

LIVING SPELLS

When magical disaster strikes, the remnants of a spell's energy can be warped into a living spell, a type of ooze that repeats the spell's magical effects over and over again. This document contains several examples, from the commonplace living burning hands to the deadly living flesh to stone.

In Eberron, most living spells are found in the Mournland. They scour the remains of Cyre, the offspring of magic warfare, attacking any living creatures they come across.

GLITTERFIRE

Glitterfire is a living combination of two spells commonly employed on the war-torn fields of the Mournland—glitterdust and fireball. Armies made invisible by their allies were outlined through the use of glitterdust and then destroyed by their enemies through the judicious use of fireballs. These two energies merged into a single dangerous form that seeks out creatures and annihilates them in a gout of flame. Glitterfire floats a few inches above the ground, much like a fog.



GLITTERFIRE

Medium ooze (living spell), unaligned

Armor Class 14

Hit Points 110 (20d8 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	13 (+1)	1 (–5)	10 (+0)	13 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, prone, restrained

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 6 (2300 XP)

Amorphous. The living flesh to stone can move through a space as narrow as 1 inch wide without squeezing.

Magic Resistance. The living flesh to stone has advantage on saving throws against spells and other magical effects.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage and 28 (8d6) fire damage. The target then becomes covered in glittering dust for 1 minute, during which it is blinded and it can't benefit from being invisible. A creature blinded in this way can make a DC 12 Dexterity saving throw at the end of its turn, ending the effect on a success.

Engulf. The living spell moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the living spell enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the living spell. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the living spell enters the creature's space, and the creature takes 28 (8d6) fire damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 28 (8d6) fire damage at the start of each of the living spell's turns. When the living spell moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the living spell. When the creature is no longer engulfed, it becomes covered in glittering dust for 1 minute, during which it is blinded and it can't benefit from being invisible. A creature blinded in this way can make a DC 12 Dexterity saving throw at the end of its turn, ending the effect on a success.

LIVING BURNING HANDS

This simple spell is known by apprentice wizards the world over. In the Last War, it founds its role in melee combat, allowing one person to take on two or three at a time. Now this living spell seeks to burn more than just its caster's enemies.

LIVING BURNING HANDS

Large ooze (living spell), unaligned

Armor Class 9

Hit Points 29 (11d8 + 0)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	11 (+0)	1 (-5)	6 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1 (200 XP)

Burning Spell. The living burning hands can move through a space as narrow as 1 inch wide without squeezing. Any creature or object that touches the living spell or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage and catches fire. Until someone takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the start of each of its turns.

Magic Resistance. The living burning hands has advantage on saving throws against spells and other magical effects.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6+1) bludgeoning damage, plus 10 (3d6) fire damage, and the target catches fire via the living spell's Burning Spell trait.

LIVING BIGBY'S HAND

In Cyre, these powerful spells were used for construction and defense on an individual level. Now, with a "mind" of its own, this living spell crushes anything it can get its hand on.



LIVING BIGBY'S HAND

Large ooze (living spell), unaligned

Armor Class 20 (natural armor)

Hit Points 127 (17d10 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	15 (+2)	1 (-5)	12 (+1)	15 (+2)

Skills Athletics +11

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 7 (2,900 XP)

Magic Resistance. The living Bigby's hand has advantage on saving throws against spells and other magical effects.

ACTIONS

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 26 (4d8 + 8) bludgeoning damage. The living spell can then grapple the target (escape DC 19) if it is Huge or smaller. While grappled in this way, a creature is restrained if it is Medium or smaller. The living spell can only grapple one target at a time using this ability.

Force. One Huge or smaller creature within 5 feet of the living spell must make a DC 19 Strength saving throw. On a failed save, a creature is pushed back up to 60 feet and falls prone. If a forced target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was pushed. If the target is pushed toward another creature, that creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone.

LIVING CLOUDKILL

Cloudkill can choke the life out of entire platoons of soldiers, and in the Last War it did just that. Given life, it seeks to continue this role, filling the lungs of any creatures it comes across.

LIVING CLOUDKILL

Large ooze (living spell), unaligned

Armor Class 11

Hit Points 135 (18d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	1 (-5)	12 (+1)	15 (+2)

Damage Immunities immunities

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 7 (2900 XP)

Amorphous. The living cloudkill can move through a space as narrow as 1 inch wide without squeezing.

Killing Cloud. The living cloudkill exudes an aura of death that covers the area within 10 feet of it. Any creature that enters the area for the first time on a turn or starts its turn there must make a DC 13 Constitution saving throw or take 22 (5d8) poison damage, or half as much on a successful one. If the living cloudkill ends its turn and did not move on that turn, this aura expands by 10 feet, up to a maximum total range of 30 feet. Each time the cloudkill moves or is moved, the area resets to 10 feet.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) bludgeoning damage. If the target is a creature, it must make a DC 13 Constitution saving throw or take 22 (5d8) poison damage, or half as much damage on a successful save.

LIVING FIREBALL

Fireball is a disastrous spell. In the right hands, it can be a useful tool of defense. Before the Day of Mourning, the spell served as the backbone of magic artillery. These are perhaps the most common type of living spell, rolling around at high speeds and slamming into living creatures, filling the area around them with fire.

LIVING FIREBALL

Medium ooze (living spell), unaligned

Armor Class 11

Hit Points 49 (9d8 + 9)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	1 (-5)	13 (+1)	15 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 4 (1100 XP)

Amorphous. The living fireball can move through a space as narrow as 1 inch wide without squeezing.

Magic Resistance. The living fireball has advantage on saving throws against spells and other magical effects.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) fire damage, and the living fireball explodes. Each creature within 20 feet of the target must make a DC 11 Dexterity saving throw or take 14 (4d6) fire damage, or half as much damage on a successful save.

Engulf. The living fireball moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the living spell enters a creature's space, the creature must make a DC 11 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the living fireball. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the living fireball enters the creature's space, and the creature takes 14 (4d6) fire damage and is engulfed. The living fireball then explodes. Each creature within 20 feet of the that is not engulfed by the living fireball target must make a DC 11 Dexterity saving throw or take 14 (4d6) fire damage, or half as much damage on a successful save. The engulfed creature can't breathe, is restrained, and takes 14 (4d6) fire damage at the start of each of the living spell's turns. When the living spell moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 11 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the living spell.

LIVING FLESH TO STONE

Petrification is a dire affliction, and spells that cause it are powerful indeed. More than a few such effects became living spells on the Day of Mourning, leaving trails of stone statues in their wake. Adventurers take heed: take caution in the Mournland if you wish to return home as a person and not a garden decoration.



CREDITS

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LIVING FLESH TO STONE

Medium ooze (living spell), unaligned

Armor Class 9

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	1 (-5)	12 (+1)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, prone, restrained

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 8 (3,900 XP)

Amorphous. The living flesh to stone can move through a space as narrow as 1 inch wide without squeezing.

Magic Resistance. The living flesh to stone has advantage on saving throws against spells and other magical effects.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 17). While grappled in this way, the target is restrained and must make a DC 14 Constitution saving throw at the start of its turn or take 27 (5d8) necrotic damage as its body turns to stone. On a successful save, a creature takes half as much necrotic damage.

If this ability's necrotic damage reduces a creature to 0 hit points, the creature instead drops to 1 hit point and is petrified until cured by a *greater restoration* spell or other magic.