

CARAMAN'S TOME OF LOST SKILL

A dramatic illustration of a floating ancient temple. The temple is a multi-tiered structure with a tall, ornate spire at the top. It is surrounded by thick, fiery orange and red clouds. The temple is supported by large, carved pillars. At the base of the temple, there is a large, dark, rectangular platform. From this platform, several large, carved stone blocks are falling, creating a chaotic scene of debris. The overall atmosphere is one of mystery and danger.

HOME BREW

New spells and character options for Dungeons and Dragons Fifth Edition!

PART I

Rules Options

CURSES AND POISONS

How curses and poisons, along with many other lingering wounds, are treated in Fifth Edition leaves them feeling very weak, or at the very least simply minor inconveniences. These rules can adjust the severity of poisons and curses to make them less trivial or more dynamic.

LEVELED STATUS EFFECTS

Using a similar method to how *Dispel Magic* works, you could change the *Remove Curse* definition as follows:

Choose one creature, magical object, or cursed area that you touch. Any curse of 3rd level or lower on the target ends. For each curse of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the curse's level. On a successful check, the curse ends.

If the spell succeeds against an object that is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a curse on the target if the curse's level is equal to or less than the level of the spell slot you used.

And change *Protection from Poison* as follows:

Choose one poisoned creature that you touch. Choose a single poison you know is effecting the target or choose a poison effecting the creature randomly. If the poison is of 3rd level or lower, it is immediately neutralized. If the poison is of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the poison's level. On a successful check, the poison is neutralized.

Regardless of whether the initial poison was neutralized, the target has advantage on saving throws against being poisoned and it has resistance to poison damage for the duration.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you automatically neutralize a poison on the target if the poison's level is equal to or less than the level of the spell slot you used.

Additionally, changing the descriptions of the *Lesser Restoration* and *Greater Restoration* spells increases the effectiveness of all status conditions.

Lesser Restoration:

You touch a creature and can aid against one disease or one other status effect afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned. Immediately, the remake their initial saving throw against this ability, adding your spell casting ability to the result and ending the effect on a success.

If it did not have a saving throw applied to the effect originally, instead they make a Constitution saving throw with a DC equal to 10 + the level of the status effect, and still end the effect on a success.

and *Greater Restoration:*

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or magically aid against one of the following effects on the target:

- One effect that charmed or petrified the target
- One curse, including the target's attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum

Immediately, the remake their initial saving throw against this effect, adding your spell casting ability to the result and ending the effect on a success.

If it did not have a saving throw applied to the effect originally, instead they make a Constitution saving throw with a DC equal to 10 + the level of the status effect, and still end the effect on a success.

Doing this allows for there to still be the possibility of status effects severely impacting a party or being a credible threat.

Now, to use this system, all status effects have to have a level from 1-9. To apply levels, ask if the status effect is coming from a spell or not. If it is, then the status effect is always equal to the level of the spell slot used to cast it.

If it isn't from a spell, determine the source. If it is from a creature, the level is half the CR of the creature, rounded down (minimum of 0 and maximum of 9). If it is from a trap or similar hazard, then determine the severity of the hazard and assign an appropriate level to it in relation to the average party level. See the *Dungeon Master's Guide* or *Xanathar's Guide to Everything* for the severity of traps and hazards.

If the trap or hazard is a simple setback, than it is half the party level, rounded down, - 2 (minimum of 0). If the trap or hazard is dangerous, than it is half the party level, rounded down (minimum of 0). If the trap or hazard is deadly, than it is half the party level, rounded down + 2 (maximum of 9).

Status effect levels can be used to determine the save DCs of certain abilities as well, as they now parallel detrimental spells of a similar level. The Rarity common will show the rarity of poisons or other items that can inflict that specific ailment.

Effect Level	Save DC	Rarity
0	13	Common
1	13	Common
2	13	Uncommon
3	15	Uncommon
4	15	Rare
5	17	Rare
6	17	Very Rare
7	18	Very Rare
8	18	Very Rare
9	19	Legendary

HOLLOWING

Many spells and other features use mechanics from the Dark Souls franchise of video games, created by Fromsoftware. Perhaps the most important, and iconic, mechanic of dark souls is the Hollowing mechanic. Using this optional rule, characters revive upon death, but slowly lose their memories and sense of self each time they die, until they eventually turn into mindless Hollows.

This rule set will make the game more difficult. It is intended for use with tough enemies. You should grant PCs who are Cursed Undead the chance to gain an Estus flask and upgrade it, as it may be their only hope of survival.

THE DARKSIGN

A terrible ring of burning darkness, the Darksign brands the undead. Those unfortunate souls cursed with the Darksign become Cursed Undead (also called Chosen Undead in certain lands). Those who die while bearing the Darksign will revive upon death, losing a part of themselves in the process, until they lose their mind and turn Hollow.

When a player creates a Cursed Undead character, they have a Darksign branding their bodies, usually on their cheek or chest. Their type changes to Undead. Whenever they die, they slowly begin to fade over the next 10 minutes, fading into dusty powder. If a resurrection spell is cast on them during this time, such as Revivify, they return as usual, and do not suffer any drawbacks. They do not revive if they are turned into an animated Undead until the animated form is slain. You retain all Magical Items you had in your possession when you revive, but all mundane equipment and any Souls are left at that spot. Only you can retrieve half the Souls left there, in the form of a small, Green sprite with spectral blood surroundings it in a foot wide puddle, called a Bloodstain. If you die again before retrieving your Bloodstain, those souls are lost forever.

Whenever you revive, you revive either at the Undead Bonfire you last rested at, or, if you have not rested at a bonfire, at a random location within 5 miles of the place you became a Cursed Undead. When you revive in this way, you take one level of Hollowing as the Darksign spreads. The area around the Darksign begins to rot away and darken as the curse spreads, and you lose some of your memories. You gain penalties based on the Hollowing chart below. When you become a Mindless Hollow, as seen below, you do not fade, but lie dead for 24 hours before reanimating and becoming a hostile NPC bound to that location.

You revive at the Bonfire in 2d12 hours from when you died. If the Bonfire was destroyed, you revive at a random place within 5 miles of where you became a Cursed Undead.

HOLLOWING TABLE

This table lists the penalties for each level of Hollowing obtained. The Amnesia table determines what about your past you cannot remember or recall. You can make new memories after losing old ones, and you recover the appropriate lost memories after curing yourself of a level of Hollowing. This Amnesia is additive with previous lost memories.

The Soul Requirement is the amount of Souls you must sacrifice per day to maintain your Hollowing level. If you do not meet it at the end of 24 hours since sacrificing Souls, you gain a level of Hollowing.

Hollowing Level	Amnesia	Soul Requirements	Penalties
0	You do not remember the 24 hours before or after you became a Cursed Undead.	0	If you go 24 hours without at least 1 Soul imbued, you gain 1 level of Hollowing.

1 You do not remember old acquaintances, distant family members, or the specifics of towns you have passed through.	1	Your will has begun to crack, granting you a -2 penalty to Wisdom Saving throws. You forget one language or tool proficiency of your choice.
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2 You forget your previous job, your close family and friends, and your family name.	4	You have begun to physically fall apart, granting you a -2 penalty to Strength and Constitution Saving throws. You have disadvantage to hide your Hollowing. You forget one Skill Proficiency of your choice.
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3 You forget your name, and the names of your close allies. You forget where you are periodically (about every 4 hours).	8	You have a -2 penalty to all saving throws. You forget all languages except Common. You forget all tool proficiencies. You cannot hide your Hollowing.
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4 You forget everything, becoming a Mindless Hollow. You do not fade and revive at a Bonfire, but instead reanimate after 24 hours have passed. You may try to futilely continue your most recent simple task, but you attack any creatures who have more than 1 Soul Imbued. If slain, you are permanently slain.	None	You become an NPC under the DM's control, as a Mindless Hollow.
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UNDEAD BONFIRES

Scattered throughout lands at crossroads or places of significant power are the Undead Bonfires. Small, continually burning fires of bone with a single, blunt sword stuck into the center. These Bonfires appear seemingly randomly inside places that the Curse of the Darksign is prevalent.

Any creature who comes within 30 feet of the Undead Bonfire must succeed on a Charisma Saving Throw (DC 20) or be magically unable to willingly come within 30 feet of the Bonfire for the next 24 hours. Cursed Undead do not need to make this Saving Throw unless they are a Mindless Hollow.

A creature who is cursed by the Darksign may take a special Long Rest within 30 feet of the Bonfire. This rest takes only 1 hour (30 minutes with the Trance feature). While taking this rest, you recover any expended uses of your Estus or Ashen Estus Flask. You also lose any levels of exhaustion you might have. Once you rest at an Undead Bonfire, you revive there if you die.

An Undead Bonfire has 50 HP, an AC of 12, immunity to all non-magical damage and all fire psychic, and cold damage, resistance to magical acid, poison, piercing, slashing, radiant, necrotic, and bludgeoning damage. The Bonfire recovers 2d6 + 4 (10) HP every hour. An Undead Bonfire cannot be moved, nor can its sword be taken out until it is destroyed.

FIRE KEEPERS

Some Bonfires are linked to the souls of certain individuals that attract strange, black humanity sprites. A Fire Keeper cannot move more than 300 feet away from their bonded Bonfire. If they are killed, the Bonfire goes cold and dies. It is possible to retrieve the Fire Keeper's Soul (see Magic Items) from that Fire Keeper and use it as the Material Component for a resurrection spell on that Fire Keeper only. You may only revive a dead Fire Keeper in this way. Most Fire Keepers are clerics or humanoids with souls that attract Humanity sprites, such as Hexborn Sorcerers.

DEATH SAVES

To balance the seemingly lenient amount of reviving in the game, you may play with no death saves. If you do, your character instantly dies if their hit points equal 0. This makes encounters difficult and increases the chances of dying. While this rule is highly suggested, you do not need to implement it.

IMBUED SOULS

A core mechanic of Dark Souls is their currency system- the strange energy they simply call Souls. These Souls are stored inside a Cursed Undead's heart, and are necessary to prevent Hollowing.

INHERENT SOULS

Every creature starts with 1 Soul. Whenever you gain a level, you gain Souls equal to your level. Any creature with a CR of 2 or higher has Souls equal to twice their CR- otherwise, they either have 1 Soul or no Souls. Certain creatures, especially creatures who are particularly powerful or legendary, may have more Souls than normal. A creature who hunts for Souls May have more than their challenge rating would suggest.

STEALING SOULS

Whenever you kill a creature, you steal Souls equal to half their current imbued souls. If a creature dies of a cause unrelated to any other creature, it has a small chance to leave a small "packet" of Souls equal to half their previous Soul Count, alongside their bloodstain. When this instance might occur, roll a d20. On a 20, the Packet of Souls is left, appearing as a small white orb with a faint humming sound emanating from it.

USES FOR SOULS

Souls are a versatile energy source, used to empower the Undead, used for currency, and used to delay their inevitable Hollowing.

SOULS AS POWER

When you benefit from a Long Rest from an Undead Bonfire, you may consume any number of Souls in your possession to create one of the effects listed below on the Bonfire Empowerment Table. You may only have one of these Bonfire Empowered traits at a time. You cannot use more Souls than your level in this way.

SOUL EMPOWERMENT TABLE

Name	Minimum Souls	Effect
Vitality	1	You bolster your body's natural abilities. You gain 2 Temporary Hit Points per Soul used.
Endurance	5	If you have the Extra Attack Feature, you can make one more attack with it. You may use this ability once, gaining more uses by expending more Souls: twice with 10 Souls; three times with 15 Souls; and four times with 20 Souls.
Attunement	2	If you have a Spellcasting feature that has to prepare spells, you can Prepare one more spell until your next long rest. This increases to two spells with 6 Soul, three spells with 12 Soul, and four spells with 20 Soul.
Luck	3	If you have the sneak attack feature, you may choose reroll the damage die when you deal sneak attack damage once per rest. You may reroll a number of dice equal to every three Souls used.

SOULS AS CURRENCY

You may also use Souls as currency, which is the only currency of value most Cursed Undead recognize. As an Action, you may grant any number of souls you have to a willing creature you touch. The prices for equipment and items from Undead merchants are notoriously high, so be prepared with plenty of Souls entering into negotiations.

EXOTIC MAGIC OR FEATS

There are many ways to present magic and spells in the D&D universe. Particularly, some spells may be more difficult to learn or cast compared to others of the same level. For these, you may apply the Exotic sub-type to the spell.

The DM and players may agree to apply the Exotic subtype for any spell or feat that is allowed at the table, which is usually done at a Session 0.

EXOTIC SPELLS

When a spell has the Exotic sub-type applied to it, it cannot be normally learned, inscribed, or prepared, even if it is on your spell list or spell selection. In order to gain access to the spell, you must have access to a specific Material component, train with a certain teacher, slay a certain monster, or another quest that begets adventures. Once you gain access to the spell, you may learn, inscribe, and prepare it as normal for your class.

This can allow the DM to prepare for a certain spell, or can allow spells that are effectually more powerful than others for the campaign to be used as a form of treasure to be found during the course of adventuring.

Spells that are determined as Exotic should be determined as such for the purposes of retaining a theme in the Campaign- perhaps a campaign where resurrections are very rare may place an Exotic tag on *Raise Dead* or *Revivify*. Otherwise, they should be determined as Exotic for practical purposes- if the DM does not have the entire Cosmology of a Homebrew world figured out, they should place the Exotic tag on spell such as *Plane Shift* or *Astral Projection*, to avoid having to improvise too much of their cosmology.

EXOTIC FEATS

As with spells, a feat can be agreed to be made Exotic for the purposes of allowing the DM time to plan for them or for world building purposes. However, if a player wants to eventually learn an Exotic Feat by using an Ability Score Increase, they may instead only increase one Ability Score of their choice by +1, and say they are working on learning the feat.

When the DM is ready, or when they successfully find a trainer or mentor that unlocks the Exotic feat for them, the player may then replace their Ability Score Increase with the previously restricted Feat.

PART II

Magic Items

MAGIC ITEM DESCRIPTIONS

ESTUS FLASK

Wondrous Item, Uncommon (requires attunement by a creature with a Darksign)

This dull green flask of can hold the healing energy of undead bonfires within it. As a bonus action, you may drink from the flask. When you do so, you recover 1d6 + your Proficiency Bonus hit points.

Once you use this item, you must spend a short rest next to an Undead bonfire to use it again.

ASHEN ESTUS FLASK

Wondrous Item, Rare (requires attunement by a creature with a Darksign)

This dull grey, crystalline estus flask turns a bonfire's flames cold and recovers focus. You may use a bonus action to drink from this flask. When you do so, you recover an expended 1st-level spell slot.

Alternatively, you could choose to recover an expended Superiority die when you use this flask. If you do so, this superiority dice is a d4, instead of your normal die value.

Once you use this item, you must spend a short rest next to an Undead bonfire to use it again.

ESTUS SHARD

Wondrous Item, Rare

This small, Estus soaked shard of glass is a rare occurrence that occasionally occurs when an undead's soul is destroyed while it is attuned to an Estus Flask. Any character proficient with Smith's Tools can graft the shard onto an in-tact Estus or Ashen Estus Flask.

If you graft it onto a regular Estus Flask, it increases the amount of estus the flask can hold. The number of times you can use the Estus Flask before refilling it at a bonfire increases by 1, to a maximum of 5.

If you graft it onto an Ashen Estus Flask, it increases the amount of estus the flask can hold. The number of times you can use the Ashen Estus Flask before refilling it at a bonfire increases by 1, to a maximum of 3.

FIRE KEEPER SOUL

Wondrous Item, Very Rare

A small, soul encased in gnawing humanity sprites, found only in the chest of a Fire Keeper who was linked to an Undead bonfire. Another Fire Keeper may use an Action to fuse the soul into an Estus or Ashen Estus Flask, increasing the potency of the flask.

If fused into a regular Estus Flask, it increases the amount of healing received from the flask by 1d6, to a total maximum of an extra 5d6.

If fused into an Ashen Estus Flask, it increases the level of Spell Slot regained by 1, to a maximum of 4th level. It also increases the Superiority die value for each Fire Keeper soul fused, to 1d6, 1d8, and 1d10.

DIVINE BLESSING

Potion, Legendary

You recover all hit points when you drink this potion. This small, golden flask has a flowing, white mist on the inside, which pours slowly like honey.

UNDEAD HUNTER CHARM

Wondrous Item, Uncommon

A small, enchanted mirror that bursts into grey mist when thrown, used long ago to hunt hollows and those afflicted by the Darksign. You can use an Action to throw this charm at a point on the ground within 20 feet of you. Every creature within 5 feet of that point must succeed on a DC 15 Charisma saving throw or become cursed for 1 minute.

While cursed in this manner, any Estus or Ashen Estus Flask that you are attuned to becomes stoppered, and you cannot drink from it.

If a mimic becomes cursed in this way, it immediately becomes incapacitated and ooze-like for the duration or until it takes damage. Any objects it has stashed inside its body can be safely removed during this time.

PRISM STONE

Wondrous Item, common

A smooth and unremarkable round stone. You can use an Action to strike the stone against a strong surface, where it will immediately begin to emanate bright, multicolored light for 30 feet, and dim light for 30 more. This property lasts for 1 hour, after which it becomes a regular stone.

If dropped from a height, and it makes a loud sound upon breaking at the bottom, the fall deals more dice of damage than your maximum hit dice, and is likely lethal.

PURPLE MOSS CLUMP

Wondrous Item, common

These slightly magical moss can near instantaneously purge a creature of poison. As an Action, you can consume the moss clump, removing any Poisoned condition you may have.

IMBUED PINE RESIN

Wondrous Item, rare

This magically enchanted substance can be smeared along a weapon as a bonus action, instantly flaring to life with a certain element. The weapon deals an additional 1d8 damage of the resin's type for 1 minute or until the resin is somehow removed. The different resin types and their corresponding damage types are listed below.

Name	Damage
Charcoal	Fire
Gold	Lightning
Pale	Force
Rotten	Poison
Human	Necrotic

HOMEWARD BONE

Wondrous Item, Very Rare

A shard of bone taken from an ancient Undead bonfire and then engraved with magical runes, homeward bones are used by bearers of the darksign to return to their bonfire. If you are cursed by the darksign, you may use a 1 minute ritual reading out the bone's inscriptions. Once complete, you teleport instantly to the nearest unoccupied space to the last Undead bonfire you rested at. After using the bone, it crumples to dust and is destroyed.

If you are interrupted in reading the inscriptions or the bonfire no longer exists, the Homeward Bone crumples to dust and is destroyed.

PURGING STONE

Wondrous Item, very rare

A strange stone with a skull engraved on the front, said to be able to remove even the deepest curse of the undead, though not even it can remove the curse of the Darksign. As an Action, you may press this stone on your skin. You are effected by the *Remove Curse* spell, as if cast at 3rd level.

Additionally, you lose one level of Hollowing, if you had any. This cannot cure a Mindless Hollow.

HAVEL'S ARMOR

Armor (Plate), legendary

Armor of Havel the Rock, the legendary dragon slayer and friend of the lord of Sunlight, who forged this armor of the stone scales of his defeated foes. You must have at least 18 Strength to wear this armor instead of 15, as it is forged heavy stone scales.

You have a +3 bonus to AC while wearing this magic armor. Additionally, you have advantage on any saving throw you are forced to make from an enemy with the Dragon type.

CATARINA ARMOR

Armor (Plate), rare

This onion-shaped armor is masterfully forged for parrying, and is worn by the proud Catarina knights.

You gain a +1 bonus to AC while wearing this magic armor. Additionally, whenever a creature misses you with a melee weapon attack, you may use your reaction to force that creature off-balance using the curved form of your armor. The enemy must succeed on a DC 15 Dexterity saving throw or be thrown off-balance. The next weapon attack against that creature has advantage.

MORION BLADE

Weapon (longsword), rare (requires attunement)

This strange, black blade has barbs and serrated edges. While you have hit points equal or less than your level, this magical weapon gains a +3 bonus to attack and damage.

BLOODLUST

Weapon (katana), rare (requires attunement)

This rusted katana is coated in layers of dried blood. It as a +1 bonus to hit and damage.

As an Action, you can plunge the blade into your body, dealing 2d6 + 4 necrotic damage to yourself and temporarily reducing your maximum hit points by that amount. Once the weapon is pulled out, it is surrounded in red energy for 1 minute, dealing an additional 2d6 necrotic damage on a hit. The hit point reduction ends when the enchantment fades.

