no larger than medium.

You add your wizard level to your brood's maximum hit points.

Your brood acts independently of you, but always obey your commands. In combat, your brood rolls initiative as a group and act on one turn, using the average of their initiative modifiers. They function as a swarm of small size if made of tiny creatures, medium size if made of small creatures, and large size if made of medium creatures, this allows them to occupy the space of another creature, and vice versa.

Your brood can't attack on their turns. However, you can use your action to command each creature under your control to use its reaction to attack targets that you choose. Your brood uses your spell attack bonus on attack rolls and to determine their save DC. If one or more of your brood are reduced to 0 hit points, you can revive them and restore the maximum hit points of all creatures in your brood with a 1 hour ritual and the consumption of 25gp, which can be performed over a short or long rest.

You gain more creatures in your brood as you gain higher levels in this class. At 5th level, you have 3 creatures under your control, at 11th level, you have 4, and at 17th level, you have 5.

BROODRAGE

Starting at 6th level, the creatures in your brood have advantage on attack rolls against any creature another broodmate, including you, has attacked this turn.

FOR THE MASTER

At 10th level, when an attack is made against you, you can use your reaction to command one of your brood within 5 feet of you to leap in front of the attack. This attack targets that creature, rather than you.

BROOD MASTER

At 14th level you have learned to care for a much stronger brood of creatures. The creatures in your brood can be of a CR up to 2. You can still only have the normal maximum number of creatures in your brood.

SCHOOL OF THE HONEY MAGE

The school of the Honey Mage uses exclusively a series of hedge wizard-esque spells that require bees. Bumblebees, honey bees, potentially even wasps and other insects. These wizards often come from humble origins in honey farms, or were actually once hedge wizards themselves that found a focus with insects. Despite the apparently silly nature of this school of magic, its effectiveness in combat and adventuring life is undeniable.

The spells from the buzz school of magic are detailed in the spells section of this document.

BEE TEAM

When you choose the Honey Mage arcane tradition at 2nd level, you learn to pass on your magic through the bees you summon.

As long as you have at least one spell from the buzz school of magic that is of 1st level or higher active, you can cast any other spell from the buzz school with a casting time no longer than 1 action as a bonus action, as the bees are already available to be ordered.

B TEAM

Also at 2nd level, non-hostile insects are always charmed by you.

TEAM OF BEES

At 6th level the control of bees comes easily to you. As long as you maintain concentration on one buzz school spell, you can maintain concentration on any number of buzz school spells. If you lose concentration, all active buzz spells end.

T(B)EAMWORK

When you reach 10th level, you have advantage on concentration saving throws as long as you have at least 1 spell from the buzz school of magic active.

THE BEST BEES A FRIEND COULD ASK FOR

At 14th level you are a master of controlling bees and can maintain them well beyond their normal usage. Whenever a spell from the buzz school of magic that you have cast expires, you are refunded the spell slot as long as the bees were not destroyed (such as by a fireball spell). You cannot restore a spell slot of a level higher than 5th.

SCHOOL OF INTEL

The school of intel is one of the most scholarly schools of magic. Wizards devoted to the school of intel frequently find themselves working as spymasters and amongst researchers looking to gain an edge on the information they can gather over their competitors. These wizards focus on spells that grant them knowledge and allow them to spread knowledge, in all its forms. They learn spells that can view distant locations, send messages across miles, and learn languages at a moment's notice. They also gain such abilities to quickly analyze their enemy's techniques and quickly discern the strength of their magical opponents.

INTEL SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy an intel spell into your spellbook is halved. (See the list of intel spells, below)

QUICK THINKING

Also at 2nd level, you learn to more quickly gather information. You can cast any intel spell with a casting time of 1 minute or less as a bonus action.

MAGIC SENSE

Starting at 6th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can sense certain information about its casting capabilities. The DM will tell you three of the following characteristics of your choice:

- Highest ability score out of Intelligence, Wisdom, or Charisma
- Magic type, one of Arcane, Divine, Primal, Eldritch, or Innate
- Spell school of any active magical effects
- Highest spell slot level available
- Number of attuned magic items (if any)
- The highest rarity level among their magic items (if any)

NEW SCHOOL OF MAGIC: INTEL

The school of Intel is not considered a full school in its own right, but rather a subschool. Each intel spell also belongs to one of the eight major schools of magic.

CANTRIPS (0 LEVEL)

Message

1ST LEVEL

Comprehend Languages

Detect Magic

Identify

Illusory Script

2ND LEVEL

Darkvision

Detect Thoughts

Locate Object

Magic Mouth

Nystul's Magic Aura

See Invisibility

3RD LEVEL

Clairvoyance

Sending

Tongues

4TH LEVEL

Arcane Eye

Locate Creature

5TH LEVEL

Contact Other Plane

Dream

Legend Lore

Modify Memory

Rary's Telepathic Bond

Scrying

6TH LEVEL

True Seeing

7TH LEVEL

Etherealness

Project Image

Sequester

8TH LEVEL

Mind Blank

Telepath

9TH LEVEL

Astral Projection

SECRET TECHNIQUE

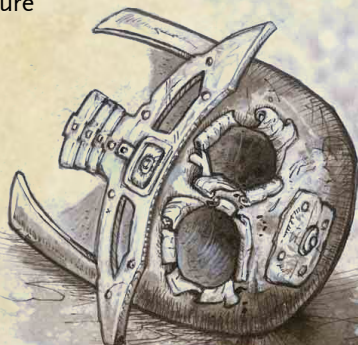
At 10th level you are able to quickly learn the techniques of your enemies. The first time an enemy hits you with an attack, you learn their fighting techniques. Until you complete a long rest, they have disadvantage on further attack rolls against you.

You can only memorize the technique of one creature at a time. Memorizing new techniques forces you to forget the techniques you had memorized before.

MASTER OF LORE

At 14th level you become a master of information, able to learn about the most obscure secrets with ease.

You learn the Legend Lore spell if you did not know it already. You can cast Legend Lore without using a spell slot or material components.



SCHOOL OF REPROGRAMMING

The school of Reprogramming takes its education from those rare sorcerers who work with wizards in their studies. They turn the sorcerer's metamagic abilities into a science, deconstructing and then reconstructing the fundamental forces of magic to create just about any spell they want from their existing repertoire.

These wizards may seem powerful to an outside observer, but any specialist of a school properly utilized could be just as much of a difficulty to deal with as themselves must be, especially considering how quickly these wizards consume their casting resources.

MODIFY SPELL

At 2nd level, you have become adept at the very basics of arcane reprogramming. Whenever you cast a spell, you can choose one of the following traits of the spell:

- components (cannot change material components if there is a gold cost)
- range and area of effect (½ damage if you change a single target to an area of effect)
- damage type or primary side effect
- visual and auditory effect.

You can swap the chosen trait with the same type of trait of a spell of the same level or lower, to a minimum of 1st level, that you also have prepared. When you do this, you must consume both spell slots.

For example, you might modify the burning hands spell's area of effect to that of ray of sickness, you would then make a spell attack against a single creature within range of a ray of sickness, dealing burning hand's damage on a successful hit.

In the reverse, you could modify ray of sickness to target all creatures in a 15 foot cone like burning hands, each creature would be making a Dexterity saving throw in this case.

Taking the range and area of effect trait from a spell that would automatically hit, such as magic missile or longstrider, into a spell that does not normally automatically hit still requires the original spell's saving throw or attack roll.

You cannot cast a modified spell in a higher spell slot than its normal slot level. Also, when you maintain concentration on a modified spell, you have disadvantage on concentration checks.

METAMAGIC REPLICATION

At 6th level your understanding of the modification of spells allows you to replicate metamagic effects from the Sorcerer class.

When you cast a spell of 1st level or higher, you can consume an additional spell slot of the same level or higher to apply a metamagic option to the spell.

FULL MODIFIER

Starting at 10th level you gain a finer control over your modifications. When you modify a spell, you can change 2 of its traits rather than just one. You can still only pick 2 spells to gather the traits from.

GREATER MODIFICATION

Starting at 14th level, you can use your bonus action to more effectively modify the casting of your spells. For the next minute your spells take on one of the following traits of your choice.

- **Arcane Transposition.** When you cast a spell, you can choose for it to originate in any space within the spells range that you can see. When targeting a creature with an attack doing this, they must be within range of you, but you do not need to be able to see the target from your position in order to target them from the new position.
- **Safe Casting.** You are immune to the effects of all spells you cast, unless you choose to not to be.
- **Targeting.** All of your spells that require a saving throw or spell attack roll instead require a saving throw using an ability of your choice, or require an attack roll from you.
- **Phasing.** Your spells ignore cover, and can target creatures on the ethereal plane.

After you make a greater modification you can end the modifier as a bonus action. You can make 2 greater modifications before you must complete a long rest to do so again.



SCHOOL OF THE DEFILER

The school of the defiler is the single most vile school of magic of all. Wizards who learn from this school are, with rare exceptions, as evil as a wizard can come. Their lust for knowledge turns them to a power that allows them to drain life energy from the world to fuel their spells. Masters of this school can restore their power even as they slay their enemies, and can drain their expertise to augment their own abilities.

In the Dark Sun campaign setting, defiling the world is a way to easily cast powerful spells, and so arcane spellcasters are often reviled as they further the draining of the life of the planet. In the reverse, there are preservers, who refuse to defile the planet in their castings.

NETHER SAVANT

Starting at 2nd level, you discover a wicked ritual to enhance the speed you are able to learn spells. When adding a spell into your spellbook, you can choose to replace the magical inks required with your own blood. This halves the time required to add that spell to your book, in exchange you reduce your maximum Hit Points by $\frac{1}{2}$ the spell's level rounded up until you next gain a Level, or until one week passes, whichever comes first.

DEFILING SPELL FUEL

When you choose the School of the Defiler at 2nd level you have learned to draw power from living things and use it to fuel stronger spell casts. You can increase a spell's level by 1 without consuming, or even needing access to, the higher slot. You cannot increase a spell's level higher than 9.

In exchange for doing this, you must take 1d6 necrotic damage for each level of the spell slot the spell is being cast in. This damage can be distributed among willing, paralyzed, or unconscious targets within 30 feet to avoid taking the damage yourself. If this damage reduces a creature to 0 hit points, they are killed and their body shrivels.

You also have the option of destroying plant life in such a way that nothing can grow in that location ever again. The radius of this defiled area is equal to 10ft x Spell Level.

At 10th level you can increase the spell's level by 2, and at 17th level you can increase the level by 3.

CORRUPTED ESSENCE

When you reach 6th level your body has begun to become corrupted from your interactions with this dark magic. But the temptation to cast using it only becomes stronger from here. When you complete a short or long rest you gain a special pool of temporary hit points equal to twice your Wizard Level.

These temporary hit points cannot be reduced by any means other than as fuel for your defiling.

If a creature ever drains your health to heal themselves, such as by the *vampiric touch* spell, you can give away the temporary hit points, which will deal damage to them instead of healing.

DEFILED RESURGENCE

Once you reach 10th level, your journey down this dark path has granted you incredible powers to suck the life out of your enemies. This only encourages you more and more to continue defiling.

Once per turn, when you deal damage to a creature using a spell of 1st level or higher, you restore a number of hit points equal to your Intelligence modifier.

STEAL ESSENCE

When you reach 14th level you have learned a horrible ritual to tear out the base substance of a creature; the more subtle and intricate pieces of their existence. As a bonus action you can force a creature within 30ft to make a saving throw using an ability score of your choosing. On a failed save, that ability score temporarily decreases by 2, and your same ability score temporarily increases by 2, up to a maximum of 30.

Each turn you can choose to use your bonus action to maintain this effect and drain further power from them from the same ability score. If they succeed on the required saving throw, they restore their normal ability score, and you lose your temporary bonus. The effect also ends after 1 minute, if you fall unconscious, or if they die.