FRAYED BLADE

Weapon (katana), legendary (requires attunement)

A katana forged from the soul of an ancient dragon consumed by the Dark, its blade corroded from the gnawing insects. It as a +3 bonus to hit and damage.

When you deal damage with this magic weapon, you deal an additional 1d12 necrotic damage. As an Action, you may cause a shockwave of necrotic energy to burst from the ground away from you in a line 20 feet long and 5 feet wide. Any creature within this line must succeed on a DC 17 Dexterity saving throw or take 6d12 necrotic damage, or half as much on a successful save.

Once you use this ability, you cannot use it until you complete a long rest, and you do not deal the additional necrotic damage until you complete a long rest.

RICARD'S RAPIER

Weapon (rapier), very rare (requires attunement)

This rapier has a beautifully designed golden hilt, wielded by a legendary undead prince. You gain a +2 bonus to hit and damage with this magic weapon.

Whenever you take the Attack action with this rapier, you may use a bonus action to make two weapon attacks with it. Once you use this ability, you cannot use it again until you complete a short or long rest.

BLACK KNIGHT WEAPON

Weapon (Any heavy weapon), rare

Large, blackened steel weapons forged to hunt down Chaos Demons. You gain +1 to hit and damage with this magic weapon.

Whenever you hit a Large or smaller creature with this weapon, you may use a Bonus Action on the same turn to launch the creature into the air. That creature must succeed on a DC 13 Strength saving throw or take 1d12 bludgeoning damage and be knocked into the air 5 feet, landing prone.

DRAGONSLAYER SPEAR

Weapon (weighted spear), very rare (requires attunement)

This golden spear was wielded by Ornstein, captain of the four knights of Gwyn. It is heavily weighted before the spearhead to pierce the stone scales of the old dragons. you gain a +2 to attack and damage with this magic weapon.

As an Action, you may dash forwards up to 120 feet and make a melee weapon attack with this spear, dealing an additional 2d12 lightning damage on a hit. Once you use this ability, you cannot use it again until you complete a long rest.

PENDANT OF SIPHONED BREATH

Wondrous Item, common

A relatively easy item to enchant, and commonly made by the Tidedrifter Gnomes and human divers, this silver pendant has a symbol of a cloud engraved on it. The pendant has a slot for a single pearl. When a black pearl is placed inside this pendant, it can store air for the user for an amount of time determined by the value/rarity of the pearl, as determined by the table below.

Cost	Rarity	Breath
1 gp	Common	20 minutes
5 gp	Common	1 hour
25 gp	Uncommon	6 hours
100 gp	Rare	12 hours
300 gp	Very Rare	24 hours
1000 gp	Very Rare	1 week, or 24 hours in the Deep
5000 gp	Legendary	Indefinitely, or 1 week in the Deep

When you put on the necklace, you may speak its command word while in the air to begin siphoning its breath. You may then breath underwater as a magical bubble of air appears around your mouth.

However, when you cast spells with a Verbal component while using this item, the magical strain on the bubble forces it to loose 10 minutes of stored air per level of spell cast. If casting this spell would deplete your stored air, you still manage to cast the spell before the enchantment ends. Cantrips do not deplete your air supply.

When you run out of stored air, the bubble dissappears. You must bring the pendant back up to the surface and leave the black pearl in open air for at least 1 hour before it can recharge its air supply. It can then be used as normal.

DEEPDIVER SUIT

Mundane armor (any metal armor), uncommon (ring mail, chain mail, chain shirt, scale mail), rare (breastplate, splint), very rare (half-plate, full plate)

A combination of a reinforced helmet and body suit, the Deepdiver's suit is weighted to allow regular creatures to move about underwater. It consists of an breastplate and a bowl-like helmet, as well as large, rubber or steel flippers.

While you wear this suit, you are unaffected by the Deep Pressure condition. You also have a swimming speed equal to your walking speed or 25 feet, whichever is slower.

This armor is incredibly heavy and cumbersome outside of water. While youside of water, your walking speed is reduced by 10, regardless of your Strength score. This is not cumulative with the penalty recieved when wearing heavy armor without the prerequisite Strength.

Every Deepdiver Suit is unique, built to a specific person. A suit that is found would need to be heavily tailored and fitted to a new owner, which could possibly cost more than building a suit from scratch.

POTION OF THE HYDROMANCER

Potion, uncommon

You can cast verbal components for spells while underwater for 1 hour after drinking this potion. This potion mixes with a *potion of water breathing* with no ill-effects, and can be combined into one vial for a single use. This potion is a thick purple with a small, squirming squid tentacle inside. When mixed with a *potion of water breathing*, it turns into a deep green with a squid-like bubble floating around inside.

PART III

Feats and Feature Options

INTRODUCTION

This section reveals some optional feats that a player can take in addition to the feats described in the Player's Handbook.

Some of these feats are designed to give more racial options to the races described in *Volo's Guide to Monsters* and *Mordenkainen's Tome of Foes*, while others are designed to promote styles of gameplay that are often overlooked, such as thrown weapons or poisons.

FEAT DESCRIPTIONS

BLOWDART TOXINS

Prerequisite: Proficiency with the Blowgun

Training with the blowgun and its poison filled darts, you gain mastery over them and gain the following bonuses with them:

- The damage dealt by your blowgun or dart ranged weapon attacks ignore resistance to poisons damage applied to the ammunition you attack with.
- You learn to make a special poison that you can coat 10 of your blowgun darts at the end of a short rest. Any unused dart poison disappears at the end of your next short rest. On a hit with any of your blowdarts, you an additional 1d4 poison damage, and they must succeed on a Constitution saving throw against a DC of 8 + your Proficiency bonus + your Dexterity modifier or become poisoned until they end their next turn, when they take an additional 1d4 poison damage if the poison has not been cured.
- When a creature takes damage from a your blowdart while you are hidden from them, the creature must succeed on a Wisdom (Perception) check against a DC of 8 + your Proficiency bonus + your Dexterity modifier. On a failure, they do not notice the dart nor the piercing damage they take from it. If they fail to notice the dart, they do not notice any poison damage or a condition created by a poison on your dart until they are reduced to half hit points.

CARTHUS BEACON

Prerequisite: The Extra Attack feature.

Adopting a swift and precise fighting style from the warriors of Carthus, you gain the following benefits:

- Any spell or item buff that applies to a single weapon you are holding, such as *Magic Weapon* or a *Charcoal Pine Resin* can also be applied any off-hand weapon you are holding with the same casting or item.

- When you take the Attack action and hit with at least 1 attack, your movement speed increases by 10 until the end of your turn.
- Whenever you make a weapon attack roll and you have already attacked once this turn, you gain a bonus to hit and damage equal to the number of times you have previously dealt damage with a weapon attack on this turn.

DRAGONBANE WEAPON TRAINING

Learning to fight with the unique fighting style of ancient dragon slayer knights, you become able to fight with one of the oversized and unwieldy Dragonbane weapons.

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- You gain proficiency with 1 Dragonbane weapon of your choice.
- If you chose the weighted spear, wolf greatsword, or tracer Dragonbane weapons, you then have a number of Slayer Points equal to your Proficiency Bonus. By using a Slayer point as a bonus action, you can use these three Dragonbane weapons' Special Traits until the end of your turn. You regain all expended Slayer Points at the end of a long rest.
- If you chose the dragon tooth or greatbow, their *Whiff* and *Turret* special traits apply for all attacks.

DRAKE TAIL CRAFTER

Prerequisite: Lizardfolk

You have learned an ancient art of creating weapons from a slain creature's tail and imbuing it with their elemental power, gaining the following benefits:

- Any weapon created with your Cunning Artisan feature is considered magical for the purposes of damage reduction and immunity.
- When you use your Cunning Artisan on a creature of Large or larger size that had a Breath Weapon ability and has a tail, you may instead create a longsword, greatsword, handaxe, battleaxe, greataxe, dagger, or whip.

- If you create a weapon from the list above, you may also spend 1 hour imbuing it with natural power. From then on, it becomes a magical weapon that you must attune to. As an Action, you may cast the Breath Weapon from the weapon as if you were its source. The DC equals 8 + your Wisdom modifier + your Proficiency bonus. If it would deal more damage die than your maximum hit die, it instead deals damage die equal to your maximum hit die. Once you use this ability, you cannot use it again until you complete a long rest. Additionally, you must roll a d20 when you use this ability. On a 1, the weapon disintegrates and is destroyed. If you create a new weapon of this type, any previous weapons instantly disintegrate and are destroyed.

EXOTIC WEAPON TRAINING

Training using the weapons of the Tower and other exotic places, you know how to use strange weapons to your best ability.

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- You gain proficiency with 4 exotic weapons of your choice.

FORLORN SOUL

Prerequisite: Any monstrous race

Your persecuted soul has become cold and linked to a mysterious realm known as the Arias. You gain the following benefits:

- Your Intelligence score increases by 1, to a maximum of 20.
- You gain resistance to cold damage.
- While within magical fog or snow, such as created by a *Sleet Storm* or *Fog Cloud* spell, you may use a bonus action to cast *Misty Step* at will without providing any components, and you do not need to see the point to which you teleport when casting *Misty Step* in this way, although the spell fails if you would teleport into an occupied space.

GIANT STRENGTH

Prerequisite: The Powerful Build feature.

You have trained yourself in the strength of giants, gaining the following effects:

- Your Strength score increases by 1, to a maximum of 20.
- You are considered a Large creature for the purposes of grappling, shoving, and spells or other abilities.
- When you hit with an attack roll using Strength, you may use a bonus action on that turn to attempt to shove the creature 5 feet away from you.

KITH'RAK COMMAND

Prerequisite: Githyanki

Your military training has granted you the powerful presence of a Kith'rak commander.

As a bonus action on your turn, you can let out a battle cry to end the charmed or frightened condition on yourself and any willing creature of your choice within 30 feet of you.

You may use this ability twice, regaining all expended uses after completing a long rest.

HIGH LIGHT BEARER

Prerequisite: Aasimar

You have begun to tap into your inner power to grant yourself a higher connection with your divine:

- Your Wisdom or Charisma score increases by 1, to a maximum of 20.
- Choose a single spell of second level or lower. You may expend your use of *Healing Hands* to cast this spell at 2nd level while providing only Somatic components, unless it requires a component with a gold cost, which is then required as well. If you are a Protector Aasimar, you must choose a spell with the Miracle subtype. If you are a Source Aasimar, you must choose a spell with the Pyromancy subtype. If you are a Fallen Aasimar, you must choose a spell with the Dark subtype. The spell slot level at which you cast this spell increases as you gain levels- 3rd at level 7, 4th at level 12, and 5th at level 17. Whenever you gain a level, you may change one spell out for another, granted it is still of a subtype and level that you can use. Charisma is your spellcasting ability for this spell.
- If your Aasimar changes subrace, you may choose to change your spell to a spell of the appropriate level and subtype that you can cast.

MAGICAL MIMICRY

Prerequisite: Kenku

Your mimicry and art for the arcane has granted you the ability to copy spells others know. You gain the following benefits:

- Your Intelligence score increases by 1, to a maximum of 20.
- You learn 1 cantrip from the Wizard spell list. Intelligence is your spellcasting ability for it. Whenever you see a creature within 30 feet of you cast a cantrip from the Bard, Sorcerer, Warlock, or Wizard spell list, you can use your reaction to copy the spell. Make an Intelligence (Arcana) check against the triggering creature's spell DC. If you succeed, you replace the cantrip gained from this ability with the cantrip cast at you, although your spellcasting modifier is still Intelligence. Regardless of whether you succeed or not, you may not use this reaction again until you complete a long rest.

MISTING

Prerequisite: Wisdom or Constitution 13 or higher, no Mistborn levels

You manifest a genetic mutation that allows you to manipulate a single allomantic metal like a mistborn. Mistings often must "snap" into their power after a traumatic event- which is why they often snap during combat or adventuring experiences. Mistborn cannot become mistings. You can find all descriptions of these allomantic abilities in the Mistborn class features.

- You gain a limited proficiency in the alchemist's kit so that you may use it create vials of your chosen metal.
- Choose a single Basic or Higher metal. If you choose a Basic metal, you gain 15 Allomancy Stores that can only store that metal. You may burn the metal as a mistborn can. Additionally, you learn a single flare, with a Toxin Threshold of 2. You may only flare once per long rest.

- If you choose a Higher metal, you can store one use of that metal. You may burn that metal as a mistborn once per long rest. Duralumin and Aluminum do not do anything when burnt by a misting.
- Granted you have your Alchemist's Tools with you, you can recover all Allomancy Stores or your use of your chosen Higher metal at the end of a long rest.

MYSTICAL DETECTIVE

You have been trained to hunt down for magical creatures and secrets, gaining the following benefits:

- Your Wisdom score increases by 1, to a maximum of 20.
- Gain advantage on Wisdom (Insight) or Wisdom (Perception) checks made to disbelieve illusions or notice illusions.
- When a creature teleports while within 120 feet of you and you can see them, you know the general direction and location of where they are teleporting to. Generally, this occurs as you see through the small rift in space and take note of the scenery that you may notice through there.

NATURAL GUARDIAN

Prerequisite: Firbolg, Forest Gnome, or Wood Elf

You have increased your inherent attunement with nature, allowing you to sense natural disturbances. You gain the following benefits:

- Your Wisdom score increases by 1, to a maximum of 20.
- You have advantage on any saving through caused by a natural disaster, such as lightning, earthquakes, or tidal waves. This includes all spells that simulate these disasters, such as *Call Lightning* or *Tsunami*.
- As an Action, you can tap into the web of nature around you. You learn of any dangerous, unnatural creatures, settlements, or magics that are effecting the land within 5 miles of you. "Dangerous" in this sense means a danger to the natural world- so, invasive species, deforesting communities, and the lairs of Undead all could be possible points, but any native predators or natural hazards to the party would not be located. You know the general location and distance of the danger from you, but you do not know the nature of threat threat. A creature hidden from divination magic is not hidden from this ability. Once you use this feature, you cannot use it again until 3 days have passed.

NINE LIVES

Prerequisite: Tabaxi

You have a knack for surviving things that would kill most creatures. Whenever you make a Dexterity saving throw, you can choose to gain 1d4 + your Proficiency Bonus in temporary hit points before the roll. This die increases as you gain levels: 2d4 at level 7, 3d4 at level 12, 4d4 at level 17.

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

POISONER

You have trained not only in the use of poisons, but also their discreet application.

- Your Dexterity or Intelligence score increases by 1, to a maximum of 20.

- You gain proficiency with the Poisoner's Kit.
- Applying a poison to a weapon or three pieces of ammunition only requires a bonus action for you.
- While hidden and within 5 feet of a creature you can see, you can use an action to attempt a Dexterity (Sleight of Hand) check contested by the other creature's Wisdom (Perception) check to subtly apply a poison with the injury, contact, or inhaled properties. If the creature was eating, than it may also have the ingested property. On a successful check, the effect of the poison is subtly cut, placed, or wafted onto the target and then occurs after a one minute delay. On a failed contest, you are not caught and your dose of poison is not expended, but you recognize that you cannot attempt this subtle poisoning against that creature for 1 hour without getting caught.

SHINSU BOMBER

Prerequisite: Tinker's Tools proficiency and Intelligence 13 or higher

You have trained to specifically utilize a newer form of exotic weapon called a Shinsu bomb, tinkering and changing its properties as you wish.

- Your Intelligence score increases by 1, to a maximum of 20.
- You gain proficiency the Shinsu Bomb.
- You may use your Intelligence modifier for attack and damage rolls using your Shinsu Bomb instead of your Strength or Dexterity, and the DC of its saving throw equals either 15 or 8 + your Proficiency bonus + your Intelligence modifier, whichever is higher.
- You can craft Shinsu Bombs at half their store price using Tinker's Tools and materials that can commonly be purchased in a city or other urban environment.
- At the end of a short rest, if you have your Tinker's Tools with you, you may select up to two Shinsu Bombs you have within 5 feet of you and modify them into a Potent Shinsu Bomb. A Potent Shinsu Bomb's area of effect force damage deals an additional amount of damage equal to your Intelligence modifier, and effected creatures still take half damage on a failed save. A Shinsu Bomb loses its Potency if unused by the end of your next short rest.

TRICK WEAPON TRAINING

Training in the ways of the ancient Hunters, you have learned to fight with some of their unique Trick Weapons, gaining the following benefits:

- Your Strength, Dexterity, or Wisdom score increases by 1, to a maximum of 20
- You gain proficiency with 4 Uncanny or Bloodtinge weapons of your choice, or 1 Lore weapon of your choice.
- You gain the ability to transform a trick weapon you are proficient in to and from their transformed forms as a bonus action, as with the *Trick Weapon Fighting Style* feature of the Blood Hunter Order of the Workshop.
- Additionally, at the end of a long rest, you can magically conjure a number of quicksilver bullets equal to 3 + your Proficiency Bonus, which you can use to attack with a Bloodtinge Weapon you are proficient with. These quicksilver bullets magically disappear after you fire them, after you move more than 30 feet away from them, or after you complete your next long rest.

UNDERWATER COMMAND

Prerequisite: Triton or any race with a swimming speed

You are trained to fight in the cold depths of your home, and can help your allies do the same. While fighting underwater, you gain the following benefits:

- While underwater, yourself and any underwater allies within 30 feet of you who can see you cannot be moved against their will and they have advantage on checks against being grappled.
- When a creature attempts to attack an ally within 30 feet of you who you can see and who is underwater, you may use your reaction to magically manipulate the water around them and cause the attack roll to be made at disadvantage.
- While underwater and within 30 feet of you, your allies have a swimming speed equal to your own.

Your allies never gain these benefits if you are incapacitated or unable to speak and move.

WEAPON FOCUS

Your constant practice and mastery of your weaponry has granted you special proficiency with a single one you have:

- Your Strength or Dexterity score increases by 1.
- Choose 1 weapon you have proficiency in. You gain a +2 bonus to attack rolls with that weapon, granted you do not have disadvantage on that attack roll.
- While you are not unconscious, you cannot be unwillingly disarmed of that weapon while in combat.

You may take this feat multiple times, choosing a new weapon each time.

WEAPON JUGGLER

You have become more and more adept at using thrown weapons, capable of attacking at odd angles and targeting specific parts of an enemy.

- You can draw a weapon with the thrown property as part of your attack with one.
- You can choose to consider all thrown weapons as ranged weapons when thrown and finesse weapons while wielded as a melee weapon, allowing you to use either Strength or Dexterity for attack and damage rolls with them.

- You have a number of Trick points equal to your Proficiency Bonus. You can spend a trick point to perform one of the tricks below when attacking with a weapon with the thrown property. The DC for these tricks equals 8 + your proficiency bonus + either your Strength or Dexterity modifier. You may only use one Trick per turn. You regain all expended Trick points after you complete a long rest.

- **Knockdown.** When you hit a creature with a thrown weapon, you can expend a Trick point to cause them to make a Strength Saving Throw or be knocked prone.
- **Ricochet.** When you attack a creature with a thrown weapon attack, you may use a bonus action and a Trick point to make the attack ricochet and strike at another creature within the weapon's first range increment from the first target of the attack. Make another ranged attack against that new creature. This second attack is at disadvantage if you cannot see the second target.
- **Performance.** You can use a Trick point to gain advantage on any Performance check you make using your thrown weapons.

ZERTH TRAINING

Prerequisite: Githzerai

You have begun down the path of the Enlightened, to become a Zerth amongst the Githzerai. You gain the following benefits:

- You may cast the *feather fall* and *jump* spells at will, only targeting yourself. Additionally, you may cast the *haste* and *slow* each once per day using this ability. These spells are psionic and require no components. Wisdom is your spellcasting ability for these spells.
- You gain telepathy out to 60 feet.

ALTERNATE FIGHTING STYLES

These fighting styles can be chosen as alternative options whenever they gain the Fighting Style feature. Any class that gains a Fighting Style may choose these instead of their regular options. Others will have the classes available and level of that class required in their titles.

SERRATED EDGE

You ignore resistance to slashing damage when dealing slashing damage with a weapon you are proficient in.

CRUSHING EDGE

You ignore resistance to bludgeoning damage when dealing bludgeoning damage with a weapon you are proficient in.

PIERCING EDGE

You ignore resistance to piercing damage when dealing piercing damage with a weapon you are proficient in.

WEAPON THROWER

You can easily strike your foes with with thrown weapons. You gain either a +1 bonus to hit or damage with thrown weapons (your choice when you gain this Fighting Style).

You can use a thrown weapon to make a ranged Shove attack against a creature within your first range increment. All other rules for the Shove attack apply.

QUICK DRAW

You can swiftly change out weapons and even load weapons for use later. You can pre-load up to five weapons that have the Loading property as an action or 1 weapon as a bonus action, allowing you to ignore their Loading property for the first attack you make with them per turn.

Additionally, once per turn, when you draw or stow a weapon, you can pre-load the weapon you are stowing once per turn.

PART IV

Spells

INTRODUCTION

This section offers new spells for classes both in the Player's Handbook and in Finn's Tome of Lost Heroes. These spells are listed in alphabetical order below.

Your DM may allow some or all of these spells in your game, but keep in mind that they are rare and might require your character to research and invent them.

DIFFICULT SPELLS

Keep in mind that there are some spells in this Tome that are potentially game-breaking or simply difficult to adjudicate as a DM, and they require preparation from both the player and DM to play properly. In particular, there are several spells below that absolutely require the DM and the players to prepare beforehand. These are the *Animate Construct*, *Conjure Heroic Spirits*, *Enchant Item*, *Swift Attunement*, and *Time Travel*.

For all of these, make sure the DM knows beforehand if you will select it. I would highly suggest using the Exotic Magic optional rule for these specific spells, which means that the DM may grant these spells if they wish or when they are ready, and the players may have to adventure simply to gain access to them.

SPELL SUBTYPES

Some spells have a tag in parenthesis at the end of their type and level. This is the spell's subtype. The subtype is referred to by some spells and custom class abilities from Finn's Tome of Lost Heroes. The current subtypes are Crystal, Dark, Psionic and Pyromancy. Other published spells also have a subtype, as determined by the subtype spell lists at the end of this chapter.

When a creature casts *Detect Magic*, they do not learn a spell's subtype, but *Identify* does reveal it.

SPELL LISTS

BARD SPELLS

CANTRIPS (0 LEVEL)

Disrupting Strike
Elusive Arcana
Maddening Totem
Summon Instrument

2ND LEVEL

Jinx
Wall Sight

3RD LEVEL

Amnesia
Conjure Heroic Spirit
Tyriok's Carved Cartography

4TH LEVEL

Enchant Item
Invert Light

6TH LEVEL

Mass Amnesia

9TH LEVEL

Heroic Fate

CLERIC SPELLS

CANTRIPS (0 LEVEL)

1ST LEVEL

Felkin's Resonant Flesh

2ND LEVEL

Pale Beacon

3RD LEVEL

Conjure Heroic Spirit
Corrupt Holy
Soul Dregs

4TH LEVEL

Invert Light

9TH LEVEL

Heroic Fate

DRUID SPELLS

CANTRIPS (0 LEVEL)

1ST LEVEL

Sian's Magma Dart

2ND LEVEL

Merfolk's Blessing
Sharpen Sight

3RD LEVEL

Conjure Vehicle

4TH LEVEL

Invert Light

9TH LEVEL

Heroic Fate

PALADIN SPELLS

1ST LEVEL

Way of White Corona

3RD LEVEL

Conjure Heroic Spirit

RANGER SPELLS

1ST LEVEL

Sian's Magma Dart
Soul Arrow
Stone Roots

2ND LEVEL

Merfolk's Blessing
Sharpen Sight

3RD LEVEL

Conjure Vehicle

4TH LEVEL

Invert Light
Swift Attunement

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Dark Orb
Static Cloud
Time Bolt

1ST LEVEL

Sian's Magma Dart
Soul Arrow

2ND LEVEL

Blink Bolt
Concuss
Crystal Hail
Memory Anchor

3RD LEVEL

Invisible Explosion
Soul Dregs
Soul Greatsword

4TH LEVEL

Create Chimera
Invert Light

5TH LEVEL

Dismantle

6TH LEVEL

Dark Bead

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Dark Orb
Maddening Totem

1ST LEVEL

Felkin's Resonant Flesh
Soul Arrow

2ND LEVEL

Blink Bolt
Mana Leech
Pale Beacon

3RD LEVEL

Corrupt Holy
Soul Dregs
Ward of the Merrenoloth

4TH LEVEL

Create Chimera

6TH LEVEL

Dark Bead

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Chronomancy
Dark Orb
Disrupting Strike
Elusive Arcana
Maddening Totem
Static Cloud

1ST LEVEL

Repair
Sian's Magma Dart
Soul Arrow

2ND LEVEL

Crystal Hail
Jinx
Mana Leech
Pale Beacon
Wall Sight

3RD LEVEL

Amnesia
Animate Construct
Conjure Heroic Spirit
Soul Greatsword
Tenser's Levitating Platform
Tyriok's Carved Cartography

4TH LEVEL

Create Chimera
Enchant Item

6TH LEVEL

Dark Bead
Mass Amnesia

8TH LEVEL

Time Travel

9TH LEVEL

Pale Dragon Breath

ARTIFACT SPELLS⁸

1ST LEVEL

Ooze Tendril
Repair
Runic Counter
Tether

2ND LEVEL

Blink Bolt
Psychic Null

3RD LEVEL

Animate Construct
Caustic Oil
Conjure Heroic Spirit
Master's Training
Soul Greatsword

4TH LEVEL

Construct Affinity
Enchant Item
Swift Attunement

5TH LEVEL

Dismantle
Hijack Spike

9TH LEVEL

Heroic Fate

PSYCHIC SPELLS⁸

CANTRIPS (0 LEVEL)

Disrupting Strike
Elusive Arcana
Maddening Totem
Psionbolt
Psychokinesis

1ST LEVEL

Mental Thorn
Mind Blast
Neuron Burst

2ND LEVEL

Concuss
Jinx
Psychic Null
Psydart

Sharpen Sight

3RD LEVEL

Amnesia
Invisible Explosion
Psyche Drain
Psybeam

4TH LEVEL

Rend

5TH LEVEL

Hijack Spike

6TH LEVEL

Mass Amnesia

7TH LEVEL

Sensory Shutdown

SEER SPELLS⁸

CANTRIP (0 LEVEL)

Chronomancy
Disrupting Strike
Foretell Wound
Fumble
Time Bolt

1ST LEVEL

Soul Arrow

2ND LEVEL

Memory Anchor
Psydart
Sharpen Sight
Wall Sight

3RD LEVEL

Conjure Heroic Spirit
Master's Training
Spacial Rend
Tyriok's Carved Cartography

8TH LEVEL

Time Travel

9TH LEVEL

Heroic Fate

LIGHT BEARER SPELLS⁸

CANTRIP (0 LEVEL)

Chromatic Dart
Static Cloud

1ST LEVEL

Refractor Beam
Repair
Way of White Corona

2ND LEVEL

Crystal Hail
Psychic Null
Psydart
Wall Sight

3RD LEVEL

Animate Construct
Psybeam
Tenser's Levitating Platform

4TH LEVEL

Enchant Item
Invert Light
Orientation Lock
Swift Attunement

5TH LEVEL

Dismantle
Hijack Spike

9TH LEVEL

Pale Dragon Breath

SPEAR BEARER SPELLS⁸

1ST LEVEL

Runic Counter
Stone Roots
Way of White Corona

2ND LEVEL

Blink Bolt
Crystal Hail
Mana Leech
Merfolk's Blessing
Sharpen Sight

3RD LEVEL

Invisible Explosion
Rain of Lances
Soul Greatsword

4TH LEVEL

Create Chimera

WAVE CONTROLLER SPELLS⁸

CANTRIPS (0 LEVEL)

Dark Orb
Disrupting Strike
Static Cloud

1ST LEVEL

Felkin's Resonant Flesh
Mind Blast
Way of White Corona

2ND LEVEL

Concuss
Crystal Hail
Mana Leech
Psydart

6TH LEVEL

Dark Bead

° These classes are from Finn's Tome of Lost Heroes.

SPELL DESCRIPTIONS

AMNESIA

3rd-level enchantment

Casting Time: 1 action

Range: 30 ft

Components: S, M (A metal cylinder filled with a source of blue light)

Duration: Instantaneous

The caster attempts to remove the memories a target within range. The target must succeed on an Intelligence saving throw or have their memory wiped for up to 1 minute in the past. A creature you are fighting automatically succeeds on this saving throw. Targets whose minds are wiped will not know that you wiped their memory, but may become suspicious as they do not have any recollection of that 1 minute. On a successful save, the target's mind is not wiped and they realize that you just attempted to wipe their memory.

At Higher Levels. When this spell is cast with a spell slot of 4th level or higher the length of time forgotten increases. With a 4th level spell slot, the time is 10 minutes. At 5th level the time is 1 hour. At 6th level the time is 4 hours. At 7th level the time is 24 hours. At 8th level the time is 3 days. At 9th level the time is 10 days.

ANIMATE CONSTRUCT

3rd-level transmutation

Casting Time: 8 hours

Components: V, S, M (A custom set of tinker's tools worth 100 gp and a base object to create the construct from, whose value varies)

Range: Touch

Duration: Instantaneous

You spend time to imbue alchemical life into a creation of your choice. When you do so, you enchant a number of base objects with a semblance of magical sentience. The base object is worth 100 times the CR of the construct you intend to create gold pieces. So, for example, creating a base object for a flying sword would cost 25 gold pieces, since the flying sword's CR is 1/4. You cannot create a CR 0 construct using this spell. Crafting the base object also takes a number of days of work equal to twice its CR, to a minimum of 1 day of work.

You may designate one construct you animate at the end of your short rest. Only that Construct can use the Attack or Help actions in combat, as it is magically linked to your combat prowess. All others are too slow to be useful in combat.

If you give a command to a construct, it will follow the order as best it can and attempt to return to you when it has completed its task. Otherwise, it will stand at attention until given a command by its creator or a creature who knows its command word (which the creator determines when they create any given construct). You may use a bonus action to issue a command to a construct within 30 feet of you that can perceive you. Constructs prioritize commands in the order you give them. If given two conflicting commands, the Construct will enact only the last command it was given.

Constructs animated this way are dependent on you for repair. They may spend hit die to heal as normal during a short rest, but they do not recover hit die from a long rest. Instead, they recover 1 hit die for every 1 hour you spend repairing them. Regardless of whether they were damaged, they begin to wear and gain a level of rust after each month passes, reducing their proficiency bonus and AC by 1 per level of rust. If their rust levels reduce their proficiency bonus to 0, they are incapacitated and unconscious until repaired. You or another spellcaster who knows the *Animate Construct* spell may use 1 hour and materials worth 1/4 the cost of the base object for the construct to repair 1 point of rust.

You can animate up to five Constructs with magical life as a part of casting this spell. A construct with a CR of 1/4 or lower is considered one object, while a construct with a CR of 1/2 is considered two objects, and a construct with a CR of 1 is considered three objects. Every CR level beyond 1st is considered two more objects- for instance, a CR 5 creature is considered 11 objects.

At Higher Levels. When casting this spell using a spell slot of 4th level or higher, you can animate two more objects per level past 3rd.

BLINK BOLT

2nd-level conjuration

Casting Time: 1 action

Components: V, S, M (a fulgurite crystal)

Range: 60 feet

Duration: Concentration, up to 1 minute

You point forwards and purple blasts of lightning streak through the air at a target you can see within range. Make a ranged spell attack. On a hit, the target takes 3d8 lightning damage and are surrounded by crackling energy as rifts in space occasionally appear around them and link back to you through the electricity flowing out of your hands. On a missed attack, the spell ends.

Whenever a target affected by this ability attempts to move on their turn, they must succeed on a Dexterity saving throw. On a failure, they take 1d8 lightning damage and are teleported 15 feet in a random direction. Roll a d10 for the direction, roll 1d10: 1, north; 2, south; 3, east; 4, west; 5, northeast; 6, northwest; 7, southeast; 8, southwest; 9, directly upwards; 10, directly down. If they would be teleported into a space that is already occupied, they teleport back into their space and are knocked prone. This teleportation never moves a target more than 60 feet away from you, stopping the teleportation just before that point.

When a creature ends their turn out of your line of sight or more than 60 feet away from you, they may make a Dexterity saving throw, ending the effect on a success.

At Higher Levels. When you cast this spell with a spell slot of 3rd or higher, you deal an additional 1d8 lightning damage on the initial attack roll per spell slot above 2nd.

CAUSTIC OIL

3rd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (An oil lamp made of ankheg chitin worth 50 gp, and a flask of oil which the spell consumes.)

Duration: 1 minute

The caster ushers forth a cone of reflective, green oil that burns away organic flesh. You create a 60 foot cone of acid in a direction of your choice. All creatures who are not constructed of inorganic material must succeed on a Dexterity saving throw or take 8d4 acid damage and be covered in acid for the duration, or half as much on a failed save and they avoid being covered in acid. The acid instantly disappears when it splashes onto objects or creatures not made of organic material.

A creature who is covered in acid by this spell takes 2d4 acid damage at the beginning of each of their turns until the spell ends and the acid disappears. A creature can only be coated in acid by one instance of this spell at a time. A creature or one of their allies within 5 feet of them can use their action on their turn to make a Dexterity ability check against your spell save DC to remove the acid, and if they have proficiency with Alchemist's Tools, they may add that proficiency bonus to their roll. When the acid is removed from all creatures, the spell ends.

Alternatively, the acid is incredibly volatile and can explode. If a creature covered in this acid takes any fire or lightning damage, they must succeed on a Dexterity Saving Throw against your spell save DC or the oil explodes in a flash of green flame. If the oil explodes, the covered target and any creature within 10 feet of them must succeed on a Dexterity saving throw or take 3d6 fire damage and be knocked prone. The coated creature automatically fails this saving throw. A creature who succeeds on this saving throw takes half as much fire damage and is not knocked prone.

At Higher Levels. When cast using a spell slot of 4th level or higher, the initial acid damage increases by 2d4, and the fire damage on an ignition increases by 1d6, per level of spell slot expended above 3rd.

CHROMATIC DART

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (Seven different dyed inks or paints)

Duration: Instantaneous

You point forwards and conjure a dart of seeking, multicolored energy, which launches at a creature you can see within range. Make a ranged spell attack for each dart, dealing 1d6 damage on a hit. The damage of the dart is your choice of acid, cold, fire, lightning, necrotic, radiant or thunder, depending on the color of the dart.

You can conjure more darts in a single casting at higher levels. These darts can hit the same or different creatures within range, and you can choose for them to individually deal different damage. At level 6, you can conjure 2 darts; at level 11, you can conjure 3 darts; and at level 16, you can conjure 4 darts. Make a separate spell attack roll for each dart.

CHRONOMANCY

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an hourglass or a twisted sundial)

Duration: Instantaneous

You bend, slow, or hasten the time flow around you, creating one of these magical effects within range:

- You cause an object no larger than a 5 foot cube to speed up in time, becoming as it would be if it were untouched in its previous position for 6 seconds. For instance, if a fuse is burning, it burns 6 seconds instantaneously.
- You cause an object no larger than a 5 foot cube to revert to the form it had 6 seconds ago. If an object is broken, it pulls all available parts within a 5 foot cube of it, attempting to place itself back into its past form, regardless of stability. This ability cannot heal wounds, but it can repair minor injuries such as lost hair, minor scratches, and scars.
- You cause an shaky, spectral reenactment of a scene you had witnessed within the last 10 minutes appears within a 10 foot cube within range. The scene plays out for as long as you do not cast any other spell or take damage, and it is clearly illusory. If you cast another of these images, this previous scene disappears.
- You cause time to slow for a dying creature, preventing it from rolling a death saving throw on their turn until the beginning of your next turn. They can still lose death saving throws as a result of taking damage.
- Choose a creature who has stabilized from a dying state since your last turn. That creature must make a Constitution saving throw or have their hit points reduced to 0 and have them begin dying again.

CONCUSS

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

The caster claps, sending out a concussive wave of raw psionics in a 15 foot cone. Each creature within the cone must succeed on a Dexterity saving throw or take 2d6 psychic damage, be knocked prone, and become deafened for 1 minute. On a successful save, the target is not knocked prone, and is not deafened and takes half the psychic damage.

A creature deafened by this spell may use their action to make an Intelligence ability check against this spell save DC, ending the deafness on a success.

At Higher Levels. When you case this spell using a spell slot of 3rd level or higher, the psychic damage increases by 2d6 for each slot above 2nd.

CONJURE HEROIC SPIRIT

3rd-level conjuration

Casting Time: 1 hour

Range: 15 feet

Components: V, S, M (An appropriate relic of an Ysgardian hero, a vial of the caster's blood, and a combination of powdered crystal or rare oils worth at least 1000 gp or more, depending on the rarity of the relic)

Duration: Instantaneous

You begin creating a special portal and vessel to the realm of Ysgard, the plane of heroic spirits. By creating a magic circle within range using your blood, rare oils and powdered crystal, and by placing a relic of a specific legendary hero in the center of the circle, you summon forth the spirit of a hero from the past. The hero summoned depends on the relic used, but its type is always Celestial. Once a relic has been used to summon a hero, it cannot be used to summon one again for 1 year. A single relic might summon different heroes, depending on its description. When cast at 3rd level, you can only use a relic of *common* rarity. You gain one level of exhaustion after summoning a Heroic Spirit.

This summoned hero is a combination of the myths surrounding the hero and the hero's true life. They are an NPC under the DM's control, but are usually cooperative with the PC and will follow their commands unless abused or ordered to take actions against their alignment or morals. Heroic spirits may have their own agendas and ask that the caster help them with their task once the spirit has helped the caster. A Heroic Spirit has its own equipment that it has when it is conjured. These are incorporeal to all creatures except when wielded by the Heroic Spirit. The Heroic Spirit cannot wield other weapons or armor, but they can interact with them as objects.

As part of casting this spell, you also create three Command Seals on your body, which are tattoos of a certain inscription or rune. Command Seals can solidify both your grasp on your Heroic Spirit or allow you to help guide their abilities. As an Action, you can use a Command Seal to forcibly control your Heroic Spirit as if they were effected by the spell *dominate monster* for 1 minute. They cannot save from this ability, but you must concentrate on it like a spell. Most Heroic Spirits detest this form of domination, like most NPCs. Alternatively, when a Heroic Spirit you control within 30 feet of you that you can see fails a saving throw, attack roll, or ability check, you can use your reaction to expend one Command Seal and allow them to reroll the check at advantage.

In combat, your Heroic Spirit always takes its turn whenever you end your turn, and is considered to have the same Initiative count as you. If you are within 120 feet and the spirit can see or hear you, you may control them during their turn, although they may refuse your command as usual. If you are not within range, the Heroic Spirit acts on its own, often following your last command. If your Heroic Spirit is reduced to 0 hit points, they fade into the Deep Ethereal plane at full hit points for 1 hour. If they are reduced to 0 hit points three times, or if they are reduced to 0 hit points in the Deep Ethereal plane they disintegrate and are killed, their spirits falling back to Ysgard.

You must partially focus on your heroic Spirit's abilities when they are fighting. You always know if they are fighting something, regardless of where they are. While you can sense and communicate with your Spirit, you can expend an Action and/or a Bonus Action on your turn when a Heroic Spirit is fighting to Link some of your focus towards it. If you use a Bonus Action, then they can use their Linked Multiattack or their other Linked Feature they have access to during their turn. If you use an Action, they can also use other features they have that require your spell slots to use, such as their Noble Phantasm. While you are not in combat, you are always considered to be Linking your Heroic Spirit with a Bonus Action.

The existence of a Heroic Spirit requires your own magical power to maintain. As soon as you expend a spell slot to summon a heroic spirit, you cannot recover that spell slot until the spirit is killed and sent back to Ysgard. You can use an Action to cause a Heroic Spirit you control within 30 feet of you to become invisible and step into the Border Ethereal Plane, unable to interact with creatures in the Material or any other plane. You can use an Action to bring them back. You can still see them, and they can still see the Material plane. While in the Border Ethereal plane, a Heroic Spirit cannot move more than 30 feet from you, as if tethered to you by an unbreakable line. If a Spirit is summoned from the Ethereal plane, you must expend a spell slot when you do so, otherwise they fade back into the Border Ethereal and teleport within 30 feet of you. After a number of hours has passed since expending a spell slot in this way that is equal to the level of the slot expended, you must expend another spell slot or they fade into the Border Ethereal and teleport within 30 feet of you.

Many Heroic Spirits' abilities require spell slots to use, and you must expend your spell slots for them to use them. If a Heroic Spirit tries to use your spell slot to use one of their abilities, you can feel they are using it and can choose for the ability to fail and not expend the spell slot.