If a creature is reduced to 0 in any ability score, they die.

You can use this ability two times before you must complete a long rest to use it again.



CHAPTER 2: MAGIC

NEW SCHOOL OF MAGIC: BUZZ

The school of Buzz is not considered a full school in its own right, but rather a subschool. Each Buzz spell also belongs to one of the eight major schools of magic. Only Druids, Sorcerers, and Wizards can learn spells of the Buzz school.

CANTRIPS (0 LEVEL)

bzzz

1ST LEVEL

BZZZZZZZ

2ND LEVEL

Flight of the Bumblebee

3RD LEVEL

Not The Bees!

4TH LEVEL

Attack Formation Delta Sigma Epsilon

5TH LEVEL

Defense Formation Gamma Beta Omega

6TH LEVEL

Beep Grand Cherokee

7TH LEVEL

Creeping Swarm (of bees)

9TH LEVEL

Big Bee's Hand



BEEP GRAND CHEROKEEPER

6th-level conjuration (buzz)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a truck)

Duration: However long bees live for

When you cast this spell you specify an object or series of objects taking up space no more than 30ft on any one side to be created and function entirely by bees. Within that space however the object can be as complex or simple as you want, as long as it is within the bounds of the bees to pull off. The bees can function as machine parts to, for example, create an assembly line of newspapers. They can also be used to create a vehicle to carry you and your companions, or a series of steeds. The bees will break apart if any part of the creation takes damage, and the spell ends.

BIG BEE'S HAND

9th-level conjuration (buzz)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a spellscroll of Bugby's Hand, and a bee)

Duration: Concentration, up to 1 minute

You conjure a large buzzy bee hand in an unoccupied space within range. This hand has an AC of 20, 120 hit points, and uses your ability scores for casting and saving throws. The hand takes up the same space as a small sized creature, but can also move in a space as small as 1".

As a bonus action on your turn you can command the hand to cast any spell from the Buzz school of magic that is of 5th level or lower. The hand supplies any components necessary, concentrates for you, and does not consume spell slots when it casts a Buzz school spell.

BUZZ SPELL DESCRIPTIONS

ATTACK FORMATION DELTA SIGMA EPSILON

4th-level conjuration (buzz)

Casting Time: 1 action

Range: Self (cone, sphere, or line)

Components: V, S, M (a generous helping of honey)

Duration: Instantaneous

When you cast this spell you summon a swarm of bees to ravage your enemies. You can command them to attack in a formation of your choice from the following list:

- 30ft cone
- 15ft radius sphere
- 60ft line.

The chosen formation originates from you. Make an attack roll against each creature within the formation. On a hit, the target takes 8d4 piercing damage, and 8d4 poison damage.

At higher levels. When you cast this spell using a slot of 5th level or higher, each of the damage type's damage increases by 2d4, and the range options increase by 5ft for each level above 4th.



BZZZZ

Conjuration cantrip (buzz)

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a dab of honey)

Duration: Concentration, up to 1 minute

When you cast this spell you summon a powerful bee from somewhere that is your ally and friend.

When you cast this spell, and on each of your turns for the duration, you can use your bonus action to command the bee to attempt to sting a creature within range. They must succeed on a constitution saving throw or become poisoned until the end of your next turn. They also take 1 piercing damage. On a successful sting, the bee dies, and the spell ends.

Constructs and incorporeal creatures cannot be stung by your bee.

BZZZZZZZ

1st-level conjuration (buzz)

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a honeycomb)

Duration: Concentration, up to 1 minute

When you cast this spell you make a loud droning sound that summons a swarm of bees to surround you in a 10 foot radius, moving with you. Any creature that starts their turn in the area or enters it on their turn takes 1d6 piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius increases by 5ft, and the damage increases by 1d6 for each slot above 1st.

CREEPING SWARM (OF BEES)

7th-level conjuration (buzz)

Casting Time: 1 action

Range: 900 feet

Components: V, S, M (a bee hive)

Duration: Concentration, up to 1 minute

When you cast this spell you create a 100 foot line of bees perpendicular to you, with you at the center. The swarm of bees move 100 feet at the start of each of your turns directly forwards. The bees will find any way they can to continue their path, moving through holes as small as a single bee.

Creatures caught in the path of the bees must make a Dexterity saving throw or be struck by the buzzing stinging havoc, taking 10d6 piercing damage on a failed save (half on success).



DEFENSE FORMATION GAMMA BETA OMEGA

5th-level conjuration (buzz)

Casting Time: 1 action

Range: Self

Components: V, S, M (a generous helping of honey)

Duration: 1 round

When you cast this spell you summon a swarm of bees to defend you and your companions. The bees coat you and your friends, buzzing furiously in your defense. You, and any creature of your choice within 30 feet have a bonus to your AC and Dexterity Saving Throws equal to +10 until the end of your next turn. This effect is lost for a creature that is hit by an attack or takes damage from a failed dexterity saving throw before the duration expires.

At higher levels. When you cast this spell using a spell slot of 6th level or higher, the bonus increases by +2 for each slot above 5th.

FLIGHT OF THE BUMBLEBEE

2nd-level conjuration (buzz)

Casting Time: 1 action

Range: Self

Components: V, S, M (a yummy lil flower)

Duration: Concentration, up to 10 minutes

When you cast this spell, a swarm of bumble bees lift you slightly off the ground, allowing you to bypass ground-based traps and other effects.

In addition, when you cast this spell and on each turn thereafter for the duration, you can use a bonus action to be lifted and carried 10 feet in any direction. This movement does not provoke opportunity attacks.

NOT THE BEES!

3rd-level conjuration (buzz)

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (a Nicholas Cage movie)

Duration: Concentration, up to 1 minute

When you cast this spell you unleash angry bees upon a target within range. The creature must succeed on a constitution saving throw at the end of each of their turns or become incapacitated by the bees until the end of their next turn. The creature can use an action to protect themselves to avoid needing to make a save for that turn.



NEW ENCHANTMENT SPELLS

BARD

CANTRIPS (0 LEVEL)

Befuddle
Incite Fear
Pepper's Purpose
Thought Jab

1ST LEVEL

Beguiling
Fumble

2ND LEVEL

Character Flaw
Hesitate
Loosen Tongue
Zone of Deception

3RD LEVEL

Dire Charm
Excessive Indulgence

4TH LEVEL

Siren Song

5TH LEVEL

Impeding Permission
Scapegoat
Revenge

6TH LEVEL

Harmonic Discord
Inflict Madness
Lost Wanderer

7TH LEVEL

Endless Dance

8TH LEVEL

Agitate Crowd
Disbelief

9TH LEVEL

Just A Game
Xenophobic Rage

CLERIC

CANTRIPS (0 LEVEL)

Incite Fear

1ST LEVEL

Empathic Resonance

2ND LEVEL

Hesitate
Zone of Deception

3RD LEVEL

Excessive Indulgence

4TH LEVEL

Peacebinding

5TH LEVEL

Scapegoat
Revenge

6TH LEVEL

Inflict Madness

8TH LEVEL

Agitate Crowd

9TH LEVEL

Xenophobic Rage

DRUID

CANTRIPS (0 LEVEL)

Pepper's Purpose

4TH LEVEL

Peacebinding
Siren Song

5TH LEVEL

Nature's Charm
Revenge

6TH LEVEL

Lost Wanderer

9TH LEVEL

Xenophobic Rage

PALADIN

1ST LEVEL

Empathic Resonance

2ND LEVEL

Hesitate
Zone of Deception

3RD LEVEL

Targeted Awareness
Excessive Indulgence

4TH LEVEL

Peacebinding

5TH LEVEL

Impeding Permission
Oathbinding
Revenge

RANGER

2ND LEVEL

Hesitate

3RD LEVEL

Dire Charm
Targeted Awareness

SORCERER

CANTRIPS (0 LEVEL)

Befuddle
Incite Fear
Thought Jab

1ST LEVEL

Beguiling
Chaotic Magic

3RD LEVEL

Dire Charm

4TH LEVEL

Siren Song

5TH LEVEL

Impeding Permission
Scapegoat

6TH LEVEL

Harmonic Discord
Inflict Madness

8TH LEVEL

Agitate Crowd
Disbelief

WARLOCK

CANTRIPS (0 LEVEL)

Befuddle
Incite Fear

1ST LEVEL

Beguiling

2ND LEVEL

Loosen Tongue
Fumble

3RD LEVEL

Dire Charm
Excessive Indulgence

5TH LEVEL

Impeding Permission
Scapegoat

6TH LEVEL

Inflict Madness
Lost Wanderer

7TH LEVEL

Endless Dance

8TH LEVEL

Agitate Crowd
Disbelief

9TH LEVEL

Just A Game
Xenophobic Rage

WIZARD

CANTRIPS (0 LEVEL)

Befuddle
Incite Fear

1ST LEVEL

Fumble
Beguiling

2ND LEVEL

Hesitate
Loosen Tongue

3RD LEVEL

Dire Charm
Targeted Awareness

4TH LEVEL

Siren Song

5TH LEVEL

Impeding Permission
Scapegoat

6TH LEVEL

Harmonic Discord
Inflict Madness
Lost Wanderer

7TH LEVEL

Endless Dance

8TH LEVEL

Agitate Crowd
Disbelief

9TH LEVEL

Just A Game
Xenophobic Rage

ENCHANTMENT SPELL DESCRIPTIONS

AGITATE CROWD

8th-level enchantment

Casting Time: 10 minutes

Range: Self

Components: V, S

Duration: 8 hours

This spell enables you to sway a large group of people toward accomplishing a specific goal. You must speak emphatically on the subject for 10 minutes, playing on the crowd's emotions and reason, to inflame their fervor for or against a cause or person. You must be clear about the specific goal you want to achieve.

For example, shouting that "The Academy of Wizards is evil and corrupt!" might make people dislike the academy, but it won't spur them to action because it doesn't tell them what to do. Adding "Follow me, and we'll burn it to the ground!" will send a crowd of torch-bearing arsonists to the academy tower.

The spell affects all sentient creatures that are able to hear and understand you within 120 feet. When you finish casting the spell, all potential targets of the spell who fail a Wisdom saving throw are compelled to follow your instructions for the duration of the spell, as long as those orders are in keeping with the goal stated in the speech and you personally lead them. If these conditions aren't met, the spell ends. The spell also ends when the goal has been achieved.

BEFUDDLE

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A creature within range that fails an Intelligence saving throw forgets the last round, becoming confused and losing their train of thought. The affected creature remains this way until the start of their next turn, and is unable to take reactions. Further, if the target creature is concentrating on a spell, they must immediately make a concentration save when Befuddle is cast on them.

For example, if a lady sees someone running from her husband's room with a dagger, this spell compels her to forget that image. But if the person with the dagger is still visible on her turn, she'll wonder about it all over again.

BEGUILING

1st-level enchantment

Casting Time: 1 bonus action

Range: Sight

Components: V

Duration: 1 hour

You become indistinct and enthralling as you twist the perception of yourself to others. When you cast this spell, and as a bonus action on your turn, you can designate 1 creature who can see you to become beguiled by you.

While beguiled by you a creature is friendly to you and you make Charisma checks and Wisdom (Insight) checks towards them with advantage.

In addition, you can change the perception of beguiled creatures in subtle ways. You can do one of the following as an action.

- Force them to believe a simple lie you tell them as long as it cannot be immediately proven to be false.
- Force them to perform a simple task for you that does not take them out of your sight, or subvert their loyalties.

If a beguiled creature is forced to recognize what you have changed of their perception, they can attempt a Wisdom saving throw against your spellsave DC to end the beguiling. On a failed save they will change their thinking to rationalize the new information.

If you or an ally attack a beguiled creature, they regain their senses. If a beguiled creature becomes unable to see you, they regain their senses. If you choose a new creature to beguile, the former regains their senses. In none of these circumstances does the creature know that they were charmed. A creature can be beguiled for no longer than 1 hour before you must recast this spell to beguile them again.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the number of creatures you can have beguiled at one time increases by 2, and the time you can keep this spell active for increases by 1 hour, for each slot level above 1st.

CHAOTIC MAGIC

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

A creature within range must succeed on a Charisma saving throw or they become unable to fully control their magic. Each time the creature uses magic, such as casting a spell, creating a spell-like effect, or a magical feature such as a dragon's breath, but not using a magic item, roll on the wild magic table.

Each time they roll on the wild magic table, they can reroll their saving throw as well.

CHARACTER FLAW

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 10 minutes

One creature that you touch becomes unpleasant and gaffe-prone, provided it fails a Wisdom saving throw. Until the spell ends, the target creature has disadvantage on Charisma checks when interacting with other intelligent creatures, and if applicable must roleplay in such a way as to seem as if they are completely unaware of typical polite behaviour.

DIRE CHARM

3rd-level enchantment

Casting Time: 1 action

Range: 200 feet

Components: V, S

Duration: Concentration, up to 1 minute

You magically infect a living creature with murderous impulses, unless that creature makes a successful Wisdom saving throw. If the saving throw fails, that creature will instantly go berserk, and will seek to destroy everyone around, friend and foe alike. On their turn the creature must use their action to attack the nearest creature, or to dash to the nearest creature if they cannot reach with their regular movement.

DISBELIEF

8th-level enchantment

Casting Time: 1 action

Range: Self

Components: None

Duration: Concentration, up to 1 minute

You convince yourself that as many as four objects or creatures of Huge size or smaller simply do not exist. Creatures you don't believe in cannot harm or hinder you and you can pass right through them as if they were difficult terrain (you take 1d10 force damage if you end your turn inside a creature that doesn't exist). Likewise, you cannot take action against a creature or object you don't believe in.

EMPATHIC RESONANCE

1st-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a holy symbol)

Duration: Concentration, up to 1 minute

One creature you touch becomes aware of the suffering it causes. Whenever the creature attempts to injure another creature, it must make a Wisdom saving throw. If the saving throw fails, then it cannot go through with its action and must choose to do something else.

ENDLESS DANCE

7th-level enchantment

Casting Time: 1 action

Range: Self (100-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

You begin dancing wildly. All creatures within range who can see you must make a Wisdom saving throw. A creature who fails drops whatever it is holding and begins dancing with you. The creature may make a new saving throw each minute.

After the first minute, the creature begins taking 1d8 force damage each round until the spell ends, the creature successfully makes a saving throw, or the creature dies.

EXCESSIVE INDULGENCE

3rd-level enchantment

Casting Time: 1 action

Range: 15 feet

Components: V

Duration: Concentration, up to 1 minute

You force a creature of your choice to succeed on a Wisdom saving throw or be forced to repeat the last action they took on each of their subsequent turns for the duration of the spell. If the creature has not taken an action recently then a more mundane action they have taken, such as snapping their fingers, becomes their indulgence and they must use their action to do it as much as possible.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

FUMBLE

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a broken finger bone)

Duration: Duration, up to 1 minute

One creature you can see becomes cursed with clumsiness if it fails a Wisdom saving throw. While cursed, the creature must make a Dexterity saving throw to avoid falling prone whenever it moves at least half of its movement speed during its turn.

It also must make a Dexterity saving throw after each weapon attack it makes to avoid dropping the weapon.

HARMONIC DISCORD

6th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You create a discordant ringing sound that fills a 60-foot-radius sphere centered on you. When you move, the sphere moves with you.

Any creature in the area must make a Constitution saving throw against your spell save DC when they try to cast a spell of 6th level or lower; if the saving throw fails, the spell fails and it has no effect.

A creature maintaining a spell of 6th level or lower that requires concentration must make this saving throw at the beginning of each of its turns or it loses concentration and the spell ends.

Creatures that can't hear are immune to this effect.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the maximum spell level that this spell can interrupt is less than or equal to the level of the spell slot you used.

HESITATE

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a seed)

Duration: Instantaneous

All creatures in a 20-foot-radius sphere centered on a point you can see must make Wisdom saving throws. Each creature that fails the saving throw hesitates briefly, reducing its initiative score by 5. If this changes its place in the initiative order, the creature uses the new position for the rest of the combat.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you reduce affected creature's initiative by an additional 2 points for each slot level above 2nd.

IMPEDING PERMISSION

5th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

You choose one creature in range that you can see and that has an Intelligence of 5 or greater. That creature must make a Wisdom saving throw. If it fails, it is charmed by you for the duration. While the creature is charmed, they can only take actions that you directly approve of, such as by nodding, or by giving them detailed instructions to follow in advanced.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, the duration increases by one hour for every slot level above 5th.

INCITE FEAR

Enchantment cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a part of a creature or object generally considered spooky, such as a spider or rat)

Duration: Instantaneous

You attempt to spook a creature within range. They must succeed on a Wisdom saving throw or become frightened of you until the end of their next turn.

INFLECT MADNESS

6th-level enchantment

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (an incomprehensible object from any other plane of existence worth at least 5,000gp)

Duration: Instantaneous

When you cast this spell on a creature with at least 8 Intelligence they must succeed on a Wisdom saving throw or fall under the effect of a short-term madness for ten minutes. At the end of the 10 minutes they must succeed on a Wisdom saving throw or fall under the effect of a long-term madness for 1 week. At the end of the week they must succeed on one last Wisdom saving throw or fall under the effects of an indefinite madness.

If the creature succeeds on any of the saving throws from this spell, the spell and the madness they are suffering from immediately ends.

JUST A GAME

9th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

When you cast this spell you force a creature to succeed on an Intelligence check or be compelled to play a simple game until they are able to win. If you target a creature with less than 8 intelligence, the spell fails.

The game might be one such as chess, three dragon ante, or similar mundane games. The pieces required for the game appear to be visible only to the creature afflicted with this spell and their opponent appears to be a featureless specter that will neither allow them to win, or engage them in conversation other than to explain the rules of the game.

While the target is playing they appear translucent to those around them, and they cannot be interacted with in any way.

The target must spend a full day attempting to win the game. At the end of each day they roll a DC 20 Intelligence check. If it succeeds, it wins the game and they are freed from the compulsion to play. While playing, the creature will neither eat, sleep, or drink, and may suffer exhaustion from this.

Each day that the creature plays the game they gain an additive +1 bonus to their check as they learn how to beat the specter.

LOOSEN TONGUE

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

When you cast this spell, a creature within range must succeed on a Charisma saving throw or say a phrase of your choice no longer than 25 words. Whether or not the creature succeeds on the save, they do not know they said anything out of the ordinary or that they were under the effect of a spell.

LOST WANDERER

6th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a broken compass)

Duration: 24 hours

A creature you can see within range must make a Wisdom saving throw. If it fails, it is cursed with the inability to find its way for the duration of the spell. The creature can't read maps or remember the route to anywhere. The creature can be led to a destination by another creature, but otherwise, it selects its path randomly.

The curse doesn't prevent the creature from making its way to destinations it can see. The effect can be ended by magic that lifts a curse.

NATURE'S CHARM

5th-level enchantment

Casting Time: 1 minute

Range: Self (30-foot radius)

Components: V, S

Duration: 24 hours

You cause one natural place to exert a special fascination to all creatures other than yourself and those native to the area. Any creature who enters the area must make an Intelligence saving throw to leave; otherwise, it will make up excuses as to why it wishes to stay.

A creature will fight fiercely if someone attempts to make it leave the area, but will otherwise remain there peacefully.

OATHBINDING

5th-level enchantment

Casting Time: 10 minutes

Range: Touch

Components: V

Duration: Agreed upon length

You or one willing creature you touch vows to behave in a certain way for the length of the oath, which you both decided and agree to while casting. If the target breaks its vow, the oath includes the need to perform a certain act of contrition, which must be feasibly possible and not be suicidal in nature. Because this spell only affects willing creatures, it is effective on creatures that are immune to being charmed.

If the creature breaks its vow, even unknowingly, it takes 1d10 psychic damage. If the creature then fails to perform the chosen act of contrition within 1 week, it takes 5d10 psychic damage, and its hit point total is reduced by that amount, until it performs the act of contrition.

Breaking the vow and performing the act of contrition does not end the spell. You may choose to end the spell early by using an action to dismiss it, and a remove curse, greater restoration, or wish spell also ends it.

PEACEBINDING

4th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

To cast this spell, you must be holding at least one weapon in your hand, and you must sheathe, sling, or drop every weapon you hold as the spell is cast. Each creature within a 60ft radius must make a Wisdom saving throw. If a creature fails its saving throw, it too must put away its weapons, and it can't attack or cast a spell that adversely affects its target for the duration of the peacebinding. If a creature under the effect of peacebinding is attacked, it is automatically released from the effect. If you draw a weapon or attack any creature, the spell ends immediately.

Creatures with less than 7 intelligence automatically fail the saving throw.

PEPPER'S PURPOSE

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: S, M (a pinch of pepper)

Duration: Instantaneous

One creature you can see sneezes loudly unless it makes a successful Constitution saving throw. In addition to revealing a creature's presence, a failed save also gives the creature disadvantage on ability checks until the start of your next turn, as they are briefly disoriented from the force of the sneeze.

Creatures that do not breathe are unaffected by this spell.

REVENGE

5th-level enchantment

Casting Time: 8 hours

Range: Self

Components: V, S, M (an object involved in the triggering event, which the spell consumes. If the object is larger than 5ft in any dimension only the portion you are touching is consumed)

Duration: Until dispelled

When you cast this spell you swear a powerful oath of revenge against one who has wronged you. While casting this spell you must lay your hand upon an object of intense importance to you that is representative of how they have wronged you.

At the end of this ritual you spill your blood onto the object and it dissolves. The target must succeed on a Charisma saving throw or fall under the oath of revenge. The target has disadvantage on the save if the way they have wronged you was especially malicious and they did it on purpose knowing how malicious it was. The target has advantage on the save if they are genuinely mournful of their actions. If the creature is non-sentient, or does not know who you are, they automatically succeed on the save.

If you or they stop actively pursuing each other the spell ends and whoever triggered this must succeed on a Constitution saving throw or die. This spell will also end if you have determined your revenge has been fulfilled, you have been defeated, you cast the spell again, or either of you dies.

While this spell persists you and the target know which direction the other is, as long as you are on the same plane of existence, and you are consumed by the urge to find each other and settle things once and for all. Violent creatures may consider this to be in the form of combat, others may consider this to be a business deal, or some other competition such as a bardic duel.

Once your showdown begins neither of you can flee until it is resolved. If you are forcefully removed from the situation, such as by teleportation against your will, the spell resumes as normal.

SCAPEGOAT

5th-level enchantment

Casting Time: 1 action

Range: 120 feet (20 foot radius sphere)

Components: V, S, M (goat hair and a small stone)

Duration: Concentration, up to 10 minutes

You designate a target within range that this spell is centered on. Creatures within 20 feet of the target with at least 5 Intelligence must make an Intelligence saving throw. On a failure, they believe that the target is responsible for whatever troubles are plaguing them. This saving throw is at disadvantage if they already have reason to dislike or distrust the target.

Given sufficient evidence to the contrary, affected creatures can remake the saving throw.

SIREN SONG

4th-level enchantment

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a large conch shell and a pint of water)

Duration: Concentration, up to 10 minutes

You choose one humanoid target within range that you can see. That target hears haunting, beautiful music and must make a Wisdom saving throw or become overwhelmed with the need to find the source.