A Heroic Spirit recovers hit points as normal for it. A Heroic Spirit can speak the languages of their caster and magically has a basic understanding of the world setting, since they often come from different times or even different universes. A Heroic Spirit remains in existence until their caster dies or until all the caster's command seals have been used, after either situation they die once 1 month has passed, unless either has been rectified. A caster with no command seals can use an action to steal one off of a dead spellcaster who had at least one, to a maximum of 3 total command seals, after which they cannot steal any more from that dead spellcaster. If you cast this spell again, you lose any previous command seals you might have had and your previous Heroic Spirit instantly dies.

At Higher Levels. When cast using a spell slot of 4th level or higher, you can use relics of greater rarity and therefore summon more powerful spirits. You must also expend more gp on the magic circle component for every spell level above 3rd.

When using a spell slot of 4th level, you can use an uncommon relic if the circle uses 3000 gp of materials. When you use a spell slot of 5th level, you can use a rare relic if the circle uses 6000 gp of materials. When you use a spell slot of 6th level, you can use a very rare relic if the circle uses 10000 gp of materials. When you use a spell slot of 7th level or higher, you can use a legendary relic if the circle uses 15000 gp of materials.

CONJURE VEHICLE

3rd-level conjuration (ritual)

Casting Time: 10 minutes

Components: V, S, M (An intricate miniature model of the vehicle you wish to create, worth half of the value of the mundane version of the vehicle.)

Range: 120 feet

Duration: Concentration, up to 1 hour

Causing vines to stitch together and water to harden into an icy hull, you conjure one land or water vehicle of your choice at a point within range. Land vehicles that require beasts of burden are pulled by conjured elk or other natural beasts. These creatures cannot attack or use actions other than to move the vehicle. If you concentrate on the spell for 1 minute, its duration becomes 24 hours without concentration. Recasting this spell on a vehicle you already have created allows you to maintain the vehicle for 24 more hours. If you cast this spell to create a new vehicle, any previous vehicles immediately fade away.

These vehicles ignore rough terrain caused by rough water, natural brush, or rubble, and they ignore plant-based restraining spells such as *entangle*. As a bonus action on your turn, you can command the vehicles to move up to their speed to a point you can see if you are within 120 feet of them and you can see them. Land vehicles have a movement speed of 50 feet and an effective carrying capacity equal to 2000 lbs. Waterborne vehicles have a speed in miles per hour equal to your Wisdom modifier (minimum of 1) or their standard counterpart's speed, whichever is higher.

Each vehicle is a magical Construct with hit points equal to 10 times the spellcaster's level, and an AC equal to your spellcasting DC. It is immune to psychic damage, resistant to bludgeoning, slashing, and piercing from non-magical sources, and vulnerable to poison and fire damage.

CONSTRUCT AFFINITY

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (A golem rune paper worth 200 gp)

Duration: Concentration, up to 1 hour

This spell changes the caster's body into the form of an animated object or Construct for the duration, or until you are reduced to 0 hit points. Your gear melds into your new form, and you do not benefit from any of your equipment.

You choose to either transform into a Construct or meld into an already crafted object to animate it, following the rules below:

Construct. You transform into a creature with the Construct type whose challenge rating is no more than half your level (or challenge rating, if you do not have a level), rounded down. Your game statistics, with the exception of their alignment, personality, and their Intelligence, Wisdom, and Charisma scores, are replaced by the statistics of the chosen construct.

You assume the hit points of this new form. When you revert to your normal form, you resume with the hit points you had in your normal form. Damage carries over if you are reduced to 0 hit points. You are limited to actions it can perform by its nature and you cannot speak or use any abilities apart from the construct's innate abilities and features.

Animated Object. Instead of transforming, you meld with a single, non-magical object within range that is no larger than Huge. You are considered a magical construct for the duration, and you have the statistics of an object of the same size that was animated as with the *animate objects* spell for the duration. See the *animate object* spell's description for your statistics.

When you end this spell, either through reaching 0 hit points or ending your concentration, you are magically ejected into the nearest unoccupied space within 5 feet of you. If there's is no unoccupied space, then you move to the nearest unoccupied space, taking 1d6 force damage per 5 feet traveled.

Any remaining damage carries over both to your hit points and to the object.

CORRUPT HOLY

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a holy symbol of a deity of worth at least 25 gp, which the spell consumes.)

Duration: Instantaneous

You utter ancient words of corruption, targeting all vessels of goodness in range. When you cast this spell, choose one of these effects:

- Turn any amount of holy water within range you choose into an identical amount of basic acid (vials of holy water become vials of acid, and so on). The acid is visually identical to holy water, but has a distinct acidic smell that can be noticed with a Wisdom (Perception) check against your spell save DC.
- Any creatures who believe in the deity whose holy symbol you corrupted must succeed on a Constitution saving throw or become poisoned and frightened of you for 1 minute. They can make the saving throw at the end of each of their turns if they move to a location where they are not within line of sight of you, ending the effect on a success.

- You choose a single creature who believes in the deity whose holy symbol you corrupted in the material of this spell. That creature must make a Wisdom saving throw or become cursed. While cursed, the creature becomes indistinguishable from a tiefling, gaining demonic features, and they can only speak in Infernal, although they do not necessarily understand the language. *Remove Curse* or comparable magic will cure this effect. Death does not remove the curse.

Once the spell is cast, the holy symbol used in the spell becomes corrupted instantly.

CREATE CHIMERA

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pair of gold and platinum chains, each worth 50 gp, and both of which the spell consumes)

Duration: Concentration, up to 1 hour

Speaking a word of chaos, you attempt to fuse two creatures you can see within 5 feet of a point within range into a new, monstrous entity. These two creatures must succeed on Charisma Saving throws or begin to be fused together. If either succeeds, they both instead take 3d10 force damage and the spell ends.

If they fail, they begin to painfully fuse together. They are both moved to the point within range and occupy the same space. Their movement speeds cannot be more than 15 feet for the duration, and if either moves, the other moves with them. They make any Dexterity checks and saving throws at disadvantage, and all their attack rolls for the duration are at disadvantage. If one creature is effected by a condition, the other is as well.

At the end of each creature's turns, they may make a Charisma Saving throw. If either succeeds, if either dies, or if either is reduced to 0 hit points, the spell ends early, and they both take 3d10 force damage and are pushed 5 feet away from each other in random directions. If one of these creatures fails this saving throw three times, they cannot make it again until the spell ends.

If one minute passes, the creatures magically morph into a single creature with aspects of both creatures. Average their hit dice and current hit points to determine their hit points, and average all their ability scores and proficiency bonus. They roll a new initiative, their alignment shifts to chaotic neutral, and their type is monstrosity. Average their movement speeds, and they no longer are restricted to 15 feet, nor do they gain disadvantage on attack rolls. They lose any multiattack features they may have and may make a number of attacks equal to the number of creatures fused together, and each attack must be an a single attack from from a different creature's statblock. If reduced to 0 hit points, the fused creature dies and splits into the two other creatures, who are unconscious at 0 hit points. While a creature is fused in this way, it automatically fails any saving throws against spells you cast to command, charm, or frighten them.

If you concentrate on this spell for the full 1 hour duration, the creature's transformation becomes permanent until targeted by *dispel magic* or some other ability, and it instead only has disadvantage against saving throws from spells you cast to command, charm, or frighten it.

At Higher Levels. When cast using a spell slot of 6th or 7th level, you can target three creatures instead of two. When cast at 8th or 9th level, you can target four creatures instead of two.

CRYSTAL HAIL

2nd-level conjuration

Casting Time: 1 bonus action

Components: V, S, M (An enchanted glass globe worth at least 100 gp.)

Range: 120 feet

Duration: Concentration, up to 1 minute

You point upwards, creating a cloud of chaotic crystal above your head. When you cast this spell, select a point within range and either mark it or remember it. At the beginning of every turn after casting this spell, granted you are still concentrating on this spell, you may use an action to cause shards of crystal to hail down upon the previously selected point and everything surrounding it. Every creature within 20 feet of the point must succeed on a Dexterity saving throw or take 2d6 piercing and 2d6 force damage, or half as much on a successful save.

After using this special Action once, the spell then ends if you use this ability two more times or if you use any Action other than this ability.

DARK BEAD

6th-level evocation

Casting Time: 1 action

Components: V, S

Range: Self

Duration: Instantaneous

You let forwards up to seven beads of shadow to home in and strike your foes. You can choose a 30 foot cone originating from yourself to fire these small soul masses in. These beads can attack individual creatures or the same creature in any combination, but all targets must be in the 30 foot cone. Make a spell attack roll against each creature targeted by the beads, dealing 1d10 necrotic damage per bead used on that target.

At higher levels. When you cast this spell using a spell slot of 7th level or higher, you can create one additional bead for each level above 6th.

DARK ORB

Evocation cantrip

Casting Time: 1 action

Components: V, S, M (A broken arcane focus or a vial of mild poison)

Range: 120 feet

Duration: Instantaneous

You point forwards and fire a large orb of shadow at a target in range. Make a ranged spell attack, dealing 1d10 necrotic damage on a hit. This damage increases to 2d10 at level 6, 3d10 at level 11, and 4d10 at level 17.

DISMANTLE

5th-level transmutation

Casting Time: 1 action

Components: V, S, M (An obsidian crowbar worth 300 gp)

Range: 60 feet

Duration: Instantaneous

You designate a single object, structure, or a Construct creature you can see within range to instantly lose stability and fall apart. An object or structure must be mostly metal and no larger than a 20 foot cube to be effected by this ability, but a construct does not necessarily have to be. A targeted object or structure falls to the ground in its base materials, requiring time and gold to reforge it back into its original form. If the object is a magic item, this spell only partially works, and the item is instead rendered non-magical for 1 minute and enough of it falls away that it is unusable, but then repairs itself after 1 minute has passed. If you target an object that is carried or worn by a creature, that creature may make a Dexterity saving throw to avoid the effect occurring.

Alternatively, you can target any creature within range with the Construct type using this spell. When you do so, the creature must succeed on a Constitution Saving Throw or take 8d8 force damage, or half as much on a failed save. If the construct is normally immune or resistant to force damage, it is not for this attack. A Construct who is reduced to 0 hit points by this spell is reduced to its most basic components and must be rebuilt from scratch.

At Higher Levels. When cast using a spell slot of 6th level or higher, the size of the cube an object or structure is restricted by the spell increases by 10 feet per spell level beyond 5th, to a maximum of a 60 foot cube at 9th level. The damage dealt to a Construct targeted by this spell also increases by 1d8 per spell level beyond 5th.

DISRUPTING STRIKE

Enchantment cantrip

Casting Time: 1 action

Components: V, M (A weapon)

Range: 5 feet

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects as dazing magic courses through their body. If the target was concentrating on a spell or a feature that requires concentration, the saving throw DC is either half of this attack's damage dealt or your spell DC, whichever is higher.

Weapon attacks made in this way are considered magical for the purposes of overcoming damage immunity and reduction.

ELUSIVE ARCANA

Illusion cantrip

Casting Time: 1 bonus action

Components: M (a small crystal prism or a dice with multicolored sides)

Range: Self

Duration: One round

You lay a hand upon your arcane focus or component material and speak a school of magic. The next spell you cast until the end of your next turn magically seems to use the same components and look aesthetically like another spell of your choice that you have seen or that you know. This does not change actual requirements for the spell to be cast. It must have the same casting time and range of the actual spell being cast. Divination spells detect the spell as a school that is the same as the spell it is appearing as.

If you cast this cantrip as a bonus action on your turn, you may cast a spell of 1st level or higher as your action on that same turn, even if you normally could not.

ENCHANT ITEM

4th-level enchantment

Casting Time: 1 hour

Range: Touch

Components: V, S, M (an alchemist's kit, a mundane weapon, armor, or tool set. It also requires a variety of alchemical elements and rare metals worth at least 1000 gp, which the spell consumes)

Duration: 24 hours

You slowly begin to inscribe runes and imbue a single item with powerful magic. During this time, you can designate a single piece of mundane armor, a single mundane weapon, or a single set of mundane tools. For the duration after casting the spell, the armor, weapon, or tools are considered a +1 magical item, giving a +1 bonus to AC (if armor), to hit and damage (if weapon), or to any ability checks made with them (if a tool set). If a creature attempts to dispel this spell, the DC for their spellcasting ability check is your spell save DC or the normal DC, whichever is higher.

If you cast this spell on the object every day for a workweek, or 5 days, the object permanently becomes an enchanted, +1 magical item. Dispelling a permanent enchantment with *Dispel Magic* instead just suppresses this enchantment for 24 hours.

At Higher Levels. When cast using a spell slot of 6th level or higher, the enchantment bonus increases to +2, and the cost of the consumed material components increases to 2000. When cast using a spell slot of 9th level, the enchantment bonus increases to +3, and the cost of the consumed material components increases to 4000.

FELKIN'S RESONANT FLESH

1st-level necromancy

Casting Time: 1 action

Components: V, S, M (A darksign applied to the caster)

Range: Self

Duration: 1 minute

By sacrificing your own souls, a Cursed Undead may use this spell to cause themselves to stitch up their own wounds over time. Whenever you begin your turn with this spell active, you regain 1d6 + 2 hit points, but lose 1 Imbued Soul. If you have no Imbued Souls at the beginning of your turn, the spell then ends.

At higher levels. The healing and level of souls needed to maintain the spells increase as you cast this spell using slots of 2nd level or higher. When using a spell slot of 3rd or 4th level, the healing increases to 2d6 + 2, and the Imbued Soul requirement increases to 2. When using a spell slot of 5th-6th level, the healing increases to 3d6 + 2 and the Imbued Soul requirement increases to 3. When using a spell slot of 7th-9th level, the healing increases to 4d6 + 2 and the Imbued Soul requirement increases to 4.

FORETELL WOUND

Divination cantrip

Casting Time: 1 action

Components: V

Range: 30 feet

Duration: Instantaneous

You speak an omen of wounds for an enemy, and the fates bend reality to cause wounds to appear. Choose a target within range who can hear you. They take 1 point of force damage. A creature who is immune to divination magic is immune to this spell.

This damage increases to 2 at level 3, 3 at level 5, 4 at level 7, 5 at level 9, 6 at level 11, 7 at level 13, 8 at level 15, 9 at level 17, and 10 at level 19.

FUMBLE

Divination cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of salt or a broken mirror)

Duration: 1 round

You point your finger at a creature you can see within range, twisting its fate to a less favorable future. That creature must succeed on a Charisma saving throw or have disadvantage on the first attack roll, ability check, or saving throw it makes before the beginning of your next turn, after which this cantrip's effect ends. Creatures who are immune to divination magic are immune to this spell.

HEROIC FATE

9th-level divination

Casting Time: 1 action

Components: V, S, M (Two ruby dice each worth 2500 gp, one of which the spellcaster holds and the other the target of the spell holds)

Range: Touch

Duration: 8 hours

Casting part of the soul of a willing target you touch back in time, you tap into the luck of ancient heroes past. Until the spell ends, the target can choose to succeed on any saving throw, ability check, or attack roll, or to have any attack against them miss. They must do so before they roll or their enemies roll against them. They must see the source of the attack against them or the source of the saving throw to use this ability.

Once this ability has been used three times before the duration is over, the spell ends. If you cast this spell again before the duration is over, the previous casting of this spell ends. If the target or the spellcaster ever has the ruby dice material component not on their body, or if either die is destroyed, the spell ends early.

HIJACK SPIKE

5th-level enchantment

Casting Time: 1 action

Components: V, S, M (An adamantine spike worth 300 gp)

Range: Touch

Duration: Concentration, up to 10 minutes

Trying forcefully control a construct's mind, you attempt to jam the adamantine spike material component into a Construct within range. Make a melee spell attack against that creature, dealing 2d4 piercing damage and embedding the spike on a hit. If you have another construct that is being hijacked by you, that is immediately dispelled when you successfully use this ability again.

While the spike is embedded inside a Construct, the construct is not immune to the charmed or frightened conditions, and is considered a humanoid for the purposes of casting spells that inflict those conditions. If they were charmed or frightened when this spell ends, they immediately recover from those conditions.

Additionally, if the construct targets you with an attack or harmful effect that only targets you while the spike is in embedded in it, you may use your reaction to cause it to make a Wisdom Saving Throw. On a failure, they must choose a new target within range for their attack or lose the attack.

A creature within 5 feet of the adamantine spike may use an Action to attempt to pull it out and make a Strength (Athletics) check against your spell save DC. On a success, they pull out the spike and the spell ends. When the spell is over, the spike remains in the creature unless removed by some force. An adjacent creature can use an Action to pull out the spike from a dead or unconscious construct.

At Higher Levels. When casting this spell with a 7th level spell slot or higher, you no longer need to concentrate on it. When cast with a 6th level spell slot, the duration is concentration, up to 1 hour. With a 7th level spell slot, it is 8 hours. With an 8th level spell slot, it is 24 hours. With a 9th level spell slot, it lasts until dispelled.

INVERT LIGHT

4th-level illusion

Casting Time: 1 action

Range: Sight

Components: V, S

Duration: Concentration, up to 1 minute

You begin to transform the area around a point you see within range to make shadows bright and lights dark. For the duration of the spell, all area within 60 feet of the point you choose that you can see becomes magically inverted. While an area is inverted like this, any brightly lit areas become magical darkness and any dark shadows become magically lit.

If a creature takes radiant damage while inside the inverted area, the damage is changed to necrotic. Conversely, if a creature takes necrotic damage while inside the inverted area, the damage is changed to radiant. Any creature that would normally have resistance to either damage type does not while inside the inverted area.

Magical darkness, such as created by the *Darkness* spell, is changed to light but still cannot be seen through without Truesight, as the light is extremely bright.

INVISIBLE EXPLOSION

3rd-level enchantment

Casting Time: 1 action

Range: 120 ft

Components: S

Duration: Instantaneous

You cause a blast of psionic energy at a point within range. A wave of psionic energy then emanates out from that point in a 20 foot radius sphere that goes around corners. Hostile creatures within the sphere must make an Intelligence saving throw or take 3d10 psychic damage and become knocked prone. On a successful save they take half damage and are not knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher add an extra 1d10 of damage for each level above 3rd.

JINX

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

The caster speaks a confounding word towards a single target they can see within range and forces them to only be able to repeat words that they had said recently. The target must succeed on a Charisma saving throw or become Charmed by you for the duration. A creature that cannot hear you automatically succeeds on this saving throw. While the target is charmed in this way, they cannot speak any words except by repeating words, in any order they choose, that they have spoken since the beginning of their last turn.

If the creature had cast a spell that requires a Verbal component during that time, they can only cast that spell for the duration. Otherwise, they cannot cast spells that require Verbal components.

During the creature's turn, they may use an Action to make a Charisma Saving Throw, ending the spell early on a success. A creature who does not understand any languages or that has an Intelligence of 2 or lower is not effected by this spell.

At Higher Levels. When cast using a spell slot of 3rd level or higher, you may target one additional creature of your choice with this spell per spell slot expended above 2nd. These additional targets must be within range and within 30 feet of the original target.

MADDENING TOTEM

Illusion cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You point your finger and speak a terrible word. At a point within range, you summon an unspeakable, flickering totem inscribed with the images of souls twisted in agony and terrible inscriptions. Until the spell ends, the horrifying totem fills a 5-foot cube. Any creature inside the totem's space are drawn to reading it, and must make a Intelligence saving throw or take 1d6 psychic damage. A creature must also succeed on the saving throw when it moves into the totem's space for the first time or ends its turn there.

A creature who cannot see the totem due to blindness or another reason is not effected by the spell. A creature does not need to be able to read to be effected by the spell.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

MANA LEECH

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an amber crystal in gum arabic worth at least 200 gp)

Duration: Concentration, up to 1 minute

You point forwards with your material component, and you create an spectral leech on the enemy's body that attempts to siphon the magic power from a creature within range. That creature must succeed on an Intelligence Saving Throw or have any Spellcasting, Pact Magic, or Innate Spellcasting DCs they may have lowered by 1d4 for the duration. They may remake this Saving throw at the end of each of their turns, ending the effect on a success.

Additionally, whenever you expend a spell slot of 1st level for any ability, you may attempt to use the spell slot of the effected creature that you can see within 30 feet of you instead of your own. If the target had that spell slot, they must make an Intelligence saving throw or have that spell slot drained in place of yours. Once you use this feature of this spell successfully, the spell ends.