As the music is illusory, it has no actual source and so the target will wander aimlessly, however, when you cast this spell you can designate a location within for the target to believe the music is originating from

The target will ignore all distractions and will attempt to walk through any obstacle that isn't an obvious danger. The target may react violently against those who try to keep them from finding the source of the music.

Though they will not leave on their own, if the target is ever at least 300 feet away from the location they were in when the spell was cast, the spell ends.

TARGETED AWARENESS

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You choose a target creature within range that must succeed on a Wisdom saving throw. On a failed save you can describe in 25 words or less something that the creature becomes unable to notice. For example you may choose for a guard to be unable to notice your thief picking a lock.

If what is blocked changes circumstances in such a way that the affected creature would be able to notice it, such as the door the thief unlocked opening and closing, they are able to remake the saving throw.

If an unaffected creature brings what is blocked to the attention of the affected creature, they are able to remake the save with advantage.

THOUGHT JAB

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You attempt to distract the thoughts of a creature within range by projecting your mind towards them.

The target must succeed on a Charisma saving throw or take 1d4 psychic damage, and a concentration save triggered by this damage is rolled with disadvantage.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

XENOPHOBIC RAGE

9th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 24 hours

You sow chaos by drawing upon the secret fears of any number of creatures within 50 feet that you can see to make them instantly aggressive toward anyone not of their own race. Each creature must make a Wisdom saving throw. If the saving throw fails, the creature feels the full effect of this spell; on a successful save, the creature is confused (per the confusion spell) for one minute.

Targets that failed their saving throws become homicidal against creatures of a particular race, alignment, political party, or other identifying feature of your choosing. They see them as an enemy to be destroyed. They have no allies except creatures of their own similar feature, even if those creatures were their enemies before xenophobic rage was cast. If an affected creature is one of the identifying featured, they automatically succeed on the saving throw.

Affected creatures must use all of their powers to the best of their ability to destroy the nearest enemies they can see. Each time an affected creature reduces another creature to 0 hit points or kills it, it can repeat the Wisdom saving throw; a successful save ends the spell's effect on that creature.

ZONE OF DECEPTION

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You create a magical zone that guards against the truth in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak the truth while in the radius.

You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it doesn't want to lie. Such a creature can hint at the truth as long as the bulk of its statement is a lie.

NEW NECROMANCY SPELLS

BARD

CANTRIPS (0 LEVEL)

Blood Proxy
Haunt

1ST LEVEL

Clot
Death Grip
Detect Undead
Exhaust
Haunting Breeze

2ND LEVEL

Crippling Stare
Ghostly Apparition

3RD LEVEL

Blood Purge
Weeping Wounds

4TH LEVEL

Pestilence
Tomb Rot

5TH LEVEL

Curse of Undeath
Magician's Gamble

6TH LEVEL

Wail of the Banshee

8TH LEVEL

Winds of Decay

CLERIC

CANTRIPS (0 LEVEL)

Blood Proxy
Haunt
Prevent Death

1ST LEVEL

Clot
Death Grip
Detect Undead
Embalm
Haunting Breeze
Life Line

2ND LEVEL

Blood Feast
Ghostly Apparition
Skull Guardian

3RD LEVEL

Corpse Blast
Maintain Control
Weeping Wounds

4TH LEVEL

Icy Miasma of Death
Tomb Rot

5TH LEVEL

Avoid Destruction
Curse of Undeath

6TH LEVEL

Shadow of the Dead

7TH LEVEL

Empower Undead
Immortalize

8TH LEVEL

Winds of Decay

DRUID

CANTRIPS (0 LEVEL)

Blood Proxy
Haunt
Prevent Death

1ST LEVEL

Clot
Death Grip
Detect Undead
Embalm
Exhaust
Haunting Breeze

2ND LEVEL

Blood Feast
Crippling Stare

3RD LEVEL

Blood Purge
Grave Dust

4TH LEVEL

Icy Miasma of Death
Pestilence
Tomb Rot

5TH LEVEL

Avoid Destruction

6TH LEVEL

Shadow of the Dead
Wail of the Banshee

7TH LEVEL

Empower Undead

8TH LEVEL

Winds of Decay

PALADIN

1ST LEVEL

Clot
Detect Undead
Life Line

2ND LEVEL

Crippling Stare

4TH LEVEL

Icy Miasma of Death

5TH LEVEL

Avoid Destruction
Curse of Undeath

RANGER

1ST LEVEL

Clot
Detect Undead

2ND LEVEL

Blood Feast
Skull Guardian

SORCERER

CANTRIPS (0 LEVEL)

Blood Proxy

1ST LEVEL

Death Grip
Detect Undead
Exhaust

2ND LEVEL

Crippling Stare
Ethereal Conduit
Skull Guardian

3RD LEVEL

Blood Purge
Corpse Blast
Dark Lightning
Maintain Control
Weeping Wounds

4TH LEVEL

Icy Miasma of Death
Pestilence

5TH LEVEL

Avoid Destruction
Magician's Gamble

6TH LEVEL

Incantation of Reaping

8TH LEVEL

Winds of Decay

WARLOCK

CANTRIPS (0 LEVEL)

Haunt

1ST LEVEL

Death Grip
Detect Undead
Exhaust
Embalm
Haunting Breeze

2ND LEVEL

Crippling Stare
Skull Guardian

3RD LEVEL

Blood Purge
Corpse Blast
Dark Lightning
Maintain Control

4TH LEVEL

Icy Miasma of Death
Pestilence

5TH LEVEL

Magician's Gamble

6TH LEVEL

Incantation of Reaping
Shadow of the Dead
Wail of the Banshee

7TH LEVEL

Empower Undead

8TH LEVEL

Winds of Decay

WIZARD

CANTRIPS (0 LEVEL)

Blood Proxy
Haunt

1ST LEVEL

Death Grip
Detect Undead
Embalm

2ND LEVEL

Crippling Stare
Ethereal Conduit
Ghostly Apparition
Skull Guardian

3RD LEVEL

Corpse Blast
Dark Lightning
Grave Dust
Maintain Control
Weeping Wounds

4TH LEVEL

Flight of the Scarabs
Icy Miasma of Death
Tomb Rot

5TH LEVEL

Avoid Destruction
Curse of Undeath
Magician's Gamble

6TH LEVEL

Incantation of Reaping
Wail of the Banshee
Shadow of the Dead

7TH LEVEL

Empower Undead
Immortalize

8TH LEVEL

Winds of Decay

BLOOD FEAST

2nd-level necromancy (ritual)

Casting Time: 1 minute

Range: 30ft

Components: V, S, M (1 pint of blood for each vial created)

Duration: Instantaneous

This spell takes the blood of creatures and allow it to be feasted upon to fulfill all of a medium-sized creature's nourishment requirements for the day. For each pint of blood taken from a creature, they lose an amount of hit dice equal to $\frac{1}{4}$ of their maximum, and they cannot restore these lost hit dice on their next long rest.

One pint of blood is enough to nourish 1 medium sized creature for 1 full day. After 24 hours the blood spoils and cannot be used in this way.

BLOOD PROXY

Necromancy cantrip

Casting Time: 1 action

Range: Self

Components: S, M (your own blood)

Duration: Instantaneous

This spell allows you to substitute a vial of fresh blood for the spell slot normally required to cast a spell. When you cast this spell, choose another spell with a casting time no higher than 1 action. You do not consume a spell slot for the spell you choose. Instead you take 1d12 necrotic damage for each spell slot level. This damage cannot be reduced or negated in any way.

BLOOD PURGE

3rd-level necromancy

Casting Time: 1 action

Range: 30ft

Components: V, S, M (a syringe)

Duration: Instantaneous

This grotesque spell causes a single victim who fails a Constitution saving throw to uncontrollably vomit up their blood. They take $\frac{1}{4}$ of their current Hit Points as poison damage. Undead and Constructs are immune to this spell.

CLOT

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

With this minor incantation you are able to cause a creature's own blood to clot instantly if it should begin to flow due to a wound.

For the duration all non-magical induced damage they suffer is reduced by your spellcasting modifier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

NECROMANCY SPELL DESCRIPTIONS

AVOID DESTRUCTION

5th-level necromancy

Casting Time: 1 Reaction, which you take when you are reduced to 0 hit points

Range: Self

Components: V, S, M (a miniature golden locust, worth at least 500gp)

Duration: Instantaneous

This incantation allows you to escape bodily destruction when you take damage that reduces you to 0 hit points. Your body explodes into a swarm of locust that fly away from the scene as quickly and directly as possible. This spell only protects you from actual physical destruction due to loss of Hit Points, it will not protect you from being slain by a spell or effect that causes death without actually dealing damage.

You must sacrifice 1 Hit Dice when this spell is cast which will be returned to when you reform. If you do not have a Hit Dice to sacrifice, then the spell fails.

While transformed into a locust swarm you have a Flying speed of 60ft and may perceive your surroundings as normal. You may stay in this form for up to 1 hour, after which you will automatically reform to your natural state, with 1 hit point, as well as 2 levels of exhaustion unless you already have 3 or more.



CORPSE BLAST

3rd-level necromancy

Casting Time: 1 action

Range: 120ft

Components: V, S, M (cracked bones)

Duration: Instantaneous

With this incantation you cause a single corporeal Undead under your control to explode sending deadly bone fragments flying outwards to a range of 15ft. Creatures within the area must succeed on a Dexterity saving throw or take 10d8 piercing damage, half damage on a success. The targeted Undead will be completely destroyed.

If the chosen undead is under ½ of its maximum hit points, the damage done by this spell is only 5d8.

CRIPPLING STARE

2nd-level necromancy

Casting Time: 1 action

Range: Sight

Components: S

Duration: Concentration, up to 1 minute

When you invoke this terrible spell your eyes fill with the hunger of death. The focus of your gaze will begin to have their life drained for as long as you maintain your stare upon them. When you cast this spell, and on each of your turns thereafter, you can choose to do 2d6 necrotic damage against any creature that you can see. This does not require an action as you simply look towards a creature you hope to harm.

A creature can avert their gaze to avoid you targeting them, but they are effectively blinded when they do so.

CURSE OF UNDEATH

5th-level necromancy

Casting Time: 1 action

Range: 30ft

Components: V, S, M (a hand from a lich, mummy, or vampire)

Duration: Until Dispelled

When you cast this spell on a living humanoid they must succeed on a Constitution saving throw or become cursed. Each of their ability scores is reduced by 1 and they lose 1 hit dice from their maximum, to a minimum of 1. After each minute that passes each of their ability scores are reduced by 1 again.

This process may only be halted with a *remove curse* spell, a *greater restoration* spell, or a *wish* spell. When ALL their ability scores reach 1, or they reach 0 Hit Dice maximum, the creature dies and rises as a zombie under the control of the caster of this spell.

DARK LIGHTNING

3rd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of obsidian)

Duration: Instantaneous

You call forth 3 charges of crackling black energy which hone in on a creature of your choice within range. Each charge deals 1d8+3 necrotic damage.

DEATH GRIP

1st-level necromancy

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a small, straight piece of bone)

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Constitution saving throw or be stunned for the duration as they suffer the full effects of rigor mortis. At the end of each of its turns, the target can make another Constitution saving throw. On a success the spell ends.

This spell has no effect on those without blood.

DETECT UNDEAD

1st-level necromancy (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pair of eyes)

Duration: Concentration, up to 10 minutes

You are able to sense the presence of Undead, both corporeal and incorporeal, within range. You also know the Intelligence score of the undead you sense.

The spell can penetrate most barriers, but it is blocked by 3 feet of stone, 3 inches of common metal, a thin sheet of lead, or 10 feet of wood or dirt, unless the barrier blocking your detection is part of consecrated ground.

EMBALM

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

An undead creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier.

This spell has no effect on living creatures or Ethereal Undead.

At Higher Levels. When you cast this spell using a slot of 2nd level or higher, the amount of hit points restored increases by 1d8 for each slot level above 1st.

EMPOWER UNDEAD

7th-level necromancy (ritual)

Casting Time: 1 minute

Range: 30ft

Components: V, S, M (a full skeleton worth at least 100gp for each undead you are empowering, which the spell consumes)

Duration: Instantaneous

When you cast this spell choose up to 3 undead that are under your control within range. Each of these undead become empowered by you and gain the following benefits:

- You may command them as long as they are within 1 mile
- Their Strength, Dexterity, and Constitution are increased to 14 if they were not already higher, and their maximum hit points double
- They have advantage on saving throws against turn undead

ETHEREAL CONDUIT

2nd-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (blood in an ethereal state)

Duration: 1 round

This incantation allows your next spell to be able to affect the physical world while you are in an Ethereal state.

EXHAUST

1st-level necromancy

Casting Time: 1 action

Range: 30ft

Components: V, S

Duration: Concentration, up to 1 minute

When you cast this spell you drain the energy rapidly from a creature within range. The creature must succeed on a Constitution saving throw or gain 1 level of exhaustion. At the end of each of the creature's turns they can roll the save again, gaining an additional level of exhaustion each time they fail the saving throw. A creature cannot gain more than 5 levels of exhaustion from this spell. On a successful save the spell ends and the target returns to however many levels of exhaustion they had prior to the casting of this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the number of creatures you can target increases by 1 for each slot level above 1st.

FLIGHT OF THE SCARABS

4th-level necromancy (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (golden scarab pendant, worth at least 500gp)

Duration: Special

When this spell is cast you summon forth a swarm of Scarabs (or other similarly small flying creatures) which descend upon, and seemingly devour, you as they carry you away to a new location that you are familiar with. The destination of the Scarab's travel is determined during the casting of the spell and may not be altered during the flight. Only a location known to you and that the beetles may freely enter may be chosen as a destination. If for some reason this location becomes inaccessible during their flight the Scarabs will deposit you as near to the desired site as possible. These Scarabs are able to fly at a speed of 20 mph, and fly 300 feet above the ground.

The Swarm has resistance to Slashing, Piercing, and Bludgeoning damage, and is vulnerable to fire damage. The Swarm has ½ of your maximum hit points. If the swarm is destroyed the spell ends wherever it may be.

It requires a full round for the Scarabs to consume you and carry you away, and for them to reform your body at your chosen destination. Flight of the Scarabs has a duration of however long is required for them to fly you to your chosen location.

GHOSTLY APPARITION

2nd-level necromancy

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (hair from a dead person)

Duration: 10 minutes

You create the appearance of a number of up to 5 soft glowing, ghostly humanoid shapes within range. When you cast this spell, and on each of your turns thereafter, the figures will move up to 30 feet. They naturally follow corridors or paths, and do not need to be controlled or overseen in any way. You can control them more closely as an action if desired, but only as long as they remain in sight.

The first time a creature sees these humanoids, they must succeed on a Wisdom saving throw or become afraid of them. They can remake their save at the end of each of their turns.

GRAVE DUST

3rd-level necromancy

Casting Time: 1 action

Range: Self (15-foot cone)

Components: S, M (dirt from a grave)

Duration: 1 minute

With a wave of your hand you blast out a cloud of necrotic dust in a 15ft cone originating from you which saps the senses of creatures caught in the cloud. Any creatures hit by the dust must succeed on a Constitution saving throw or lose access to their senses and become blinded and deafened for 1 minute. A creature can use an action to douse themselves or an affected creature with holy water to remove the effect. A *remove curse* spell is also effective.

HAUNT

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: S, M (a pure black feather)

Duration: Instantaneous

Whispering to the spirits you manifest a supernatural omen within range. You create one of the following magical effects within range:

- You cause a chilling breeze to sweep through the area to unsettle those within.
- You cause a creature to glimpse something evil and unnatural out of the corner of their eye that they cannot see even if they turn towards it, for 1 minute.
- You cause a creature to feel an uncomfortable urge for 1 minute such as hunger, lust, or greed.
- You cause a creature to believe something unknown in the area is dangerous for 1 minute.
- You fill the area with vague whispers of the dead for 1 minute, which creatures cannot source nor hear clearly. Creatures outside the area cannot hear the whispers.
- You harmlessly fling a small object a short distance.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you dismiss such an effect as an action.

HAUNTING BREEZE

1st-level necromancy

Casting Time: Bonus action

Range: 30 feet

Components: M (a pure black raven's feather worth at least 5gp, which is consumed by the spell)

Duration: Instantaneous

With a simple exhalation of your breath you cause a chilling breeze to sweep through an area in a 30ft radius centered on you. The breeze invokes an unsettling feeling upon those who feel it. Loose papers and other such light object will scatter and any unprotected flames will blow and flicker heavily, while small candles will be extinguished. Shadows seem darker and the creature may view the area to be more foreboding and ominous.

The casting of this spell can only be detected by passive or active Wisdom (Perception) check against your spellsave DC.

ICY MIASMA OF DEATH

4th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

This spell infuses the area around you with the unholy coldness of death. Any living entity who enters this area feels the icy touch of death chill them to their bones, the area counts as difficult terrain for affected creatures, and they must succeed on a Constitution saving throw or take 5d8 cold damage at the start of each of their turns, half damage on a successful save.

IMMORTALIZE

7th-level necromancy

Casting Time: 24 hours

Range: Touch (60-foot radius)

Components: V, S, M (a group of living people, who will die in place of the target)

Duration: 1 year

When you cast this spell you merge the lifelines of the target and a living person or group of people whose combined CR (minimum ⅓) meets or exceeds that of the target's CR, or level if they are a player character.

The creature you touch at the conclusion of the casting of this spell becomes immortal to an extent. The first time this creature dies, they are instead restored to their maximum hit points, all their Hit Dice are restored, and they are cured of all curses, poisons, and diseases afflicting them. If the creature died of old age they are also reduced in age by 1 year, effectively granting them another year of life. When this happens, the living people used as the material component to this spell, who must be within 60 feet of you the entire duration of the casting, will die suddenly.

If a person who was used as a material component for this spell dies at some point between the casting time and the time of the target's death, the target loses 1 maximum hit point for each person who has died. These lost maximum hit points cannot be restored in any way, as the creature was unable to fully revive and will never be whole.

Finally, if by the end of 1 year the target has not died, the spell ends and all the creatures used for the material components are freed from their obligation. Otherwise, only a casting of the *wish* spell can end one's obligation to this spell.

INCANTATION OF REAPING

6th-level necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

This truly vile incantation formed the very cornerstone of many ancient foul sorcerers throughout history. When cast upon one who has recently expired this evil spell temporarily binds the soul of the victim to their own blood, which you are then able to mystically devour. This of course utterly destroys the soul of your victim as it in turn grants you great power.

Invigorated by the raw vitality of your victim's blood you gain the ability to make a spell attack roll with advantage, or a saving throw a target makes against a spell you have cast have disadvantage. You may choose to do this for a number of spell castings of a total spell level equal to the target's maximum Hit Dice.

Incantation of Reaping must be cast within 1 minute of the target's death or else their soul will have separated from their body completely. This spell may only be cast upon mortals that had a soul in life. Constructs and the Undead are immune to the spell's effects.

Additional castings of this incantation while currently under its effect will increase the number of spells that may be cast with its imparted bonus. If the energies of the mystically devoured blood are not used within 24 hours they will dilute and become useless to you.

LIFE LINE

1st-level necromancy

Casting Time: 1 action

Range: 30ft

Components: V, S

Duration: 1 hour

When you cast this spell you create a connection between yourself and up to 3 willing creatures within range. As long as you are on the same plane of existence as a linked creature, they are resistant to all damage, and you take the same amount of damage they take.

You can end this spell on one or more creatures as a reaction after they take damage, or as a bonus action on your turn, or you can simply end the spell on everyone for no action.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target 3 additional creatures for each slot level above 1st.



LOCATE CORPSE

1st-level necromancy (ritual)

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a finger bone from a sentient creature, worth at least 10gp)

Duration: Concentration, up to 10 minutes

The finger bone you provide for this spell points you in the direction of any corpse within 100 feet, buried or no. It will choose randomly among corpses but will prioritize sentient creatures, however at any time you can describe a creature and the finger will direct you to a corpse that best matches that description. You can only provide descriptions of physical features.

This spell can be used to locate undead, but not any corpse that has been mutilated beyond recognition, such as by disintegration.

MAGICIAN'S GAMBLE

5th-level necromancy

Casting Time: Bonus action

Range: Self

Components: V

Duration: 1 hour

When you cast this spell you flush your body with the raw arcane malleability of magic. Each time you roll a d20 you must flip a coin, on a heads you add +20 to the result, on a tails you subtract -20 from the result.

You can end this spell as a bonus action.

MAINTAIN CONTROL

3rd-level necromancy

Casting Time: Reaction

Range: 60ft

Components: V, S, M (vial of tainted holy water worth at least 15gp, which the spell consumes)

Duration: Instantaneous

When an undead creature under your control fails a saving throw to resist being turned, you can cast this spell to force them to succeed on the saving throw instead.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the amount of undead under your control you can allow to succeed on the save increases by 1 for each slot level above 3rd.

PESTILENCE

4th-level necromancy

Casting Time: 1 action

Range: 30ft

Components: V, S

Duration: Concentration, up to 1 minute

You belch forth a streaming mass of scarabs and locust upon your foes. Those struck by this mass of insects become completely engulfed by them for the duration of the spell. This causes your victims to suffer 4d10 piercing damage at the start of each of their turns. Additionally, all actions by those affected are done with disadvantage due to the pain and distractions wrought by this foul swarm.

PREVENT DEATH

Necromancy cantrip

Casting Time: Reaction, which you take when a creature within 30 feet takes damage.

Range: 30 feet

Components: V, S, M (a shield)

Duration: Instantaneous

You reduce the damage the target takes by your spellcasting modifier (minimum 1). You have disadvantage on your next attack roll or ability check before the end of your next turn due to substituting the lost energy with your own.

The amount of damage reduced increases by your spellcasting modifier when you reach 5th level (2x spellcasting modifier), 11th level (3x spellcasting modifier), and 17th level (4x spellcasting modifier)

SHADOW OF THE DEAD

6th-level necromancy (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a broken lamp)

Duration: 24 hours

You cause an area around you up to a 1000ft radius to be plunged into the dark shadows of night. For all intents and purposes this area counts as night time, you can choose what phase the moon is in and roughly what the weather is like within, though you cannot create an entirely different climate from the area you are in. Within the area creatures of the night such as undead, vampires, werewolves, and others are invigorated. Shadows also seem darker and the area carries a sense of foreboding.

Invigorated creatures within the area of effect, whether under your control or not, gain the following benefits:

- Advantage on Wisdom saving throws
- +2 to AC, Attack rolls, and Damage rolls
- 10 Temporary Hit Points, which regenerate each hour

These bonuses vanish when the spell ends, or when they exit its confines. The area affected by this spell is stationary once cast: it does not move with you. This spell will enhance you as well if you are Undead.

If you cast this spell every day for 1 year, it becomes permanent until dispelled.

SKULL GUARDIAN

2nd-level necromancy

Casting Time: Bonus action

Range: Self

Components: V, S, M (A humanoid's skull worth at least 10gp, which the spell consumes)

Duration: 1 minute

You animate an intact skull for the sole purpose of defending you from attacks.

The risen skull will float around you at approximately waist level and increases your AC by your spellcasting modifier. When a melee attack misses you, you may use your reaction to parry and make one weapon attack against the attacking creature, with the skull acting as a 1d6 weapon using your spellcasting ability.