At Higher Levels. When cast using a spell slot of 3rd level or higher, the amount the spell save DCs at lowered by increases by 1d4 per spell level used past 2nd.

Additionally, when cast using a spell slot of 4th or 5th level, you can siphon a spell slot of 2nd level or lower. When cast using a spell slot of 6th or 7th level, you can siphon a spell slot of 3rd level or lower. When cast using a spell slot of 8th level or higher, you can siphon a spell slot of 4th level or lower.

MASS AMNESIA

6nd-level enchantment

Casting Time: 1 action

Range: 30 ft

Components: S, M (a blue, crystal hooded lantern worth 100 gp)

Duration: Instantaneous

The caster attempts to remove the memories all creatures who can see you within range. The target must succeed on an Intelligence saving throw or have their memory wiped for up to 1 hour in the past. A creature you are fighting automatically succeeds on this saving throw. Targets whose minds are wiped will not know that you wiped their memory, but may become suspicious as they do not have any recollection of that 1 hour. On a successful save, the target's mind is not wiped and they realize that you attempted to wipe their memory.

You may select any number of creatures that you can see to automatically succeed on this saving throw, and they do not know that you attempted to wipe their memory.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the range increases by 30 feet per every spell level past 7th.

MASTER'S TRAINING

3rd-level divination

Casting Time: 1 action

Components: V, S, M (a rune-inscribed whetstone worth 100 gp)

Range: Self

Duration: 1 hour

You imbue yourself with the knowledge of masters past. For the duration, you are proficient with all simple and martial weapons.

MEMORY ANCHOR

2nd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You anchor yourself to a point in time and space, granting you the ability to recall to that point. When you cast this spell, record your location and position (prone, falling, sitting, etc.). Then, as an action on any turn until your concentration ends, you may teleport instantly back to this point and are placed in the position you were when casting the spell.

The spell is broken if you move more than 300 feet from your anchor point or if you step into another plane of existence.

MENTAL THORN

1st-level abjuration

Casting Time: 1 reaction

Range: 60 feet

Components: S

Duration: 1 round

When you see creature within range who is targeted with an attack roll from a source you can see that is also within range, you can use your reaction to attempt to psionically pierce the mind of the attacker.

The attacker must succeed on an Intelligence saving throw. On a failure, the attacker automatically misses their attack and become vulnerable to psychic damage until the end of their next turn. On a successful save, they still make the triggering attack at disadvantage.

MERFOLK BLESSING

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: S, M (a miniature crown made of coral or ice)

Duration: 1 hour

You touch a single weapon or armor within reach and enchant it with the blessing of the Merfolk. Until this spell ends, creatures who wield that weapon do not suffer any penalties for fighting or swimming with that weapon or armor while underwater. This applies to the range of any ranged weapon chosen by this spell as well, even if the ammunition is not enchanted.

MIND BLAST

1st-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You emit a psionic scream centered on yourself. All creatures within 10 feet of you must succeed on an Intelligence saving throw or take 2d6 psychic damage and be shoved 10 feet directly away from you. On a successful save, the creature takes half as much damage and are not shoved backwards.

At Higher Levels. When this spell is used at 2nd level or higher, the distance that creatures are shoved increases by 5 feet and the damage dealt increases by 1d6 per each level above 1st.

NEURON BURST

1st-level enchantment

Casting Time: 1 action

Range: 30 ft

Components: S

Duration: Instantaneous

You create a psionic shockwave at a point within range. Every creature within 10 feet of the point must make an Intelligence saving throw or take 2d6 psychic damage and be knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

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

OOZE TENDRIL

1st-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

The caster conjures a single, deep green tendril of twisting ooze that surges forwards from their hand in a line that is 20 feet long and 5 feet wide. Any creature within that area must succeed on a Dexterity saving throw or take 4d4 acid damage, or half as much on a failed save.

A creature who fails their saving throw also has disadvantage on the first attack roll or Dexterity ability check they make before the end of your next turn, as the acid hinders their movement.

At Higher Levels. When cast using a spell slot of 2nd level or higher, the acid damage increases by 2d4 per spell slot used above 1st.

ORIENTATION LOCK

4th-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: S, M (a crystal abacus or level that is worth at least 100 gp.)

Duration: Concentration, up to 1 minute

You force a single target within range that they can see to be locked in their physical orientation. When you do so, the target must succeed on an Intelligence Saving Throw, as reality is warped around it by the force of the caster's mind. On a successful save, the spell ends. On a failed save, the target is locked out of a single dimension, gaining properties based on the list below.

Horizontal Lock. The target becomes unable to move horizontally, in relation to the flow of gravity on this plane. Magical abilities cannot move them horizontally, and they must succeed on an Intelligence Saving Throw when they try to use magic to teleport horizontally or the teleportation fails. If the target tries to move horizontally, or if another adjacent creature tries to move the target horizontally, the target or the adjacent creature must succeed on a Strength (Athletics) check against the spell save DC. On a success, the target can move horizontally with great difficulty until the end of that turn, using 4 feet of movement every 1 foot traveled.

Vertical Lock. The target is unable to move vertically, in relation to the flow of gravity on this plane. Gravity and magical effects cannot move the target up or down, and the target effectively floats during the duration of this time if they would not have solid ground beneath them. If floating in this way, the target cannot move themselves unless they can push off of walls or use some significant propelling force. The friction of floating in the air from this spell is the same as on slick ice.

Magical abilities cannot move the target vertically, and they must succeed on an Intelligence Saving Throw when they try to use magic to teleport vertically or the teleportation fails. If the target tries to move vertically, or if another adjacent creature tries to move the target vertically, the target or adjacent creature must succeed on either a Strength (Athletics) check against the spell save DC. On a success, the target can move vertically with great difficulty until the end of that turn, using 4 feet of movement every 1 foot traveled.

Rotational Lock. The target is unable to rotate their body from the direction they are facing, though they retain enough motor control to be able to move in any direction they wish. Their vision, unless they are able to sense something without facing at it, is restricted to a cone extending in an area directly where they are facing. The target cannot target any creature with an attack or spell that is not within that cone, and other creatures can attempt to Hide from the target so long as they are not within their cone of vision.

A creature effected by this spell may use their Action to make an Intelligence Saving Throw, ending the effect on a success. If the target ever enters the Astral Plane, the Ethereal Plane, or the Border Ethereal Plane during the duration of this spell, or if they are otherwise not currently in a three-dimensional space during the duration of this spell, then this spell automatically ends.

PALE BEACON

2nd-level necromancy

Casting Time: 1 action

Components: V, S, M (A moth in amber)

Range: 30 feet

Duration: Instantaneous

Pointing towards a single undead creature you can see within range, you cause a flow of negative energy to flow into them. Choose one effect for that undead.

Dark Recovery. The undead's wounds stitch up, causing it to recover 3d6 + your spellcasting ability hit points.

Rebuke Holy. The undead becomes unaffected by any Turn Undead effect currently applied to it, becomes immune to Turn Undead for 1 minute, and becomes resistant to radiant damage for 1 minute.

At Higher Levels. When cast using a spell slot of 3rd level or higher, the healing from increases by 1d6 per spell level above 2nd.

PALE DRAGON BREATH

9th-level conjuration

Casting Time: 1 action

Components: V, S, M (An enchanted crystal worth at least 5,000 gp.)

Range: Self

Duration: 1 hour

You point forwards and channel the power of the Scaleless Dragon into a single line of crystal breath. Crystals grow along the ground in a 10 foot wide and tall, 300 foot long line originating from you, climbing up and down walls and turning corners at your choice if it hits an edge or wall. Any creature within that line must succeed on a Dexterity saving throw or take 10d12 piercing damage and 10d12 force damage, or half as much on a failed save.

The crystals then stay in that space for the duration, making it difficult terrain and dealing 1d12 force and 1d12 piercing damage for every 5 feet walked through it.

PSIONBOLT

Enchantment cantrip

Casting Time: 1 action

Range: 60 ft

Components: S

Duration: Instantaneous

You summon a small, invisible sphere of psionic energy and lob it at the target within range. Make a ranged spell attack against that target. On a hit, the target takes 1d6 psychic damage, and they must roll 1d4 on the next attack roll or ability check they make until the end of their next turn and subtract the number rolled from their result.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

PSYCHE DRAIN

3rd-level enchantment

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

You siphon the intelligence and life force from a sentient creature to slightly heal your wounds and fortify your own intellect. Make a melee spell attack against a creature within range. On a hit, the target takes 2d6 psychic damage, and you regain hit points equal to half the amount of psychic damage dealt, rounded up.

A target that is hit by this attack must make an Intelligence saving throw or have their Intelligence reduced by 1d4 for 1 hour. While their Intelligence is reduced by this amount, your Intelligence is increased by the same amount.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, psychic damage increases by 1d6 per additional level.

PSYCHIC NULL

2nd-level abjuration

Casting Time: 1 reaction

Range: Self

Components: S

Duration: Instantaneous

Whenever you take damage, you use your reaction use your psychic energy to reduce the damage. Roll 2d6 + your spellcasting ability modifier and you reduce the damage by that amount.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage absorbed by this spell increases by 2d6 for each slot level above 2nd.

PSYBEAM

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

The caster launches a brilliant beam of psionic energy in a 60 foot long, 5 foot wide line. Every creature in the line must succeed on a Dexterity saving throw or take 8d6 psychic damage, or half as much on a successful save.

At Higher Levels. When this spell is cast at 4th level or higher, an additional 2d6 is added per additional spell level.

PSYDART

2nd-level conjuration

Casting Time: 1 action

Range: 60 ft

Components: S, M (a piece of ammunition or a dart)

Duration: Instantaneous

You launch four darts of pure psionic energy towards targets within range. Make a ranged attack roll for each dart, each of which deals 2d4 psychic damage. They may all strike the same targets or different targets.

At Higher Levels. When this spell is cast at the 3rd level or higher, add two additional darts per additional level.

PSYCHOKINESIS

Transmutation cantrip

Casting Time: 1 action

Range: 30 ft

Components: S

Duration: Instantaneous

You mentally fling an object that is not being held up to 5 pounds within range towards another point or target within range. If the point was a target, make a ranged spell attack against that target, dealing 1d8 bludgeoning damage on a hit. This spell does not damage the object flung, which is magically reinforced for the attack roll only. If the flung object would logically deal another form of damage due to its form, such as a lit torch dealing fire damage or an arrow dealing piercing damage, this attack then deals that type of damage instead.

This spell can fling additional objects when you reach higher levels: two objects at 5th level, three objects at 11th level, and four objects at 17th level. You can direct the objects at the same target or at different ones. Make a separate attack roll for each object.

RAIN OF LANCES

3rd-level conjuration

Casting Time: 1 action

Components: V, S, M (a golden warhorn worth at least 100 gp)

Range: 30 feet

Duration: Concentration, up to 1 minute

Pointing at a point within range, you create an ethereal portal to a realm of warriors. This portal is a circle that is 5 feet in diameter and is an opaque golden color.

For the duration, you can use a bonus action on your turn to cause a flurry of golden spears to burst from the portal at a point on the ground you can see within 30 feet of the portal. Any creature within 5 feet of that point must succeed on a Dexterity saving throw or take 3d8 piercing damage, or half as much on a successful save. The spears then disappear after they hit the ground.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the piercing damage increases by 1d8 per spell level used above 3rd.

REFRACTOR BEAM

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a crystal prism or silver mirror)

Duration: Instantaneous

You target a single Construct creature you can see that you have created, or that you are currently controlling, within range, and fire a beam of light at it. This beam reflects harmlessly off of the construct and splits into two harmful beams, each of which makes one attack against creatures of your choice within 120 feet of your construct that either you or the construct can see. You can target a single creature with multiple rays. Make a ranged spell attack for each ray, each dealing 3d4 radiant damage on a hit.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, one more ray splits off of the construct per spell level above 1st.

REND

4nd-level enchantment

Casting Time: 1 action

Range: 30 ft

Components: S

Duration: Concentration, up to 1 minute

The caster weakens the mind of a target you can see within range, leaving them vulnerable for a time. A target must succeed on an Intelligence saving throw or take 6d6 psychic damage and become vulnerable to psychic damage for the duration. On a successful save targets take half damage and the spell ends.

At Higher Levels. When this spell is cast using a spell slot of 5th level or higher, you may target one additional creature within range per spell level above 4th.

REPAIR

1st-level transmutation

Casting Time: 1 action

Components: V, S

Range: Touch

Duration: Instantaneous

Laying your hand on a damaged object, structure, or Construct, restorative energy causes the target to recover 2d4 + your spellcasting modifier hit points.

At Higher Levels. When cast using a spell slot of 2nd level or higher, the healing increases by 2d4 per spell level above 1st.

RUNIC COUNTER

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

The caster imbues a weapon they touch with a sheen of protective energy. After casting this spell, every time the wielder of the weapon takes damage, the weapon stores kinetic energy, gaining one rune. A weapon can have no more than 3 runes activated on it.

The weapon has a bonus to hit equal to the number of runes on it. The next time a creature hits a target with a weapon attack using the runic weapon before the end of the caster's next turn, the target takes an additional 1d6 thunder damage on the weapon attack, plus an additional 1d6 of thunder damage per active rune on the weapon. The spell then ends.

At Higher Levels. When cast using a spell slot of 2nd level or higher, the maximum number of runes increases by 1 per spell level above 1st.

SENSORY SHUTDOWN

7th-level enchantment

Casting Time: 1 action

Range: 120 ft

Components: S

Duration: Instantaneous

The caster invisibly assails the minds of hostile creatures and disables some of their senses. All creatures within a 30 foot sphere based on a point in range must make an Intelligence saving throw or take 10d8 psychic damage and be blinded or deafened, you choose one condition for all targets, for 1 hour. Those who succeed on the the saving throw take half damage and retain their senses. A creature who is blinded or deafened by this ability may make an Intelligence saving throw at the end of each of their turns, ending the effect for them on a success.

At Higher Levels. When this spell is cast at 8th level or higher, the damage increases by 2d8 for each level above 7th.

SHARPEN SIGHT

2nd-level divination

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (an eagle's eye)

Duration: Concentration, up to 10 minutes

The caster targets one willing creature they can see within range. The target's mind and visual senses are refined for the duration. The target adds the caster's spellcasting ability modifier to any Wisdom (Perception) or Intelligence (Investigation) checks made to search for objects or creatures, and also adds them to all Dexterity checks and saving throws. The target does not gain this benefit if the target is blinded or deafened, unless they have other senses they can use to see such as blindsight.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, one additional creature may be targeted per level of spell slot past 2nd, as long as the extra targets are within 10 feet of the original target.

SIAN'S MAGMA DART

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a polished piece of obsidian worth at least 10 gp)

Duration: 24 hours

You reach forwards as hot veins of magma boil under your skin, darting towards your foe in a bolt of magma. Make a ranged spell attack against the foe, dealing 2d8 fire damage on a hit.

When a target is hit, the target must make a Constitution saving throw or have their hit points reduced by the amount of damage dealt, as black obsidian grows beneath the wound, preventing healing. These maximum hit points can only be healed by taking a long rest after the spell's duration or until the obsidian is healed. A *lesser restoration* or comparable magic heals the obsidian.

At Higher Levels. When you cast this spell with a spell slot of 2nd or higher, the damage increases by 1d8 for each slot above 1st.

SOUL ARROW

1st-level evocation

Casting Time: 1 action

Components: V, S

Range: 60 feet

Duration: Instantaneous

You raise your hand into the air and let loose a small arrow of blue energy. Make a ranged spell attack against a creature within range. On a hit, you deal 3d8 force damage.

At Higher Levels. When cast using a spell slot of 2nd or higher, the force damage increases by 1d8 per level of spell slot above 1st.

SOUL DREGS

3rd-level conjuration

Casting Time: 1 action

Components: V, S, M (A broken pendant or mask)

Range: Self

Duration: Concentration, up to 1 minute

You speak a creature's name aloud or designate a single creature you can see as your target, and release black creature made entirely of shadow called a Greater Humanity that seeks that creature out. The target must succeed on a Charisma Saving through or be pursued by the Greater Humanity for the duration. Otherwise, the spell fails.

At the end of your turn, the Greater Humanity moves 30 feet towards its target. It knows where your target is and the shortest path to them. It can move through openings as small as one inch. The Greater Humanity is immune to all damage except radiant. It had an AC equal to your spell save DC, and it has hit points equal to your highest spell slot level. It uses your ability scores for the purposes of saving throws and ability scores. If your Greater Humanity is slain, you may use an Action (so long as you are still concentrating on this spell) to conjure it again in a space within 5 feet of you, and it continues to pursue the spell's target.

As a bonus action on your turn until the spell ends, you may cause the Greater Humanity to explode outwards in a wailing curse. Any creature within 15 feet of the Greater Humanity must succeed on a Charisma Saving Throw or take 3d12 necrotic damage, or half as much on a failed save. The creature whose name you spoke always fails this Saving Throw, since they failed it earlier. The spell then ends.

At higher levels: When cast with a spell slot of 4th level or higher, the necrotic damage increases by 1d12 per level above 3rd.

SOUL GREATSWORD

3rd-level evocation

Casting Time: 1 action

Components: V, S, M (A small, sapphire sword figurine worth at least 25 gp.)

Range: Self

Duration: Instantaneous

You create a large, arcing sword of blue energy that slashes forwards. Every creature in a 15 foot, 180 degree arc from your position must succeed on a Dexterity saving throw or take 8d6 force damage, or half as much on a successful save. This spell passes through objects harmlessly and ignores any cover.

At higher levels. When cast using a spell slot of 4th level or higher, the force damage increases by 2d6 for every slot above 3rd.

SPACIAL REND

3rd-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (A small metronome)

Duration: Instantaneous

You cause rifts in time and space to rip open around several points you can see within range. Choose 3 points within range. Distortion cylinders appear centered on each of those points, each with a 5 foot radius, and 20 foot height. Any creature in these cylinders must make a Dexterity saving throw or take 2d6 force damage per cylinder it is in, or take half as much on a failed save. Cylinders can overlap each other.

If two or more cylinders have a failed creature or have no creature, you can choose to teleport those two creatures to each other's location or to a location inside a cylinder with no creatures in it. The teleported creatures must be of Large size or smaller. You cannot teleport a creature using a cylinder whose point was created off of the ground, and the point they are teleported to in an empty cylinder must be on the ground.

At Higher Levels. When you cast this spell with a spell slot of 4th or higher, you can create 1 more cylinder for each slot above 3rd.

STATIC CLOUD

Evocation cantrip

Casting Time: 1 action

Components: V, S

Range: 60 feet

Duration: Instantaneous

You cause a burst of static electricity to surround an enemy that you can see within range. The target must make a Dexterity saving throw. On a failed save, the target takes 1d6 lightning damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

STONE ROOTS

1st-level transmutation

Casting Time: 1 bonus action

Components: V, S, M (a piece of petrified wood)

Range: Self

Duration: Concentration, up to 1 minute

As part of the bonus action used to cast this spell, and as a bonus action during each of your turns for the duration, you may cause your feet to magically grow stone roots and latch yourself onto the surface you are standing on, rooting you in place. While you are rooted in place, your speed is 0, but you cannot be moved or knocked prone, even by magical means. At the beginning of each of your turns, you can choose to uproot yourself, and then you may use a bonus action on your turn to re-root yourself, granted you are still concentrating on the spell.

SUMMON INSTRUMENT

Conjuration cantrip

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Concentration, up to 10 minutes

With a flourish, you summon forth a magical instrument that you are proficient in. You can easily play any song that you have heard with the instrument, and you make Charisma (Performance) checks using the instrument at advantage. If you begin a performance that lasts for longer than 10 minutes, the instrument remains until the performance is over.

You can cast this spell as an action. If you do so, the instrument produced is invisible, and the sound can only be heard by a single creature you designate within 120 feet of you when you cast the spell.

SWIFT ATTUNEMENT

4th-level enchantment

Casting Time: 1 bonus action

Components: V, M (A small silver chain worth 50 gp, which the spell consumes, and a magic item you are not attuned to)

Range: Self

Duration: Instantaneous

Holding an object that requires attunement in your hands, you speak a word of power and become attuned to the object instantly. If there is a special requirement for attuning to an object, you still must complete it as normal.

You may cast this spell as an action. When you do so, you may also break your Attunement to a single object that you touch as soon as you become attuned to your object. If there is an object with special requirements for breaking their Attunement, you still must complete it as normal.