When a ranged attack misses you, you may use your reaction to catch the missile (if possible) and launch it back at the attacking creature if you can see them and they are within 60 feet.

TOMB ROT

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (bandages of a mummy worth 100gp, which the spell consumes)

Duration: Instantaneous

You attempt to lay your hand on your target and drain their health. Make a melee spell attack against the target. On a hit the target's skin blisters and decays where you touch, inflicting 6d8 Necrotic damage.

In addition, the target must succeed on a Wisdom saving throw or be stricken by the Tomb Rot disease. The target ages 1d10+5 years and has disadvantage on Strength, Dexterity, and Constitution checks and saves until they complete a long rest. At the end of each long rest the target must succeed on a Wisdom saving throw again or age 1d10+5 years and have disadvantage again. On a successful save they are cured of Tomb Rot.

WAIL OF THE BANSHEE

6th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a banshee feather)

Duration: Instantaneous

You rear back and emit a terrifying howl of pure evil, creatures who have taken damage within 120ft must succeed on a Wisdom saving throw or become afraid of you and be immediately reduced to ½ of their maximum hit points. Creatures immune to fear, that can't hear you, or are below ½ of their maximum hit points already automatically pass the save.

WEEPING WOUNDS

3rd-level necromancy

Casting Time: 1 action

Range: 10ft

Components: V, S, M (a vial of poisoned blood)

Duration: 1 minute (concentration)

This incantation causes your target to bleed profusely and uncontrollably. The target must succeed on a Constitution saving throw or become vulnerable to all damage except for psychic damage.

WINDS OF DECAY

8th-level necromancy

Casting Time: 1 action

Range: 120ft

Components: V, S, M (a handful of dust from an ancient civilization)

Duration: Instantaneous

You conjure forth an ancient wind from a time long forgotten that causes any and all inanimate objects it should blow upon to age in a matter of moments. In a 15ft radius within range, all non-magical items within this area are immediately aged by a thousand years and may crumble to dust. The size and weight of an object affected by this spell matters not, though if the target is larger than the template only those parts that fall within the area of effect will be destroyed, though this could cause large objects (such as a building) to collapse on their own.

If a creature is within the area of this spell, they must succeed on a Dexterity saving throw to dive out of the area of the spell. On a failed save they age 1d10 x 10 years and all their non-magical equipment crumbles to dust. On a successful save they are unaffected.

ANIMATE DEAD VARIANT

In order to better accommodate necromancy characters, this spell is a variation on the Animate Dead spell found in the player's handbook.

ANIMATE DEAD

1st-level necromancy (ritual)

Casting Time: 1 minute

Range: 10 feet

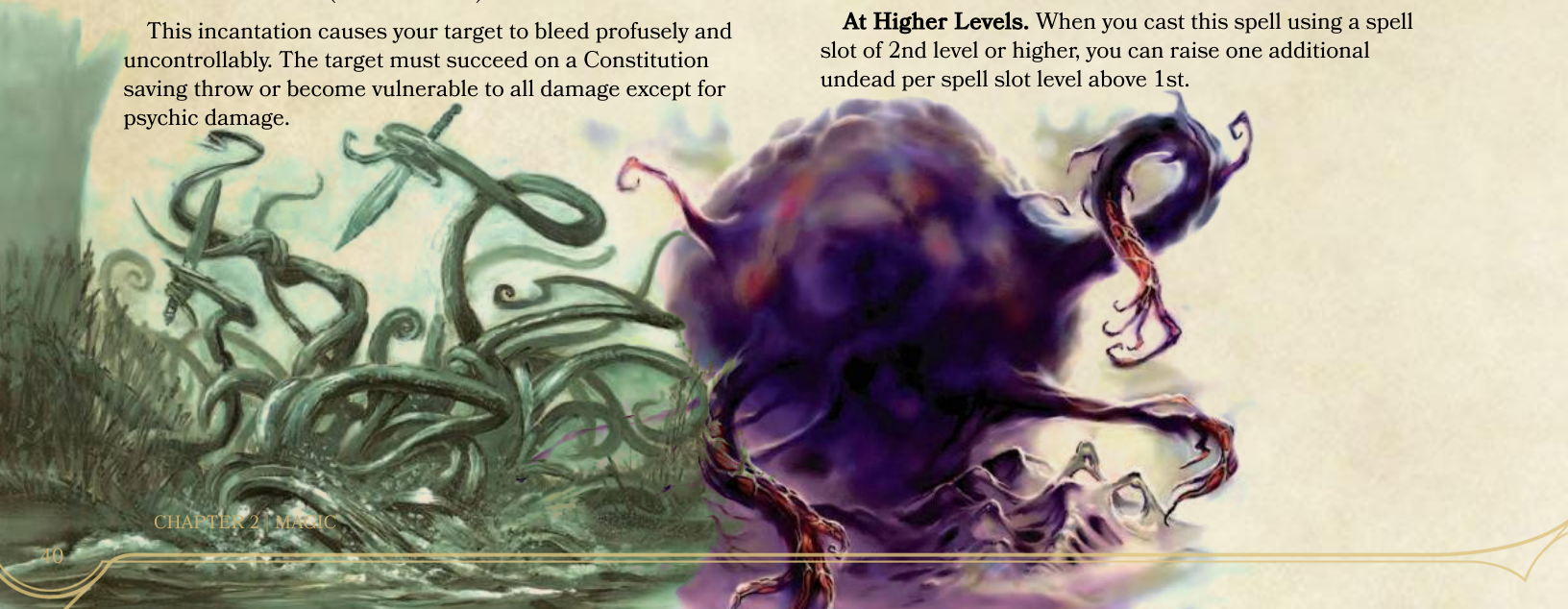
Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)

Duration: Instantaneous

This 1st level variation of Animate Dead has the following changes:

- Instead of the undead being animated for 24 hours, it remains animated for just 1 hour.
- Each time 1 hour passes, you must succeed on a Concentration saving throw with a cumulative +2 to the DC. On a failed save it breaks free of your control.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can raise one additional undead per spell slot level above 1st.



NEW MISCELLANEOUS SPELLS

BARD

CANTRIPS (0 LEVEL)

Bring To
Dissolve
Forbid

1ST LEVEL

Bestow Enchantment
Suppress
Swap Position

2ND LEVEL

Equalize
Sound Bubble
Spike Armor

3RD LEVEL

Enchant Grenade
Trick

4TH LEVEL

Command Trap
Instant Audience

8TH LEVEL

Decree

CLERIC

CANTRIPS (0 LEVEL)

Detect Truth
Forbid

1ST LEVEL

Bestow Enchantment
Enchanted Shield of Agathys
Leomund's Shield Wall
Suppress

2ND LEVEL

Sense Death

3RD LEVEL

Detect Residents
Summon the Depths

4TH LEVEL

Command Trap

6TH LEVEL

Set Time

8TH LEVEL

Decree

9TH LEVEL

Wrath

DRUID

1ST LEVEL

Bestow Enchantment
Corrupt Lines
Enchanted shield of Agathys
Geyser
Leomund's Shield Wall

3RD LEVEL

Conjure Vehicle
Summon the Depths

4TH LEVEL

Command Trap

6TH LEVEL

Set Time

9TH LEVEL

Wrath

PALADIN

1ST LEVEL

Bestow Enchantment
Enchanted Shield of Agathys
Leomund's Shield Wall

2ND LEVEL

Equalize
Sense Death
Spike Armor

4TH LEVEL

Detect Residents

RANGER

1ST LEVEL

Corrupt Lines
Enchanted Shield of Agathys
Geyser
Leomund's Shield Wall

2ND LEVEL

Spike Armor

3RD LEVEL

Conjure Vehicle
Summon the Depths

SORCERER

CANTRIPS (0 LEVEL)

Bring To
Dissolve
Duplicate
Forbid
Telekinetic Flutter

1ST LEVEL

Bestow Enchantment
Corrupt Lines
Geyser
Malleable Defense
Swap Position

3RD LEVEL

Enchant Grenade
Negate

4TH LEVEL

Command Trap

5TH LEVEL

Redirect Spell

8TH LEVEL

Decree

WARLOCK

CANTRIPS (0 LEVEL)

Dissolve
Forbid

1ST LEVEL

Enchanted Shield of Agathys
Geyser
Leomund's Shield Wall
Swap Position

2ND LEVEL

Spike Armor

3RD LEVEL

Summon the Depths

5TH LEVEL

Redirect Spell

9TH LEVEL

Wrath

WIZARD

CANTRIPS (0 LEVEL)

Barrier of Force
Bring To
Detect Truth
Dissolve
Duplicate
Forbid
Reinforce
Telekinetic Flutter

1ST LEVEL

Antigrav
Bestow Enchantment
Corrupt Lines
Geyser
Malleable Defense
Remedy
Shield of Cleansing
Swap Position

2ND LEVEL

Conjure Platform
Equalize
Sense Death
Spike Armor

3RD LEVEL

Conjure Vehicle
Detect Residents
Enchant Grenade
Greater Alarm
Negate

4TH LEVEL

Command Trap

5TH LEVEL

Redirect Spell

6TH LEVEL

Set Time

8TH LEVEL

Decree

9TH LEVEL

Perfect Teleportation
Wrath

SPELL DESCRIPTIONS

ANTIGRAV

1st-level transmutation

Casting Time: 1 bonus action

Range: 10 feet

Components: V, S

Duration: 1 round

When you cast this spell you reduce the effect of gravity on 1 creature or object no larger than medium size. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.

The target's weight is reduced to 10 pounds, unless it was already less than that. Its mass remains the same as before. Until the spell ends, the target is immune to falling damage.

If the target was a creature, its jump distance is tripled until the spell ends, and it has advantage on Strength checks to climb. It has disadvantage on saving throws and ability checks made to resist being moved against its will.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target 1 additional creature for each slot level above 1st.

BARRIER OF FORCE

Conjuration cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a shard of glass)

Duration: 1 round

A spectral wall of force springs into existence at an empty point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid service. The barrier is 5ft by 5ft, and is ¼ inch thick. It lasts for the duration.

The wall has an AC of 15, and has 10 hit points. The wall shatters if it holds a weight exceeding 50 pounds, but can resist shoves and attacks like normal.

BESTOW ENCHANTMENT

1st-level evocation

Casting Time: Same as the chosen spell

Range: Self

Components: V

Duration: Instantaneous

When you cast this spell, choose a spell of equal or lower level with a range of Self that you can cast. You give another willing creature the effects of that spell, and they are able to control and benefit from that spell as if they had cast it themselves.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can choose a spell of equal or lower level of the spell slot level used to cast this spell.

BRING TO

Evocation cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a magnet with a piece of twine tied to it)

Duration: Instantaneous

When you cast this spell, you choose a creature no bigger than Large, or an object no bigger than 10 feet in any dimension. You attempt to either move yourself up to 30 feet towards the target, or to move the target up to 30 feet towards you. The movement is silent, as the object or you hover very slightly above the ground, but it must end in a safe space. An unwilling creature can succeed on a Strength saving throw to prevent the movement from this spell.

COMMAND TRAP

4th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

When you cast this spell you choose one trap you can see within range and make an ability check using your casting ability to attempt to seize control of the trap. The DC equals 10 + the trap maker's relevant ability modifier. If you fail the check by 5 or more, the trap activates.

On a success you learn how the trap works and you can magically alter the circumstances the trap's activation using no more than 25 words.

CONJURE PLATFORM

2nd-level conjuration

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (a cube of precious metal worth at least 15gp)

Duration: 1 minute

When you cast this spell you create a 10 foot cube within range that is made of either wood or stone. The cube is locked to its position, can hover in the air, and can hold up to 1000 pounds.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of cubes you can create increases by 1 for each slot level above 2nd.

CONJURE VEHICLE

3rd-level conjuration (ritual)

Casting Time: Up to 8 hours

Range: Touch

Components: S, M (see description)

Duration: Up to 1 month

With this spell you can build a vehicle to carry you and your party. When you cast this spell you can spend up to 8 hours crafting using any supplies on hand, such as driftwood, barrels and boxes, or scrap steel. The spell guides your hand and automatically instills the knowledge required to make the vehicle. For each hour you spend crafting, the vehicle can safely hold one additional person.



The vehicle has 8 hit points for every hour spent crafting it, it is immune to psychic and poison damage, and has resistance to all other damage types.

Your vehicle can function for 1 week + 1 day per hour you spend building it, after which it begins to fall apart from wear and tear. You can prevent this by spending the time you originally spent crafting the vehicle maintaining it. Each day you do this extends the vehicle's lifespan for an additional day.

If you do not maintain your vehicle, or at the end of the month limit, it will slowly cease functioning and become unsalvageable over the 24 hours after its last maintenance.

If you have high quality supplies, such as manufactured wood or fresh fully grown trees, as well as manufactured tools to make your vehicle, double all the numbers in this spell description including casting time and duration.

After the vehicle falls apart, you cannot use these materials a second time as the material component for this spell. If you make a vehicle that requires a horse or similar creature to pull it, this spell does not supply one.

CORRUPT LINES

1st-level evocation

Casting Time: 1 Action

Range: 30 feet

Components: V, S, M (a small knife)

Duration: Instantaneous

You shout a command and gesture at any number of ropes and chains, such as fishing rods, nets, and bow strings. You can choose to destroy the lines, knot them to render them unusable, or manipulate them in any other number of ways such as to turn on their user. The line must be less than one inch in diameter. Magical lines can only become inoperable for up to 1 minute, as if they refuse to follow the user's commands.

Creatures actively using a line can succeed on a Dexterity saving throw to avoid their tool being broken.

DECREE

8th-level transmutation

Casting Time: 1 action

Range: Self (up to 10-mile radius)

Components: V, S, M (a bundle of copper wire)

Duration: 1 round

You choose a radius around you up to a maximum of 10 miles and either whisper or shout a message. Each conscious creature within the area individually hears the message as whisper if that is how you spoke the message. If you shout the message then your voice will crash across the lands like the echo of thunder.

This spell will not penetrate into areas of magical silence.

At Higher Levels. When you cast this spell using a spell slot of 9th level, you can choose to deliver your message to the entire plane of existence.

DETECT RESIDENTS

3rd-level Divination (ritual)

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a scroll with information on the location of the home written on it worth at least 50gp, which the spell consumes)

Duration: Instantaneous

You lay your hand upon the entrance to a home or other residency that is no more than 50 feet in any dimension. You learn the name that each creature who has lived there within the last week goes by. If a creature has multiple identities you learn the name of the one they most commonly used when within the home. If no one has lived in the home within the last week, you learn this and the spell ends.

When casting this spell you can choose to target only one part of a building, such as an apartment, a tower in a castle, or a secret basement.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the maximum size of a dimension of the building increases by 50 feet for each slot level above 3rd.

DETECT TRUTH

Divination cantrip

Casting Time: 1 Action

Range: Touch

Components: S

Duration: Instantaneous

You lay your hand on a willing creature and speak a yes or no question out loud. The creature's answer is revealed to you as a truth or a lie. You must be able to understand the language spoken.

A clever target can pass a half truth off as a truth, or a dim witted creature can potentially misinterpret the question, or simply not know the answer.

DISSOLVE

Transmutation cantrip

Casting Time: 1 Action

Range: 10 feet

Components: V, S

Duration: Instantaneous

With a wave of your hand you create a sphere of energy within range that has a 1 foot diameter and dissolves objects within it. You do not need to be able to see the space that you cast this sphere into.

This sphere deals 2d8 force damage to objects. Living substance is unaffected by this spell.

This spell's damage increases by 2d8 when you reach 5th level (4d8), 11th level (6d8), and 17th level (8d8).



DUPLICATE

Conjuration cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a mirror)

Duration: Concentration, up to 1 hour.

You create a perfect copy of an inanimate object within range. The target must fit within a 5 foot cube and weigh no more than 10 pounds.

The copy appears in your hand or, if you prefer, in an unoccupied space adjacent to you. If the original target is magical, the copy does not share any of its magical properties.

The copy disappears when the spell ends.

ENCHANT GRENADE

3rd-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S, M (up to 10 small objects to enchant)

Duration: 10 minutes

With this spell you enchant up to 10 small objects about 1 inch in radius with an activation word of your choice. For the next 10 minutes, these items can be used by anyone as a grenade, or remote bomb. A creature who has held the grenade within the last minute is deemed the "owner" and is the only one who can activate the grenade with the keyword, until another creature holds the grenade. If no one has held the grenade for 1 minute, it cannot be activated until someone holds it.

When the keyword is spoken for no action, one grenade of the speaking creature's choice will detonate if they can see it. Creatures within a 5ft radius of the detonation must succeed on a Dexterity saving throw against your spell save DC or take 2d6 + your spellcasting modifier fire damage, half damage on a miss.

A creature can also throw the grenade and detonate it once it reaches another space.

ENCHANTED SHIELD OF AGATHYS

1st-level abjuration

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a glass bottle containing one of the following; a handful of leaves for acid, a cup of water for cold, a lump of coal for fire, a small metal rod for lightning, or a stick for poison)

Duration: Concentration, up to 1 minute

When you cast this spell, a coating of elemental energy covers the shield you touch. Choose acid, cold, fire, lightning, or poison.

For the duration, every time a melee attack misses the creature wielding the shield, the spell deals 5 points of the chosen damage type to the creature that made the attack.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage dealt by the spell increases by 5 for each slot level above 1st.

EQUALIZE

2nd-level abjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a pair of balanced scales)

Duration: Concentration, up to 1 minute

When you cast this spell choose 2 creatures within range. You change one of the target's AC into the other target's AC for the duration. This can be used to grant a low AC creature another creature's much higher AC, or vice versa. An unwilling creature can roll a Constitution saving throw to negate the effect.

On each of your turns you can use a bonus action to swap the two target creature's AC once again, this grants an unwilling creature another saving throw.

FORBID

Abjuration cantrip

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You point your finger at a creature within range and speak aloud something you forbid them from doing, such as attacking a certain creature, fleeing, hiding, standing up, or even crying or eating. Your forbidden action must be described in no more than 5 words.

If the target fails a charisma saving throw, they cannot choose to do what you have forbidden them from doing until the end of your next turn.

GEYSER

1st-level evocation

Casting Time: 1 Reaction

Range: 30 feet

Components: V, S

Duration: Instantaneous

When a creature moves within range you can use your reaction to force the creature to make a Dexterity saving throw as a 5x5 geyser appears and erupts beneath their feet. On a failed save the creature is flung 30ft into the air. The creature must be moving on solid ground, and when they land they are knocked prone. If they cannot go 30 feet upwards, they take 1d6 bludgeoning damage for each 10ft they go before they hit an object preventing their movement, such as a ceiling.

If you cast this on a moving boat that could reasonably be flipped by the geyser, then the boat capsizes.



GREATER ALARM

3rd-level abjuration (ritual)

Casting Time: 1 minute

Range: 300 feet

Components: V, S, M (a tiny bell and a piece of fine gold wire)

Duration: Until dispelled

You set an alarm that activates on a trigger of your choice. Choose a door, window, or an area within range that is no larger than a 100-foot cube. Until the spell ends, an alarm alerts you whenever an event that you describe happens within the warded area. When you cast the spell describe a situation in no more than 25 words that activates the alarm, such as "Dinner is ready" or "Our note is found in the empty chest". You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are on the same plane of existence as the warded area. This ping awakens you if you are sleeping.

An audible alarm produces a sound of your choice for 10 seconds that can be heard up to 300 feet away.

INSTANT AUDIENCE

4th-level conjuration (ritual)

Casting Time: 1 Action

Range: 30 feet

Components: V, S, M (a bundle of tickets)

Duration: 1 hour

When this spell is cast, you determine a performance or contest of some kind that will occur within range of you. If the event does not begin at least 1 minute after casting, the spell ends. When cast, a crowd of audience members are magically conjured, entering the location from around corners, doors, trees, or simply fading into existence where no one is looking. The actual number of audience members appears to fluctuate depending on the scope of the performance, but the crowd, and individual audience members, will go no more than 60 feet away from the performance.

The conjured audience contains a combination of races, gender, and social class appropriate to the occasion.

Instant audience members act in every way like any other members of the audience. They walk around during intermission, talk, eat snacks, and so on. However, they always evade questions about their past, their history, or current events, as they have no past, no history, and have no idea as to what is going on in the world outside of the area they are in.

Instant audience members will never fight or cast spells against a real creature, but they may fight amongst themselves and they can be bullies or braggarts if that is appropriate. A rogue shot or spell from an instant audience member will do no damage to a real creature.

An instant audience member will vanish, along with all of the items they appeared with, if they take any damage from a real creature. Once the performance or the spell ends, instant audience members leave in an appropriate manner and vanish as soon as they are out of view.

LEOMUND'S SHIELD WALL

1st-level abjuration

Casting Time: 1 Action

Range: Touch

Components: V, M (a small shard of glass)

Duration: Concentration, up to 1 hour

When you cast this spell, a barrier of force extends out of the shield you touch. The barrier extends 5 feet to the left and right, and 3 feet above and below the shield. Leomund's shield wall provides half cover to creatures behind it, and creatures behind the wall gain advantage on dexterity saving throws from spells cast from the other side of the wall.

MALLEABLE DEFENSE

1st-level abjuration

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a set of dice worth at least 10gp)

Duration: Concentration, up to 1 minute

When you cast this spell you gain 2 glowing orbs of protective energy for the duration. Each of these orbs contains a +1 bonus. As a bonus action you can distribute these glowing orbs amongst any creatures within range, including yourself, and change any number of orbs from red to blue, or blue to red.

Each red orb applies the +1 bonus to the creature's AC, and each blue orb applies the +1 bonus to a creature's saving throws. If a creature with a red orb is hit by an attack, one of the red orbs is destroyed. If a creature with a blue orb fails a saving throw, one of the blue orbs is destroyed.

A single creature can only have 4 orbs at one time.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create 2 more orbs for each slot level above 1st.

NEGATE

3rd-level abjuration

Casting Time: 1 reaction

Range: 30 feet

Components: V, S, M (a pocket watch)

Duration: Instantaneous

When you cast this spell you can reverse time by a split second, allowing you to negate an action you saw within range. Everyone who witnessed the action remembers it happened, and the creature whose action was negated still has their action, allowing them to simply try again if they are so inclined.



PERFECT TELEPORTATION

9th-level Conjuration

Casting Time: 1 minute

Range: Special

Components: V, S

Duration: Instantaneous

You teleport yourself and any number of creatures or objects within 30 ft of you to a location of your choice anywhere in the multiverse. Each object teleported can be no larger than 30 feet in any dimension. Unwilling creatures can make a Charisma saving throw; on a success, they are not teleported. If your chosen destination does not exist, you become aware of this fact, the casting is canceled, and the spell slot is not consumed.

If the location is shielded against teleportation or planar travel, you can make an ability check with your spellcasting ability against the save DC of the effect blocking the teleportation. On a success, you pass through the shield and arrive at your intended location.

On a fail, you cannot break through. You can either remain where you are, or the DM will describe up to 3 nearby locations you can teleport to instead. The spell slot is consumed either way.