TENSER'S LEVITATING PLATFORM

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a vial of platinum dust and mercury worth at least 100 gp)

Duration: Concentration, up to 1 minute

The caster waves their hands and creates a horizontal, circular platform of force at a point within range. This platform is translucent and always floats at least 3 inches above the ground. It is at least 1 foot thick and can be up to 30 feet wide in radius. If it would be created in the space of a fixed or immovable object, the spell fails, but it moves objects of Medium size or smaller that are not affixed to anything to the nearest unoccupied space on the outside of the disk's radius. The platform can hold up to 5,000 lbs and remains for the duration or until it has more than 5,000 lbs placed on it, after which the spell ends and everything on it falls to the ground.

The platform is immune to all damage. The platform is usually created underneath creatures, but the spell fails if it is created in a creature's space that is not on the ground (such as the chest of a Huge creature).

This platform remains immobile where it is created. The creator can use an action to move the platform up to 30 feet on their turn in any direction, so long as they can see the platform. The platform is instantly destroyed by the *disintegrate* spell.

TETHER

1st-level conjuration

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (A steel bracelet or link)

Duration: Concentration, up to 1 minute

Pointing at a creature within range, you cause an invisible strand of energy to strike out between yourself and the target. An unwilling target must succeed on a Strength Saving Throw, ending the spell on a success. On a failure, you are magically tethered to the creature for the spell's duration.

When you create a tether, you can choose for it to be anywhere between 15 and 60 feet in length. Both yourself and the target cannot move further from each other than the length of the tether. If you or a tethered creature tries to teleport or change planes, they must make a Strength Saving Throw, ending the spell on a success, or their teleportation fails and they remain on that plane. This invisible tether moves through all objects, but cannot be attacked and is immune to damage. If you or the tethered creature tries to move away from the other past the tether's limit, they must succeed on a contested Strength (Athletics) check against the other tethered creature, dragging the other with them as if through difficult terrain. A creature who tries to forcibly move you or a tethered creature past the tether's limit must also make this Strength (Athletics) check, ending the spell on a success, or they cannot move either tethered creature.

If a tethered creature cannot be dragged when the other is forcibly moved, the spell ends. If the two are forcibly moved more than the tether length apart, the spell ends. This spell does stop a person from falling at the end of its tether length, but natural or magical phenomena that would actively move them apart either drags the other or breaks the spell as normal.

A tethered creature can use an Action on their turn to attempt a Strength Saving Throw, ending this spell on a success.

TIME BOLT

Transmutation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You manipulate the tides of time and send out a rippling bolt of temporal energy at a creature within range. Make a ranged spell attack against that target. On a hit, the creature takes 1d8 force damage.

If you roll a 20 on the attack dice, you surge with hasted temporal energy, and you may instantaneously cast Time Bolt again, targeting a creature within range. However, if you roll a 1 on the attack dice, you slow the time around yourself, reducing your speed by half and making it so you cannot take reactions until the end of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

TIME TRAVEL

8th-level transmutation

Casting Time: 1 hour

Range: 30 feet

Components: V, S, M (a crystal hourglass worth at least 5,000 gp, which the spell consumes)

Duration: 1 week

You cause time to distort and shift around you, jumping you and 8 creatures of your choice within range backwards in time. Choose a year between 1 and 1,000 years ago. All transported creatures appear in that time in the place that they cast the spell, or the nearest unoccupied space. This spell assumes a 365 day year. You increase the effective time span by 1,000 years for every 5,000 extra gp the crystal hourglass component is worth.

While in the past, you are in an alternate timeline. Anything you do or change in this timeline will not effect the timeline you return to, and you cannot bring creatures back to this timeline. However, when you return from this timeline, you may bring any number of items with you, so long as they do not exceed your carrying capacity. If you exceed your carrying capacity when the spell ends, you become stuck in the alternate timeline, with no means of returning to your original time. If you cast this spell again or once one week has passed in the alternate past, you are instantly returned to the spot and time when you cast the first Time Travel spell, and the spell ends. You do not need the crystal hourglass component if casting in the alternate past. If you are targeted by a *dispel magic* spell (8th level or DC of 18), you are instantly brought back to your own timeline in the time and space you were teleported away.

Every time this spell is cast, you produce a different alternate timeline. Artifacts or powerful/unique magic items, such as phylacteries or sentient weapons, cannot be brought through timelines. If bringing an object through a timeline would cause a special distortion, such as a paradox, it cannot be brought through the time line.

TYRIOK'S CARVED CARTOGRAPHY

3rd-level divination (ritual)

Casting Time: 1 minute

Range: 300 feet

Components: V, S, M (A blank stone or slate slab at least 5x5 inches, and a golden thread and needle worth 50 gp, which the spell consumes.)

Duration: Instantaneous

You lay out the stone slab or slate stated and perform your spell. Once the spell is complete, the needle and thread disappears and spreads out in all directions. On the slab, a carved outline of any caverns, hills, or other obstructions appears. It shows, through different textures the spellcaster and anyone proficient with a Cartographer's Tools can interpret, the locations of any bodies of liquid, doors, holes, plantlife, and the instantaneous position of any creatures of Huge size or larger when the spell is cast, granted those creatures are not hidden from divination magic.

Any entrance, cavern, or geographical feature that would be picked up by this spell, but is hidden from divination magic, is not found by the spell. The spell ignores illusions and anything not placed on the ground.

Creatures with Truesight or those who can see invisibility can see a golden thread tracing the walls and obstructions as you cast this spell.

At Higher Levels. When you cast this spell with a spell slot of 3rd or higher, the range increases by 100 feet for each slot above 3rd.

WALL SIGHT

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (A small hand-mirror with a gold film back worth 25 gp.)

Duration: 1 minute

You touch a stone wall that is no thicker than 100 feet, a wooden wall that is no thicker than 200 feet, or a metal or other material wall that is no thicker than 50 feet. On your side of the wall, a 10 foot square section of the wall becomes magically changed. On the other side of the wall, nothing appears to happen, although creatures with Truesight can see the wall shimmer but do not see to the other side. On your side of the wall, the changed section of the wall appears invisible, allowing you to see into the other side.

Light from your side of the wall does not enter their side. Walls enchanted with powerful magical wards, such as with the *Guards and Wards* spell or comparable magic, cause this spell to fail.

WARD OF THE MERRENOLOTH

3rd-level abjuration

Casting Time: 1 action

Components: V, S

Range: Touch

Duration: 1 hour

You place your hand down on a single vehicle and ward against harm. For the duration, the vehicle is immune to all non-magical damage, and resistant to magical damage, and cannot be mundanely or magically moved against the spellcaster's will.

Additionally, if the vehicle would be brought to 0 hit points or sunk while you can see it, you may use your reaction to begin concentrating on this spell for the remaining duration and instead cause it to remain at 1 hit point and functional. While concentrating on this spell in this way, you must use your action to maintain concentration or the spell fails and the vehicle is reduced to 0 hit points.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the ship recovers hit points equal 1d8 per spell level above 3rd at the beginning of each of your turns. Additionally, when using a spell slot of 4th level, the duration of the spell increases 4 hours. When using a spell slot of 5th level, it increases to 24 hours.

WAY OF WHITE CORONA

1st-level evocation

Casting Time: 1 Action

Components: V, S

Range: Self

Duration: Concentration, up to 1 round

You throw out a spinning disk of radiant light. The disk moves 30 feet away from you and stops, floating there. Any creature who the disk moves into, who moves into the disk for the first time on their turn, or who begins their turn inside the same space as the disk must succeed on a Dexterity saving throw or take 3d6 radiant damage. The disk can pass through translucent objects and all creatures, but it is destroyed and the spell ends after it hits an opaque object.

At the end of your next turn, granted you are still maintaining concentration, the disk shoots back in a straight line towards you, disappearing once it either moves 60 feet or is within 5 feet of you. The spell then ends.

At Higher Levels. When cast using a spell slot higher than 1st, the radiant damage increases by 1d6 per slot above first.

SPELL SUBTYPES

CRYSTAL SPELL LIST

CANTRIPS (0 LEVEL)

Blade Ward
Magic Stone
Ray of Frost
Resistance

1ST LEVEL

Absorb Elements
Armor of Agathys
Chromatic Orb
Ice Knife

Mage Armor
Shield

2ND LEVEL

Mirror Image
Misty Step
Shatter
Spike Growth
Crystal Hail

3RD LEVEL

Fabricate
Magic Circle
Sleet Storm

4TH LEVEL

Ice Storm
Otiluke's Resilient Sphere

5TH LEVEL

Animate Objects
Cone of Cold
Creation
Wall of Force

6TH LEVEL

Blade Barrier
Globe of Invulnerability
Investiture of Ice

Otiluke's Freezing Sphere
Wall of Ice

7TH LEVEL

Forcecage
Sequester
Simulacrum

8TH LEVEL

Power Word Stun

9TH LEVEL

Prismatic Wall
Pale Dragon Breath

DARK SPELL LIST

CANTRIPS (0 LEVEL)

Chill Touch
Infestation
Minor Illusion
Thaumaturgy
Toll the Dead
Dark Orb

1ST LEVEL

Arms of Hadar
Bane
Cause Fear
Disguise Self
False Life
Hex
Silent Image
Unseen Servant
Felkin's Resonant Flesh

2ND LEVEL

Blindness/Deafness
Crown of Madness
Darkness
Enhance Ability
Invisibility
Pass without Trace
Ray of Enfeeblement
Shadow Blade
Silence

3RD LEVEL

Animate Dead
Bestow Curse
Fear
Feign Death
Hunger of Hadar
Life Transference
Major Image

Phantom Steed
Speak with Dead
Vampiric Touch
Soul Dregs

4TH LEVEL

Banishment
Greater Invisibility
Shadow of Moil

5TH LEVEL

Contact Other Plane
Danse Macabre
Enervation
Insect Plague
Negative Energy Flood
Seeming

6TH LEVEL

Circle of Death

Create Undead
Eyebite
Harm
Programmed Illusion
Soul Cage
Dark Bead

7TH LEVEL

Finger of Death
Power Word Pain

8TH LEVEL

Abi-Dalzim's Horrid Wilting
Antimagic Field
Antipathy/Sympathy
Maddening Darkness

9TH LEVEL

Power Word Kill
Weird

MIRACLE SPELL LIST

CANTRIPS (0 LEVEL)

Guidance
Resistance
Sacred Flame
Shillelagh
Spare the Dying
Thaumaturgy
Word of Radiance

1ST LEVEL

Bless
Ceremony
Cure Wounds
Detect Evil and Good
Divine Favor
Goodberry
Guiding Bolt
Healing Word
Heroism
Protection from Evil and Good
Sanctuary

Shield of Faith
Thunderwave
Way of White Corona

2ND LEVEL

Aid
Augury
Calm Emotions
Healing Spirit
Lesser Restoration
Moonbeam
Prayer of Healing
Protection from Poison
Silence
Spiritual Weapon
Warding Bond

3RD LEVEL

Aura of Vitality
Beacon of Hope
Create Food and Water
Daylight
Lightning Arrow
Lightning Bolt

Mass Healing Word
Revivify
Spirit Guardians

4TH LEVEL

Aura of Life
Aura of Purity
Death Ward
Divination
Guardian of Faith
Sickening Radiance
Storm Sphere

5TH LEVEL

Dawn
Dispel Evil and Good
Greater Restoration
Hallow
Holy Weapon
Mass Cure Wounds
Raise Dead
Wall of Light

6TH LEVEL

Chain Lightning

Heal
Sunbeam
True Seeing
Word of Recall

7TH LEVEL

Conjure Celestial
Crown of Stars
Divine Word
Regenerate
Ressurrection
Symbol
Temple of the Gods

8TH LEVEL

Holy Aura
Sunburst

9TH LEVEL

Foresight
Mass Heal
Power Word Heal
True Ressurrection
Wish

PYROMANCY SPELL LIST

CANTRIPS (0 LEVEL)

Acid Splash
Control Flames
Create Bonfire
Dancing Lights
Fire Bolt
Green-Flame Blade
Poison Spray
Produce Flame

1ST LEVEL

Burning Hands
Chaos Bolt
Charm Person
Detect Poison And Disease
Faerie Fire

Hellish Rebuke
Ray of Sickness
Searing Smite
Sian's Magma Dart

2ND LEVEL

Aganazzar's Scorching Ray
Continual Flame
Flame Blade
Flaming Sphere
Heat Metal
Melf's Acid Arrow
Pyrotechnics
Scorching Ray
Spider Climb
Web

3RD LEVEL

Fireball

Flame Arrows
Protection from Energy

4TH LEVEL

Blight
Charm Monster
Dominate Beast
Fire Shield
Stoneskin
Wall of Fire

5TH LEVEL

Cloudkill
Commune with Nature
Contagion
Dominate Person
Hold Monster
Immolation
Transmute Rock

6TH LEVEL

Investiture of Flame
Primordial Ward

7TH LEVEL

Delayed Blast Fireball
Fire Storm

8TH LEVEL

Dominate Monster
Incendiary Cloud

9TH LEVEL

Imprisonment
Invulnerability
Meteor Swarm

PSIONIC SPELL LIST

CANTRIPS (0 LEVEL)

Disrupting Strike
Elusive Arcana
Friends
Maddening Totem
Mage Hand
Message
Minor Illusion
Psionbolt
Psychokinesis
Thaumaturgy

1ST LEVEL

Charm Person
Command
Catapult
Detect Magic
Dissonant Whispers
Earth Tremor
Feather Fall
Tenser's Floating Disk
Illusory Script
Jump
Mage Armor
Mental Thorn
Mind Blast
Neuron Burst
Sanctuary
Shield
Silent Image
Sleep

Tasha's Hideous Laughter

2ND LEVEL

Calm Emotions
Concuss
Detect Thoughts
Enthrall
Hold Person
Levitate
Mind Spike
Mirror Image
Nystul's Magic Aura
Phantasmal Force
Psychic Null
Psydart
See Invisibility
Silence
Sharpen Sight
Suggestion
Wall Sight
Zone of Truth

3RD LEVEL

Amnesia
Catnap
Clairvoyance
Enemies Abound
Fear
Fly
Haste
Hypnotic Pattern
Major Image
Nondetection
Psybeam

Invisible Explosion
Psyche Drain
Sending
Slow
Tongues

4TH LEVEL

Arcane Eye
Compulsion
Confusion
Dominate Beast
Hallucinatory Terrain
Locate Creature
Otiluke's Resilient Sphere
Phantasmal Killer
Rend
Staggering Smite
Swift Attunement

5TH LEVEL

Bigby's Hand
Dream
Dominate Person
Far Step
Geas
Hold Monster
Legend Lore
Mislead
Modify Memory
Permanency
Rary's Telepathic Bond
Scrying
Seeming
Synaptic Static

Telekinesis
Wall of Force

6TH LEVEL

Drawmij's Instant Summons
Globe of Invulnerability
Guards and Wards
Mass Amnesia
Mass Suggestion
Scatter
True Seeing

7TH LEVEL

Forcecage
Mordenkainen's Sword
Power Word Pain
Project Image
Reverse Gravity
Sensory Shutdown
Sequester

8TH LEVEL

Antipathy/Sympathy
Dominate Monster
Feeblemind
Mind Blank
Telepathy

9TH LEVEL

Astral Projection
Foresight
Psychic Scream
Weird

PART V

Heroic Spirits

INTRODUCTION

On occasion, the heroes of ages past and from other universes can be called into a campaign world for a specific reason or by a powerful summoner. These powerful beings are called Heroic Spirits, or occasionally Servants by those who summon them. These spirits can be summoned in many ways, but most often through a ritual spell called *Conjure Heroic Spirit*, listed in the spells section above.

Heroic Spirits are powerful and unique NPCs. Once summoned, Heroic Spirits require constant supplies of magical energy to sustain themselves and to activate their abilities. Conjuring a Heroic Spirit, like any conjuring spell, requires a bit of preperation on your DM's part, so ask your DM before you learn a spell such as *Conjure Heroic Spirit* to see if you are allowed to use it.

This section is inspired heavily by the Fate/ series by Type-Moon, mostly inspired by the anime series. Check out all of Type-Moon's products at their home page: typemoon.com

SPIRITS OF YSGARD

Heroic Spirits come from the realm of Ysgard, or a similar realm in your setting. This is a realm of ancient heroes and reveling glory in combat, and the deeds of great heroes can even bleed from one universe over into another.

The appearance of Heroic Spirits is a combination of their myths and real appearance. Their personalities can also be like this, although they are often compelled strongly by a single alignment, since they are always Celestial. These Ysgardian spirits know their pasts and know the basics of this world and time that their summoner knows.

SUMMONED BY RELICS

In order to summon a Heroic Spirit, you must find a Relic of a great hero, usually somehow related to the hero that you wish to summon. This relic could be anything- a sword sheathe, a piece of armor, an old journal, etc. You can use the Relic Form table to either inspire your own relic idea or to randomly roll one.

A relic is a required component for the spell or for any other magical procedure to summon a Heroic Spirit. A relic is not destroyed after it is used, but it cannot be used to summon another Heroic Spirit for 1 year.

While very specific heroic relics can directly summon only one or two different types of Heroic Spirit, most relics may summon any number of different have Heroic Spirits when it is used, so you aren't guaranteed to get one specific spirit. These are generally from the same heroic epics or stories. For example, if you use a Shard of King Arthur's Round Table as your Relic, you may summon any of King Arthur's Knights as your Heroic Spirit, while if you use Exalibur's Scabbard may only summon either King Arthur or Morgana, who are both highly connected to the scabbard. Only the most powerful artifacts can only summon a single form of Heroic Spirit, such as the Sword of Kas, which will always summon Kas the Bloodless.

Relics are strange artifacts. They might seem normal, mundane objects at first, but any spellcaster who can cast spells of 3rd level or higher or any creature who is using *detect magic* can tell that it has a powerful *conjunction* magic attached to it. *Identify* informs you the rarity and name of the relic, but not which spirits it can summon.

SUMMONING A HEROIC SPIRIT

Whether you had used *Conjure Heroic Spirit* or were granted your ability by another manner, you still must have the prerequisite spell slot to summon a Heroic Spirit, as determined in the table below. The spell slot required is determined by the rarity of the relic, though you might summon a Spirit of lower or higher rarity than the relic used. You must first expend this spell slot when you first summon this Heroic Spirit, and you cannot recover it until it is killed and sent back to Ysgard.

Relic Rarity	Slot Required
Common	3rd
Uncommon	4th
Rare	5th
Very Rare	6th
Legendary	7th

See the description of the *Conjure Heroic Spirit* spell list for how to control a Heroic Spirit, both in and out of combat. No matter how you summon a Heroic Spirit, you always gain at least 3 Command Seals for them.



CREATING A RELIC

Relics are almost as important as the Spirits themselves when it comes to story and creating new Heroic Spirits. These magical artifacts can find themselves bleeding across planar and even universal boundaries and being clustered into other hordes of magical items, often seeming so simple or mundane that they go unnoticed by the owner of the horde.

Otherwise, very rare or legendary relics sometimes create their own demiplanes called World Marbles, where they recreate a specific heroic deed or story of the Heroic Spirit they are connected. These World Marbles often require the players to act out or survive through what the Heroic Spirit acted through in order to obtain the Heroic Relic, as a test to see if they are worthy of it.

Additionally, most artifacts, such as the Axe of Dwarvenkind or the Sword of Kas, can also be used as relics to summon the Spirits of their respective creator or wielders. Relics often have other magical properties, and are usually magical items in and of themselves.

OPTIONAL RULE: SENTIENT RELICS

Some incredibly powerful relics indeed become sentient in and of themselves, like many artifacts. These relics often will require that you do something for them before you can summon a Heroic Spirit through it.

FINDING A RELIC

If a creature knows or has the spell *Conjure Heroic Spirit* prepared, they are more likely to have them appear in hordes of magical items when they find them. Relics are similar to Artifacts, and only show up when the DM wishes them to.

OPTIONAL RULE: RANDOM RELICS

If you want Relics to appear randomly in magic hordes. When you find multiple magic items at a time and you have a spellcaster in your party capable of casting 3rd level spells, roll d100. On an 85 or higher, there is also a relic of appropriate rarity that the spellcasting creature in your party can summon. You can only find 1 relic at a time, and it cannot be of higher rarity than the most rare item in the treasure horde.

If a spellcaster in the party knows *Conjure Heroic Spirit* or has it prepared, they gain a relic at a d100 roll of 60 or higher. At the DM's choice, the relic can be one of the magic items found during this search. If the party has unused relics in their possession equal to the number of spellcasters in the party that can cast 3rd level or higher spells, they cannot randomly find relics until they use one of them or loses one.