REDIRECT SPELL

5th-level transmutation

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

Range: 60 feet

Components: S

Duration: Instantaneous

You attempt to redirect a creature in the process of casting a spell. If the creature is casting a spell of 5th level or lower, you learn what, and if relevant where, the creature is targeting and you can choose new targets for the spell. If it is casting a spell of 6th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, you can redirect the spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can redirect the spell if its level is less than or equal to the level of the spell slot you used.

REINFORCE

Abjuration cantrip

Casting Time: 1 Action

Range: Touch

Components: S

Duration: Concentration, up to 1 minute

At your touch an object solidifies and is magically reinforced against damage. The object gains DR 5, its AC becomes 10 if it was not already higher, and it gains 10 temporary hit points. If you touch a structure such as a building or vehicle then only 1 brick, plank, or a single component such as a door or window will be reinforced. Living objects such as an animated sword or a warforged cannot be affected by this spell.

REMEDY

1st-level evocation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (25gp worth of grinded herbs)

Duration: Instantaneous (see text)

You perform one of several health care rituals. When you cast the spell, choose one of the following rituals, the target of which must be within 10 feet of you throughout the casting. In addition to the effect described, the target restores 1 hit point.

- **Mend.** You mend a minor injury on a creature. This ritual can heal a lingering injury (DMG pg. 272) unless the injury requires the *regenerate* spell, or perform minor surgeries such as setting a bone or repairing a fracture.
- **Purify.** You bolster a creature's immune system, allowing them to make a save against a poison or disease afflicting them. A creature cannot benefit from this ritual again until they complete a long rest.
- **Anaesthetic.** The creature cannot feel pain for 10 minutes, the creature will still know it is being harmed.
- **Cleanse.** The creature has all scarring removed from the spots you touch. In addition, any wounds you touch cannot become infected.

SENSE DEATH

2nd-level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a clear stone worth at least 50gp)

Duration: Instantaneous

You lay your hand on a humanoid corpse whose identity you can recognize. You replay the last minute of the creature's life, seeing and hearing from their senses. If the creature spoke while they could not hear, you can still tell what they were trying to say. If the creature falls unconscious or asleep during the minute you are seeing, your replay of the events ends. If the creature was not of their right mind, such as targeted by the *charm person* spell, you know they are under the effects of the spell.

You must cast this spell within 1 day of the creature's death.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of time you can see before the creature's death, and the casting time of this spell, increases by 1 minute for each slot level above 2nd.

SET TIME

6th-level evocation (ritual)

Casting Time: 1 hour

Range: Self

Components: V, S, M (a lit lantern filled with oil, which extinguishes when the spell is cast)

Duration: 24 hours

When you cast this spell choose a time of day. You cause an area around you up to 1 mile in radius to be forced to the time you choose for the duration. The time of day does not actually change when you cast this spell, it merely appears to be that time for the duration of the spell. However for all intents and purposes it is the chosen time within the area.

You can set the phase of the moon and make small adjustments to the weather in the area as well, but you cannot change the climate.

If you cast this spell in the same place each day for 1 year, the duration becomes permanent.

SHIELD OF CLEANSING

1st-level abjuration

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a broom)

Duration: 24 hours

When you cast this spell you touch a creature or object. For the duration the target cannot become dirty, rusted, or become spoiled if perishable. The target has advantage on saving throws they make to resist poisons and diseases. The target will also appear as clean as possible during this time. If a target object is broken or otherwise physically damaged in a way that prevents it from being used, the spell ends.

If the target is a container such as a jar or a crate, this spell effects everything in the container.

SOUND BUBBLE

2nd-level abjuration

Casting Time: 1 Action

Range: 30 feet

Components: S, M (a hollow glass ball at least 1-inch in radius)

Duration: Concentration, up to 10 minutes

When you cast this spell, an invisible bubble with a 5 foot radius springs into existence within range. Sound cannot pass through the walls of the bubble. Any sound made within cannot be heard from those outside of it, and sound outside of the bubble cannot be heard by those inside of it.

Until the spell ends, you can use a bonus action on each of your subsequent turns to move the bubble up to 30 feet. If you move more than 30 feet away from the bubble, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius of the bubble increases by 5 feet for each slot level above 2nd.

SPIKE ARMOR

2nd-level abjuration

Casting Time: 1 Action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 10 minutes

A willing creature you choose within range gains a spectral armor that attaches to them for the duration. While they have this armor, ½ of the damage dealt to them from any melee weapon attacks that hit them is dealt back to the attacking enemy as the armor lashes out at them.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the number of creatures you can target increases by 1 for each slot level above 2nd.

SUMMON THE DEPTHS

3rd-level evocation

Casting Time: 1 Action

Range: Self

Components: V, S, M (a living aquatic plant)

Duration: Concentration, up to 1 minute

A spherical area around you with a radius of 30ft becomes dark and cold and tinted blue, becoming dim light if it is in an area of bright light, or total darkness if in an area of dim light. A creature that enters the area or starts its turn there must succeed on a Wisdom saving throw or become afraid of you. When afraid from this spell the creature begins to drown and becomes incapacitated. They can remake the save at the start of each of their turns.

SUPPRESS

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

When you cast this spell you lay your hand onto a creature or object under the ongoing effects of a spell. If the spell is of 1st level or lower the spell is suppressed for the duration. If the spell is of 2nd level or higher you must make an ability check using your spellcasting ability. The DC equals 10 + the spell's level, on a success the spell is suppressed.

Once this spell ends, the spell resumes as if no time had passed for it. A creature that is concentrating on the effect must continue concentrating on the spell even while it is suppressed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can suppress the spell if its level is less than or equal to the level of the spell slot you used.

SWAP POSITION

1st-level conjuration

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a pair of alike humanoid carvings)

Duration: Instantaneous

When you cast this spell, two creatures, including yourself, within range teleport to each other's spaces. An unwilling creature can succeed on a Charisma saving throw to prevent either person from teleporting.

TRICK

3rd-level illusion

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Special

When you cast this spell, the next ability check you perform within the next 10 minutes appears to have a different result from what actually occurs. Those observing you, regardless of your roll, see a result of your choice as if you had rolled a 10 or a 20 on the d20 roll before adding your relevant modifiers.

You do not actually roll a 10 or 20 however.

For example, if you cast this spell then fail an attempt to leap over a pit, others might see you succeed while you have actually failed and fallen.

In addition, this spell will not enable you to appear to do the impossible, as some tasks are simply not able to be accomplished.

The duration of this spell is however long the chosen ability check takes. If you are not in a position to have succeeded the check once the illusion fades however (such as by having fallen from the bridge in the example above), the illusion will fade and everyone will know it was an illusion. Otherwise, the spell shapes the illusion of you to move into a position you are currently in just as the spell ends to avoid any discrepancy.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher you can appear to do the impossible regardless of what is able to be accomplished.

TELEKINETIC FLUTTER

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You telekinetically move an object up to 30 feet in any direction. This movement is not fast enough to deal damage or break any tethers. The object can be no larger than 5 feet in any dimension, and no heavier than 50 pounds. You cannot target an item being worn by a creature, but you can target an item being held by a creature. When targeting an item held by a creature, the creature must succeed on a Strength saving throw against your spell save DC, or have the item ripped from their hand.

If more than 50 pounds of force are applied to the object in any direction, the spell ends.

WRATH

9th-level evocation (ritual)

Casting Time: 1 hour

Range: Same plane of existence

Components: V, S, M (a special component that varies according to the version of the spell you choose, worth at least 10,000gp, which the spell consumes)

Duration: Until dispelled

You unleash the fury of a god upon a location you are familiar with. The effect of this spell will affect out to whatever you deem is the borders of the area, but no further than 10 miles in any direction.

When you cast the spell, you choose one of the following forms of your wrath.

Describe a deity-like effect to plague the area as specifically as you can, such as poisoned water, indefinitely burning fires, or plagues of locust. At the end of this description you must declare an event that will end the wrath.

Plague. The area is inflicted with a devastating plague. This can take the form of rotting the minerals which prevents them from being used, locusts which roam the area and devour all the vegetation they can, poisoned water and foods, forced undeath against any who die in the area, or other similar applications of a plague as determined by you and agreed upon by the DM.

The special component for this version of the spell is the preserved hand of a dead creature.

Storm. The area is wracked by a never ending storm. This can be a sandstorm, ice storm, hurricane, lightning storm, sporadic earthquakes, whirlpool, or any other similar natural phenomenon that can churn unendingly as determined by you and agreed upon by the DM.

The special component for this version of the spell is a gemstone of a colour representing the storm you are creating.

Flames. The area is ignited nearly entirely by ever burning flames. These flames cannot be put out with water, will not catch to any area outside of the determined location, and will move in such a way as to devour anything, or anybody, in their path. The flames will emphasize its spreading to target individuals or objects you determine and agreed upon by the DM.

The special component for this version of the spell is a chunk of condensed volcanic rock.

Imprisonment. The area becomes trapped in a literal or metaphorical prison. This prison can be in the form of a dome of force surrounding the location, the whole area becoming frozen in time, a command to act a certain way and never leave, or the conjuration and regeneration of powerful monsters that prevent anyone from leaving.

The special component for this version of the spell is a clear crystal.

Ending the Spell. During the casting of the spell, you must specify a condition that will cause the spell to end. The condition can be as specific or as elaborate as you choose, but the DM must agree that the condition is reasonable and has a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or deity but otherwise must be based on observable actions or qualities and not based on intangibles such as level, class, or hit points.



SOURCES AND CHANGelog

Not every single spell here was created completely originally by me. The ideas have come from all over the internet, and I modified them to make them better, more balanced, more interesting, more fun.

In addition, the Rogue Hoard Raider was an idea originally made by Middle Finger of Vecna. The idea was revamped by me to make it more useful outside of extremely specific adventures and campaigns.

Here are the spells I have edited as well.

Agitate Crowd: The Book of Lost Spells

Modified to make it 8th level to balance impact, added to warlock spell list

Befuddle: The Book of Lost Spells

Modified to more closely follow game mechanics

Character Flaw: Book of Lost Spells

modified to clarify usage and to place on the Bard spell list

Dire Charm: The (Not Really) Complete Tome of Spells

Modified to simplify

Disbelief: The (Not Really) Complete Tome of Spells

Modified to remove components to better match flavour

Empathic Resonance: Book of Lost Spells

Modified to follow 5th edition game design objectives, and balance

Excessive Indulgence: D&D 2nd edition

Updated to 5th edition rules

Fumble: Book of Lost Spells

Modified to simplify effects

Harmonic Discord: Book of Lost Spells

Modified to match spell level to strength of the spell, and to function in the same way as similar official spells. Due to this change, added to sorcerer, warlock, and wizard spell list

Hesitate: Book of Lost Spells

Modified to add higher spell slot casting effects

Impeding Permission: The (Not Really) Complete Tome of Spells
Creators forgot to put it on any spell lists, placed it onto some

Lost Wanderer: Book of Lost Spells

Modified to clean up description and match range with existing standards

Nature's Charm: The (Not Really) Complete Tome of Spells

Modified to balance casting time

Oathbinding: The (Not Really) Complete Tome of Spells

Modified to allow caster and target to choose duration of the oath

Peacebinding: Book of Lost Spells

Modified to add to cleric and druid spell list

Pepper's Purpose: Book of Lost Spells

Modified to make more of a competitive pick against other cantrips

Scapegoat: The (Not Really) Complete Tome of Spells

Modified to balance usage on groups of people

Siren Song: The (Not Really) Complete Tome of Spells

Modified to allow choosing a location the music originates from, and to allow a way for the spell to end on the target

Xenophobic Rage: Book of Lost Spells

Modified to be 9th level to balance impact and power of spell

Zone of Deception: The (Not Really) Complete Tome of Spells

Modified to add to paladin's spell list

IMAGE CREDITS

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