RELIC FORMS

The form of a Relic has an impact on how they are connected to a creature. Either choose or roll one the Relic Form table below to determine what your Relic is.

If your Relic is a magical item, it has an equal rarity as a Relic to its magic item rarity. If it is a magic item, you can roll on the Magic Relic list or choose any from Chapter 7 of the *Dungeon Master's Guide* of an appropriate rarity.

The relic form can either be general or specific to the type of Heroic Spirit. There are seven types of Heroic Spirit- Saber, Lancer, Archer, Berserker, Assassin, Rider, and Caster. A relic can summon Heroic Spirits of different types. In some game settings, only one of each type of Heroic Spirit can be summoned at a time in the world, and one must be slain and sent back to Ysgard before the *Conjure Heroic Spirits* spell can be cast again.

GENERAL FORM

d100 Form	d100 Form
1-5 A tome of literature about legend of the Heroic Spirit.	68-69 A scorched robe.
6-10 A shard of the Heroic Spirit's weapon.	70-71 A dull falchion that drips seawater.
11-15 A piece of the Heroic Spirit's armor.	72-73 A splintered wooden shard of some boat or ship.
16-20 A crest or emblem of the Heroic Spirit.	74-75 A tall hat with a hole through it.
21-22 An old key.	76-77 A steel rod with bloodstains around it.
23-24 A black tome with unreadable runes.	78-79 A knot of red string.
25-26 A star-shaped pendant.	80-81 An engraved crystal.
27-28 A fossil of a creature that does not exist.	83-84 A gemstone.
29-30 A gilded leaf.	85-86 A brazier that has wisps of smoke falling off of it.
31-32 A deep red cloak.	87-88 A hunting trap with Celestial inscribed around its edge.
33-34 A tattered bandage with a golden sheen.	89-90 A magically unbreakable vial of blood.
35-36 The jagged tooth of a massive beast.	91 A spyglass with bands of purple crystal around it.
37-38 A twisted warhorn.	92 A helmet with a bolt through its side.
39-40 A broken mask.	93 Smith's kit used for Large or larger weapons.
41-42 A scorched shield.	94 A petrified medusa head.

RELIC SIGNIFICANCE

A relic must have significance to the story of the heroes they are related to. You can use the Relic Significance table below to randomly discover how they are related to the hero, or you can choose your own significance. The more specific the link to the hero, the more likely it is to summon that hero. The relic can have a different significance to different Heroic Spirits- for example, a certain sword might have been wielded by one spirit, but it might have killed another. This links both of them to it, but it is more strongly linked to the Heroic Spirit who wielded it, granting them a higher percentage chance to summon that spirit instead of the one who was killed by it.

If the relic is specific to a type of Heroic Spirit class, such as a Saber Relic, it also adds +5 to the check made to summon that spirit.

d100 Form	d100 Form
43-44 A mummified hand with three fingers and too many knuckles.	95 A black, steel flask with a platinum filigree.
45-46 A flawed gemstone.	96 A silvered weapon.
47-48 A silver goblet with red stains at the bottom.	97 A set of dice that has runes on all its sides.
49-50 A black feather.	98 An engraved diamond prism.
50-60 A journal wrapped with a small chain lock.	99 Roll on the Trinket table.
61-65 A reptilian eye in amber.	100 A magical item of appropriate rarity.
66-67 A gilded eyepatch.	— —

SABER RELICS

d6 Form	d6 Form
1 The hilt of the Heroic Spirit's sword.	4 A dagger or some other sidearm.
2 The head of a creature beheaded by the Heroic Spirit.	5 The Heroic Spirit's sword sheathe.
3 A bloodied blade shard.	6 A magical sword of appropriate rarity.

LANCER RELICS

d6 Form	d6 Form
1 The splintered shaft of the Heroic Spirit's spear.	4 A pierced shield.
2 A skull with a javelin in it.	5 A shard of pierced and bloodied chest armor.
3 A leather strap or spear sheathe	6 A magical spear of appropriate rarity.

DETERMINING THE SUMMONED SPIRIT

When you summon a Heroic Spirit using a relic, roll a d20 for each Heroic Spirit you could summon from that relic. Each Heroic Spirit has a bonus depending on the Relic Significance and the Relic form, which is listed in the Relic description, though the only the DM can see this. At the end, depending on which roll is the highest, they summon that Heroic Spirit.

If you get the same highest roll for two or more Spirits, the PC learns the Heroic Spirit's class, alignment, and rarity, and can choose between the Spirits based on that information.

OPTIONAL RULE: ALIGNMENT COMPATABILITY

Using this optional rule, you can have Heroic Spirits summoned have some influenced based on the alignment of the summoner. IF you have the same alignment as a Heroic Spirit, you gain a +5 to the roll, or +2 if you only have one same alignment trait. If you have the opposite alignment (if you are Lawful Good and the Spirit is Chaotic Evil), you gain a -5 to the roll, or only -2 if you have only one opposite alignment trait.

RELIC SIGNIFICANCE

d20 Significance	Modifier
1-2 Mentioned in passing with their story.	-2
3 Wounded the Heroic Spirit once or twice.	-1
4 Wielded by the Heroic Spirit's rival.	-1
5 A lesser objective of one of the Heroic Spirit's quests.	+0
6 An item that the Heroic Spirit created or bestowed to an ally.	+0
7 Used by the Heroic Spirit in a minor battle.	+1
8 Played an lesser part in one of the Heroic Spirit's quests.	+1
9 Held or used by the Heroic Spirit's mentor.	+1
10 Played an important part in one of the Heroic Spirit's quests.	+2
11 Granted to the Heroic Spirit by their mentor.	+2
12 Item banished or sealed away by the Heroic Spirit.	+2
13 Used by the Heroic Spirit in a major battle.	+3
14 An artifact from the Heroic Spirit's childhood.	+3
15 An object from the Heroic Spirit's home, keep, or company.	+4
16 Used by the Heroic Spirit in most stories.	+4
17 An item that holds heavy sentimental value to the Heroic Spirit.	+5
18 Used by the Heroic Spirit in their last battle.	+6
19 Used to kill the Heroic Spirit.	+6
20 An iconic artifact in nearly all legends and stories of the Heroic Spirit.	+8

SAMPLE RELICS

There are a number of sample relics at the end of this chapter, after the Creating Heroic Spirits section.

ARCHER RELICS

d6 Form	d6 Form
1 A bowstring from the Heroic Spirit's bow.	4 An engraved arrowhead.
2 A quiver with two <i>unbreakable arrows</i> .	5 A Giant's skull with an arrow through its eye.
3 A bloody arrow.	6 A magical bow of appropriate rarity.

BERSERKER RELICS

d6 Form	d6 Form
1 Broken manacles.	4 A bloodied axehead.
2 A broken arm or leg of some inhuman creature.	5 A broken weapon sheathe.
3 A war mask.	6 A magical axe of appropriate rarity.

ASSASSIN RELICS

d6 Form	d6 Form
1 An unbreakable vial of an unknown poison.	4 A shattered dagger hilt.
2 A silk garrote.	5 A black, bloodied glove.
3 A masquerade mask.	6 A magical dagger of appropriate rarity.

RIDER RELICS

d6 Form	d6 Form
1 A splintered shard of a chariot.	4 A large, bloody wheel.
2 A broken bit and bridle.	5 A set of barding armor.
3 An adamantium horseshoe.	6 A magical whip or net of appropriate rarity.

CASTER RELICS

d6 Form	d6 Form
1 A ruined spellbook.	4 A white robe with magical inscriptions.
2 The mummified corpse of a familiar.	5 A tattered, unreadable spell scroll.
3 An alchemist's set with emerald engravings.	6 A magical wand of appropriate rarity.

CREATING A HEROIC SPIRIT

Creating a relic or learning the spell to conjure Heroic Spirits aren't much use if there aren't any out there to conjure! The guidelines here show how you can create your own Heroic Spirit, either rolling randomly on the tables or by selecting them as you choose. Your DM may make the Heroic Spirits on their own, or they may perhaps work with you to create them.

The Sample Heroic Spirits placed at the end of the Sample Relics are deliberately general, so that they can be used as quick templates to be placed into any world setting.

HEROIC CLASSES

You will find that each Heroic Spirit has a Class associated with them. Their class is one of Saber, Lancer, Archer, Berserker, Assassin, Rider and Caster. Their class determines their base statistics and class features, using the stat blocks below.

You will notice that the stat blocks below sometimes refer to the summoner's level. The summoner's level is their total levels in any spellcasting class, commonly referred to as their spellcasting level. Use the Multiclass Spellcasting table to determine their total spellcasting level for the purposes of this ability, with one modification- add a level to their spellcasting level for each level of Warlock or Wave Controller^o that the player has.

If a feature has (SL: x) next to it, than the Heroic Spirit cannot use that ability until the summoner reaches spellcasting level x.

HEROIC RARITY

The rarity of the Heroic Spirit is usually the same as the rarity of the Relic used to summon them, but they can be one level above or below the Relic used to summon. In order of most common to the rarest are: *common*, *uncommon*, *rare*, *very rare*, and *legendary*.

Regardless of the rarity of their Relic, their Heroic Rarity determines how many Minor and Major Traits that the spirit has, and the power of their Noble Phantasm.

TRAITS

Each Heroic Spirit has a base amount of features from their class, but also have unique abilities called Traits, which are specific to each individual Spirit. Any given Heroic Spirit has a number of Traits depending on their Heroic Rarity, as described on the list below.

These Traits are split into Minor and Major Traits, and you can use the Minor Traits and Major Traits table to randomly generate Traits for your Heroic Spirit, or you can use them as inspiration for your own.

As a general rule for making your own traits, Minor traits generally are passive or are not more powerful than a 2nd level spell, while Major traits are generally active or powerful abilities that can be as powerful as a 5th level spell.



TRAITS BY HEROIC RARITY

Heroic Rarity	Minor	Major
Common	1	0
Uncommon	2	0
Rare	2	1
Very Rare	3	1
Legendary	3	2

NOBLE PHANTASM

All Heroic Spirits have a powerful ability they can call upon called a Noble Phantasm. A Noble Phantasm can only be used once per long rest, and always has a Drawback for using it. Depending on the Spirit's Heroic Rarity, the Noble Phantasm requires the PC to use a certain level of spell slot, as determined in the table below.

NOBLE PHANTASM SLOT COST

Heroic Rarity	Slot Level
Common	2nd
Uncommon	3rd
Rare	4th
Very Rare	5th
Legendary	6th

You can determine your Noble Phantasm by rolling randomly on the Noble Phantasm Table or using that table as inspiration for your own. Noble Phantasms, more than any other Trait or Feature, should encompass the mystery and mythic nature of the Heroic Spirit, so take care in designing them.

As a general rule for making a Noble Phantasm, they are generally not any more powerful than a spell slot one level higher than their spell slot cost. Keep in mind that most Noble Phantasms scale when used with higher level spell slots.

HEROIC CLASS BASES

This list of Heroic Bases are suggestions for how you should base each individual class. Every Heroic Spirit of the same class should have the same Base, but the DM may change the Base of each class to use instead of these. The +3 Proficiency Bonus is listed in the stat block is included in all calculations in the Stat Block

When a feature or trait says that it "*Costs an xth level Spell Slot*", it requires that the summoner expend a spell slot of appropriate or higher level to use that ability. See the *Conjure Heroic Spirits* spell description for specifics about expending spell slots to fuel Heroic Spirit abilities.

If a feature references your spellcasting ability, always use your highest spellcasting ability if you have multiple, or use your Constitution modifier if you do not have one. All saving throws use your Spell Save DC.

UNIVERSAL BASE FEATURES

Every Heroic Spirit has the following base features, since they are all summoned by the same type of energy or spell.

Magic Weapons. The Heroic Spirit's weapon attacks are magical.

Magic Ammunition. The Heroic Spirit's ammunition, if any, are magical and disappear after they hit or miss their target. They never run out of ammunition granted they have the weapon to attack with.

Spiritual Nature. A Heroic Spirit doesn't require air, food, drink, or sleep. It can still sleep to recover levels of exhaustion.

Hit Point Increase (SL: 6+). At spellcasting level 6 and every spellcasting level past 6, the Heroic Spirit gains one more hit die and increases their maximum hit points appropriately.

Ability Score Increase (SL: 8, 12, 16, 19) At spellcasting levels 8, 12, 16, and 19, one of the Heroic Spirit's ability scores of your choice permanently increase by 2.

SABER SPIRIT

Medium Celestial (Heroic Spirit), Depends on Spirit

Armor Class 16 (Heroic Breastplate)

Hit Points 60 (8d8 + 24)

Speed 40 feet

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	13 (+1)	10 (+0)

Proficiency Bonus +3

Saving Throws Str +7, Dex +5

Skills Athletics +7, History +4

Damage Resistances Slashing, bludgeoning, and piercing from non-magical sources.

Senses Darkvision 60 feet, Blindsight 10 feet, passive Perception 11

Languages Common, the languages it knew during its life, and the languages its Summoner knows

Retributive Strike. When Saber loses any number of Temporary Hit Points to a source within 5 feet of them, they can use their reaction to make a single Signature Sword weapon against that source.

Actions

Linked Multiattack. Saber makes 2 Signature Sword attacks.

Signature Sword. Melee Weapon Attack: +7 to hit, Reach 5 feet, one target. **Hit:** 11 (2d6 + 4) slashing damage

Spiritual Recovery. (Costs a 1st level or higher spell slot) Saber focuses their resolve and restores their ethereal form. They gain 1d8 + your spellcasting ability temporary hit points. These temporary hit points increase by 1d8 per slot level used past 1st.

SABER BASE STATISTICS

The Saber is a powerful, melee Heroic Spirit and is largely considered the most powerful of all the seven classes. They are expert swordsmen and often tactically inclined, able to strike out with a balance of offense and defense.

SABER LEVEL SCALING

As the summoner gains Spellcasting Levels, Saber gains features as determined below.

Multiattack Increase (SL: 11, 20) At spellcasting level 11, Saber can make one additional Signature Sword attack whenever they use their Multiattack feature. When you reach spellcasting level 20, Saber can make two additional Signature Sword attacks whenever they use their Signature Sword feature.

Legendary Resistance (SL: 7, 13, 17) At spellcasting level 7, whenever Saber fails a saving throw, they can choose to succeed once. Saber regains all expended uses of this ability after completing a long rest.

At spellcasting level 13, Saber may use this ability twice per long rest, and thrice per long rest at level 17.

LANCER BASE STATISTICS

The Lancer is a spear-using spirit that often relies on swiftness and their long reach to defeat their opponents. Highly offensive but relatively fragile, Lancers are also considered to be among the more powerful martial spirits.

LANCER LEVEL SCALING

As the summoner gains Spellcasting Levels, Lancer gains features as determined below.

Heroic Evasion (SL: 7, 13, 17) At spellcasting level 7, Lancer can dodge attacks with deft ease. Whenever Lancer is subjected to a Dexterity saving throw that would deal half damage on a success and full damage on a failure, such as a Red Dragon's Fire Breath, they instead take half damage on a failure and no damage on a success.

At spellcasting level 13, this applies to any Strength and Constitution saving throws as well as Dexterity.

At spellcasting level 17, this applies to all saving throws that Lancer makes.

Hunter (SL: 11, 20) At spellcasting level 11, Lancer's attacks with their Spear deals a critical hit on a 19-20.

At spellcasting level 20, they deal a critical hit on a 18-20.

ARCHER BASE STATISTICS

The Archer is a long ranged hunter that can pick off enemies from a distance. Though they have particularly weak defenses and strength, their ability to see and attack from afar often means they don't have to confront enemies directly.

ARCHER LEVEL SCALING

As the summoner gains Spellcasting Levels, Archer gains features as determined below.

Sniper (SL: 11, 17) At spellcasting level 11, Archer's darkvision increases to 300 feet, their blindsight increases to 30 feet, and their range on their War Bow increases to (300/1200).

At spellcasting level 17, Archer's darkvision increases to 900 feet, their blindsight increases to 90 feet, and their range on their War Bow increases to (900/3000).

LANCER SPIRIT

Medium Celestial (Heroic Spirit), Depends on Spirit

Armor Class 14 (Heroic Studded Leather)

Hit Points 48 (8d8 + 16)

Speed 50 feet

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

Proficiency Bonus +3

Saving Throws Dex +6, Cha +4

Skills Acrobatics +6, Perception +7

Senses Darkvision 60 feet, Blindsight 10 feet, passive Perception 17

Languages Common, the languages it knew during its life, and the languages its Summoner knows

Returning Spear. Whenever Lancer throws their spear in a Throw Spear attack, it returns to their free hand at the end of their turn.

Skirmisher. If Lancer has hit a creature with their Spear since the beginning of their turn, they may use the Disengage action as a bonus action. This special Disengage action only applies to those creatures Lancer has hit on this turn.

Actions

Linked Multiattack. Lancer makes 2 Melee Spear attacks or 1 Thrown Spear attack.

Melee Spear. *Melee Weapon Attack:* +6 to hit, Reach 10 feet, one target. *Hit:* 7 (1d8 + 3) piercing damage

Thrown Spear. *Thrown Weapon Attack:* +6 to hit, Range (30/120), one target. **Hit:* 6 (1d6 + 3) piercing damage

Crackling Spear. *(Costs a 1st level or higher spell slot)* Lancer focuses, then launches their spear at a creature in range, making a Thrown Spear attack. On a hit, they deal an additional 1d8 lightning damage.

If the attack hits and their summoner expended a spell slot of 2nd level or higher, Lancer may make another Thrown Spear attack against a creature within 30 feet of the last target as their attack ricochets off of them. This ricochet attack then deals the additional 1d8 lightning damage. They may make this ricochet attack against a number of extra creatures equal to the spell slot expended, but the ability ends early if an attack misses. At the end of the last attack or after an attack misses, the spear teleports back to Lancer's hand.

Hobble (SL: 7, 13, 17) At spellcasting level 7, whenever Archer hits a target with their War Bow and did not have disadvantage on the attack, they may use a bonus action to make the creature make a Dexterity saving throw or become hobbled. The arrow pierces part of their legs, and their movement speed is reduced by 1d4 x 5 feet until the end of their next turn. Archer may use this ability once, regaining all expended uses after completing a long rest.

At spellcasting level 13, Archer may use this ability twice per rest. At spellcasting level 17, Archer may use this ability thrice per rest.

BERSERKER BASE STATISTICS

The Berserker is a reckless, powerhouse of a Heroic Spirit, launching themselves into battle with little regard for their own safety or even the safety of their allies. Berserkers often are brutish and cannot speak, and are dangerously chaotic individuals with mad stories or legends.

BERSERKER LEVEL SCALING

As the summoner gains Spellcasting Levels, Berserker gains features as determined below.

Savage Rage (SL: 7, 13, 17) At spellcaster level 7, when Berserker goes Berserk, they gain a +2 bonus to hit and damage with all melee and thrown weapon attacks.

At spellcaster level 13, this bonus increases to +3, and at level 17 this bonus increases to +4.

Resilience (SL: 11, 20) At spellcaster level 11, when Berserker goes Berserk, they gain resistance to all slashing, bludgeoning, and piercing damage.

At spellcaster level 20, they instead gain resistance to all damage except psychic and force while Berserk.

ASSASSIN BASE STATISTICS

The Assassin are stealthy and cunning spirits. Relying greatly on the element of surprise and ending fights quickly before running away back to the shadows, Assassins make very good spies and specialists.

ASSASSIN LEVEL SCALING

As the summoner gains Spellcasting Levels, Assassin gains features as determined below.

Sneak Attack Training (SL: 7, 13, 17) At spellcaster levels 7, 13, and 17, Assassin's Sneak Attack feature increases by 2d6, to 4d6 at level 7, 6d6 at level 13, and 8d6 at level 17.

Assassinate (SL: 11, 20) At spellcaster level 11, once per turn whenever Assassin hits a creature with an attack and that creature is surprised or has not yet acted in Initiative yet, that attack is a critical hit.

At spellcaster level 20, Assassin also gains this critical hit whenever they deal damage to a creature when they were invisible or hidden from them before the attack roll.

RIDER BASE STATISTICS

The Rider is the most mobile of the Heroic Spirits, using their Legendary Mount to strike down enemies as they ride past. However, they are severely weakened if their Mount is restrained or destroyed, as their abilities require their Mount to function.

ARCHER SPIRIT

Medium Celestial (Heroic Spirit), Depends on Spirit

Armor Class 16 (Heroic Studded Leather)

Hit Points 36 (8d6 + 8)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	16 (+3)	10 (+0)

Proficiency Bonus +3

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Perception +9, Stealth +7, Survival +9

Senses Darkvision 150 feet, Blindsight 10 feet, passive Perception 19

Languages Common, the languages it knew during its life, and the languages its Summoner knows

Expertise. Archer has Expertise in the Perception and Stealth skills, which adds double their proficiency bonus to them.

Archery. Archer gains a +2 to hit with ranged attacks (included in their War Bow attacks).

Actions

Linked Multiattack. Archer makes 2 War Bow attacks or 1 Shortsword attack.

War Bow. Ranged Weapon Attack: +9 to hit, Range (150/600) feet, one target. **Hit:** 8 (1d8 + 4) piercing damage

Shortsword. Melee Weapon Attack: +7 to hit, Reach 5 feet, one target. **Hit:** 7 (1d6 + 4) piercing damage

Volley. (Costs a 1st level or higher spell slot) Archer takes their bow and launches a magical arrow, which splits into a swift volley that showers down at a point within 300 feet of them. Any creature within 15 feet of this point must succeed on a Dexterity saving throw or take 3d8 piercing damage, or half as much on a failed save.

When cast using a spell slot of 2nd level or higher, the damage increases by 1d8 and the radius of the volley's effect increases by 5 feet for each spell slot level expended past 1st.

BERSERKER SPIRIT

Medium Celestial (Heroic Spirit), Depends on Spirit

Armor Class 15 (Natural)
Hit Points 77 (8d10 + 32)
Speed 40 feet

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	5 (-3)	8 (-1)	5 (-3)

Proficiency Bonus +3

Saving Throws Str +8, Con +7

Skills Athletics +8, Intimidation +0

Damage Resistances Slashing, bludgeoning, and piercing from non-magical sources.

Senses Darkvision 60 feet, Blindsight 10 feet, passive Perception 9

Languages Understands Common, the languages it knew during its life, and the languages its Summoner knows, but it cannot speak any of them.

Berserk. When Berserker's summoner begins their turn and Berserker is at half of their maximum hit points, Berserker must succeed on a Wisdom Saving Throw versus a DC of 10 or the amount of missing hit points below half, whichever is higher. On a failure, they go berserk for the next minute, and must use their turn to move directly towards the nearest creature and make two Brutal Axe attacks against them.

Berserker's summoner may attempt to use their Action to persuade them to calm down, making a Charisma (Persuasion) check against the same Wisdom Save DC that Berserker failed when they began going Berserk. They make this check at disadvantage if Berserker is still at half hit points when they attempt it.

Unarmored Defense. Berserker's unarmored defense includes its Constitution modifier (included in AC).

Actions

Linked Multiattack. Berserker makes 2 Brutal Axe attacks or 1 Rubble attack.

Brutal Axe. Melee Weapon Attack: +8 to hit, Reach 5 feet, one target. *Hit:* 10 (1d10 + 5) slashing damage

Rubble. Thrown Weapon Attack: +8 to hit, Range (20/60) feet, one target. *Hit:* 7 (1d4 + 5) bludgeoning damage

Reckless Strike. (Costs a 1st level or higher spell slot) Berserker makes two Brutal Axe attacks against a single target within range. If they both hit, that creature must succeed on a Strength saving throw or take an additional 4d10 force damage, or half as much on a failed save. This force damage increases by 1d10 per spell slot level used past 1st.

When Berserker uses this ability, they also take 2d6 force damage, plus an additional 1d6 force damage per level of spell slot above first. If one of their attacks misses or the force damage doesn't otherwise go through, Berserker still takes the force damage.

ASSASSIN SPIRIT

Medium Celestial (Heroic Spirit), Depends on Spirit

Armor Class 15 (Natural)
Hit Points 36 (8d6 + 8)
Speed 40 feet

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	16 (+3)	12 (+1)	16 (+3)

Proficiency Bonus +3

Saving Throws Dex +7, Int +6, Cha +6

Skills Acrobatics +8, Deception +6, Insight +4, Perception +4, Stealth +10, Sleight of Hand +10

Senses Darkvision 60 feet, Blindsight 10 feet, passive Perception 14

Languages Understands Common, the languages it knew during its life, and the languages its Summoner knows

Expertise. Assassin has Expertise in the Stealth and Sleight of Hand skills, which adds double their proficiency bonus to them.

Deftness. Assassin can take use Dodge, Disengage, or their Offhand Dagger attack as bonus action on their turn.

Linked Sneak Attack (1/turn). If Assassin had advantage on the attack roll and is Linked to their spellcaster on this turn, or if they had an enemy within 5 feet of their target, they may add 2d6 to the first attack that hits on their turn.

Actions

Main Dagger. Melee Weapon Attack: +7 to hit, Reach 5 feet, one target. *Hit:* 6 (1d4 + 4) piercing damage

Offhand Dagger. Melee Weapon Attack: +7 to hit, Reach 5 feet, one target. *Hit:* 2 (1d4) piercing damage

Thrown Dagger. Ranged Weapon Attack: +7 to hit, Range (20/60) feet, one target. *Hit:* 6 (1d4 + 4) piercing damage

Vanish. (Costs a 1st level spell slot) Assassin disappears in a cloud of smoke and turns invisible. Assassin remains invisible for 1 minute or until they attack or take an offensive Action such as Attack or Cast a Spell.

RIDER LEVEL SCALING

As the summoner gains Spellcasting Levels, Rider gains features as determined below.

Ethereal Mount (SL: 7, 13, 17) At spellcaster level 7, Rider's Legendary Mount can stand and move across liquids as if it were solid ground, and is not harmed by harmful liquids like lava or acid.

At spellcaster level 13, Rider's Legendary Mount gains a flying speed equal to their movement speed, but must end its movement on the ground or fall as if effected by *feather fall*. At spellcaster level 17, they can end their turn in the air.

Powerful Hooves (SL: 11, 20) At spellcaster level 11, Rider's Legendary Mount deals more 2d6 more damage with its Trample, to 4d6.

At spellcaster level 20, it increases by another 2d6, to 6d6.

CASTER BASE STATISTICS

The Caster is the most fragile and physically weakest of all the Heroic Spirits, but they are the most powerful magically. They can create their own pools of magic and cast their own spells, apart from their Summoner.

CASTER LEVEL SCALING

As the summoner gains Spellcasting Levels, Caster gains features as determined below.

Mystic Secrets (SL: 7, 13, 17) At spellcaster level 7, Caster uncovers some of their old magical secrets, and they learn a 4th level spell.

At spellcaster level 13, they learn one 5th level spell, and at spellcaster level 17, they learn one 6th level spell.

The spell which Caster learns is specified depending on the individual Heroic Spirit, and is predetermined on the Heroic Spirit's description block.

Mana Amplification (SL: 11, 20) At spellcaster level 11, the level of Caster's Mana Reserves spell slot increases to 2nd level.

At spellcaster level 20, the spell slot's level increases to 3rd level.

HEROIC TRAITS

Heroes are defined by their traits. The traits below are either specific to the Heroic Class or they are general. While you can roll Traits randomly, it is suggested to hand pick or craft your own for the Hero themselves, as they define much of the Hero's identity.

A summoner does not immediately know all their Heroic Spirit's traits. The Traits which are hidden from the player are called Hidden Attributes, and each Trait says whether it *can* be hidden, not whether it has to. Each Hero has at least 2 Hidden Traits, but they may have more depending on Rarity.

You can use the Tables below to randomly determine Minor or Major Traits.

GENERAL MINOR TRAITS

d10 Description

- 1 **Resilience.** The Spirit gains proficiency in one saving throw that they are not already proficient in.
- 2 **Lorekeeper.** The Spirit can read any language, and has advantage on checks to identify runes or glyphs.

RIDER SPIRIT

Medium Celestial (Heroic Spirit), Depends on Spirit

Armor Class 14 (Heroic Studded Leather)

Hit Points 52 (8d8 + 16)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	14 (+2)	14 (+2)	10 (+0)	18 (+4)	12 (+1)
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Proficiency Bonus +3

Saving Throws Wis +7, Cha +4

Skills Animal Handling +7, History +3, Insight +7

Senses Darkvision 60 feet, Blindsight 10 feet, passive Perception 14

Languages Common, the languages it knew during its life, and the languages its Summoner knows

Vehicle Master. Rider has advantage on any ability check with their Mount, they are proficient with all Vehicles, and they use double their proficiency bonus on all checks to maneuver their Mount or a Vehicle.

Legendary Mount. Rider has a powerful, spiritual mount and chariot they can call as a bonus action on their turn. The Mount has an AC of 8 + Rider's Proficiency bonus + Rider's Wisdom modifier, and all their weapon attacks are modified by Rider's Wisdom modifier. Their mount's hit points equal twice their summoner's spellcaster level. If a Legendary mount dies, it disappears back to Ysgard, and Rider cannot summon it again for 24 hours.

While mounted, Rider's speed is 60, and they can make the Dash or Trample attack actions as a bonus action on their turn, or they can use a bonus action to dismiss their Legendary Mount back to Ysgard.

Actions

Linked Multiattack. Archer makes 2 Riding Whip attacks.

Riding Whip. *Melee Weapon Attack:* +5 to hit, Reach 10 feet, one target. *Hit:* 4 (1d4 + 2) slashing damage

Trample. *Melee Weapon Attack:* +7 to hit, Reach 5 feet, one target. *Hit:* 7 (2d6 + 4) bludgeoning damage. The target must make a Strength saving throw or be knocked prone. Cannot be used while not mounted.

Thunderous Dash. (Costs a 1st level or higher spell slot) Cannot be used while not mounted. Rider and their mount dashes forward in a 120 foot line, with a burst of sonic energy exploding behind them. Every creature in that line must succeed on a Constitution saving throw or take 4d6 thunder damage and become deafened until the end of Rider's next turn. This movement does not provoke attacks of opportunity. This thunder damage increases by 1d6 per spell level used past 1st.

d20 Description

- 3 *Lucky.* The Spirit rerolls 1s on attack rolls, ability checks, or saving throws.
- 4 *Resistant.* The Spirit is immune to either poison or fire damage.
- 5 *Spell Sunder.* The Spirit has advantage on saving throws against spells made from a source it can see.
- 6 *Speedster.* The Spirit has +10 to their movement speed.
- 7 *Leaper.* The Spirit adds their Summoner's Spellcasting Level to the distance of any long jump they make, and adds half their Summoner's Spellcasting Level to the height of any high jump they make.
- 8 *Adept.* The Spirit knows one cantrip from any class's spell list, using their Summoner's spellcasting ability.
- 9 *Enchanted.* The Spirit's weapon or spell attacks have a +1 bonus to hit and damage.
- 10 *Shielded.* The Spirit has a +1 bonus to their armor class.
- 11 *Watcher.* The Spirit has a +5 bonus to Passive Perception and their darkvision range increases by 60 feet.

SABER MINOR TRAITS

d6 Description

- 1 *Riposte.* If the Spirit is holding their Signature Sword when they are hit by a melee weapon attack, the Spirit can use their reaction to add their proficiency bonus to their armor class, potentially causing the attack to miss.
- 2 *Swift Reflexes.* The Spirit has advantage on Initiative rolls.
- 3 *Steel Mind.* The Spirit is immune to one condition, choosing from charmed, frightened, sleep, and stunned.
- 4 *Protector.* If the Spirit is within 5 feet of an ally and that ally is targeted by an attack from a source it can see, the Spirit can use their reaction to grant the attack disadvantage.
- 5 *Power Armor.* The Spirit can use their reaction to turn any critical hit against them into a normal hit.
- 6 *Ethereal Blade.* The Spirit causes any creature who they hit with their blade to make a Charisma saving throw or be unable to become invisible or benefit from Incorporeal Movement for 1 minute, making their save at the end of each of their turns to end the effect. A creature is immune to this trait for 24 hours if they save against it.

LANCER MINOR TRAITS

d6 Description

- 1 *Swiftness.* The Spirit may use their bonus action to take the Dash action on their turn.

CASTER SPIRIT

Medium Celestial (Heroic Spirit), Depends on Spirit

Armor Class 11 (None)

Hit Points 44 (8d6 + 16)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	18 (+4)	16 (+3)	16 (+3)

Proficiency Bonus +3

Saving Throws Int +7, Wis +6

Skills Arcana +7, Nature +7, Religion +7, Investigation +7

Damage Resistances Acid, cold, fire, lightning, necrotic, radiant, thunder

Damage Immunities Force

Senses Darkvision 60 feet, Blindsight 10 feet, passive Perception 13

Languages Understands Common, the languages it knew during its life, and the languages its Summoner knows

Spirit Magic. Caster is powerful enough to have their own repertoire of spells that they can cast using either your or their own spell slots. As usual, Caster cannot cast a spell of 1st level or higher if their Summoner cast one on their turn, as the two of them cannot expend more than one spell slot per round. Intelligence is Caster's spell modifier for all spells they cast, not your spell modifier. For other abilities, you still use your own spellcasting modifier.

Cantrips: *Fire Bolt*, *Prestidigitation*

1st Level: *Magic Missile*, *Shield*

2nd Level: *Scorching Ray*, *Invisibility*

3rd Level: *Lightning Bolt*

Linked Mana. Caster is the only Heroic Spirit powerful enough to hold their own reserve of magic. They have one 1st level spell slot which they may use to fuel their Caster spells or abilities they use while Linked with their summoner. They regain this expended spell slot at the end of a long rest.

Actions

Staff. *Melee Weapon Attack:* +2 to hit, Reach 5 feet, one target. *Hit:* 3 (1d8 - 1) bludgeoning damage

Relentless Magic. (Costs a 1st level spell slot) As part of this action, Caster casts a spell that requires a spell attack roll or spell saving throw. The spell attack roll gains advantage, or one target of Caster's choice gains disadvantage on the spell saving throw.

d6 Description

- 2 *Shell Piercer.* When the Spirit hits a creature that is benefiting from an abjuration spell, they may use their bonus action to cause dispel it. Once used, this ability cannot be used until the next dawn.
- 3 *Mount Hunter.* The Spirit deals double damage with their spear against creatures being used as a mount.
- 4 *Nimbleness.* Whenever a creature comes within 5 feet of the Spirit, they may use their reaction to move up to half their movement speed away from it.
- 5 *As a Feather.* The Spirit is always considered to be under the *feather fall* effect while conscious.
- 6 *Unique Spear.* The Spirit's spear can deal either piercing or one other, predetermined type of damage.

ARCHER MINOR TRAITS

d6 Description

- 1 *Eagle Eyes.* In daylight, the Spirit can see for a 1 mile with no difficulty, and dim light never imposes disadvantage on their Perception checks.
- 2 *Enchanted Eyes.* The Spirit is immune to blindness.
- 3 *Anti-Arrow.* If the Spirit can see a creature within their War Bow's first range increment make a ranged weapon attack roll, they may use their reaction to make their own ranged weapon attack roll. If the Spirit's roll is higher than the target's, then the Spirit shoots down the other projectile out of the sky and that attack fails.
- 4 *Tracking Arrow.* The Spirit has advantage on Survival checks made to track a creature they have hit with their War Bow within the past 1 hour.
- 5 *Magical Perception.* The Spirit can see through magical darkness for half of their darkvision range.
- 6 *Ranged Familiarity.* The Spirit has a +2 bonus to armor class against ranged attacks. They do not gain this bonus if incapacitated.

BERSERKER MINOR TRAITS

d6 Description

- 1 *Anger Management.* As a reaction, whenever the Spirit would go Berserk, they may choose not to. The Spirit may use this ability once, regaining your use of it after a short or long rest.
- 2 *Fearless.* The Spirit is immune to the frightened condition and cannot be turned or forcibly moved away from a creature it perceives as an enemy for as long as it is conscious.
- 3 *Leaper.* The Spirit can add their summoner's spellcasting level to their long jump distance and half of it to their high jump height.
- 4 *Frenzied Death.* Whenever The Spirit would be reduced to 0 hit points, they may use their reaction to instead remain conscious and gain 2d8 + 4 hit points and make a melee weapon attack against a creature within 5 feet of them. They then immediately go Berserk 1 minute and cannot be calmed down, after which they are immediately reduced to 0 hit points.

d6 Description

- 5 *Hail of Stones.* The Spirit may use two Rubble attacks with its Multiattack feature instead of one.
- 6 *Civil.* The Spirit can speak all languages it knows, and it's Intelligence score is at least 10.

ASSASSIN MINOR TRAITS

d6 Description

- 1 *Poison Affinity.* The Spirit is immune to poison and the poisoned condition.
- 2 *Cat Burglar.* The Spirit does not use extra movement to climb, and adds its summoner's Spellcasting ability to any Athletics or Acrobatics checks it makes to climb.
- 3 *Second Face (Requires a 1st level spell slot).* The Spirit is may cast *disguise self* on themselves as a bonus action on their turn.
- 4 *Surprise Hunter.* The Spirit's summoner has has advantage on Initiative rolls and the Spirit has advantage on attack rolls against creatures who have not yet taken a turn in combat.
- 5 *Magical Detection.* The Spirit can use an Action to see the outline of secret or hidden doors within 10 feet of it.
- 6 *Ranged Stalker.* The Spirit gains a magical Shortbow that it can use in combat.

RIDER MINOR TRAITS

d6 Description

- 1 *Fast Mount.* The Spirit's Legendary Mount has a +10 foot bonus to their movement speed.
- 2 *Armored Chariot.* The Spirit and any other passengers have a +2 bonus to their armor class while on their Legendary Mount.
- 3 *Long Whip.* The Spirit's Riding Whip attack has a 5 foot bonus reach.
- 4 *Mirrored Legion (Requires a 2nd level spell slot).* The Spirit uses an Action to cast *Mirror Image* on either themselves or their Mount.
- 5 *Armored Mount.* The Spirit's Mount has a +2 bonus to their armor class.
- 6 *Animal Charmer.* The Spirit can add twice their proficiency bonus to any Animal Handling check they make with animals, and may cast *Beast Bond* once without requiring a spell slot. They regain their use of this casting of *beast bond* after completing a long rest.

CASTER MINOR TRAITS

d6 Description

- 1 *Mystic Training.* The Spirit's can learn from one other spell list other than Wizard when they learn spells.
- 2 *Arcane Specialist.* The Spirit has advantage on saves against spells of a certain school, and has resistance to any damage caused from that school.
- 3 *Arcane Fighter.* The Spirit gains one martial weapon and learns either the Green Flame Blade or Booming Blade cantrips.*

d6 Description

- Shielded Link.* While within 5 feet of their summoner, the Spirit may use their reaction to give their
- 4 summoner resistance to a single instance of acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage.
 - 5 *Enchanted Armor.* The Spirit has an Unarmored Defense of 13 + their Dexterity modifier.
 - 6 *Confound.* When a creature within 30 feet of the Spirit casts a cantrip, The Spirit may use their reaction to cause the spell to fizzle out and fail.

GENERAL MAJOR TRAITS

d8 Description

- Accursed Wounds.* A creature who takes damage from any weapon or spell cast from the Spirit has their maximum hit points reduced by that amount. These
- 1 maximum hit points cannot be restored until they complete a long rest or are healed by an ability such as *Greater Restoration* or *Remove Curse*. If a creature's maximum hit points are reduced to 0 by this ability, they die and cannot be restored back to life.
 - 2 *Magical Power (Requires a spell slot of a level determined in the description).* The Spirit may cast a single, predetermined spell using a spell slot that is one level lower than the level of the spells this spell can be a maximum of 5th level. Once they use this ability, they cannot do so again until they complete a long rest.
 - 3 *Battle Commander.* The Spirit knows two battle maneuvers from the Battle Master Fighter subclass list, and they have one Superiority dice that is a d6. They recover this superiority dice after completing a short or long rest.
 - 4 *Adventurer.* The Spirit has one 1st level feature of any class, apart from the Sneak Attack or Spellcasting features. If that feature increases with level, use their summoner's spellcasting level.
 - 5 *Specialized.* The Spirit has a feat.
 - 6 *Second Form.* Spirit can use its Action to magically polymorph into a single, predetermined creature that is of a CR of 4 or lower. It reverts back to normal and follows the rules of the Druid's *Wild Shape* 2nd level feature, using their summoner's spellcasting level as their effective Druid level. Once it uses this ability, it cannot do so again until it completes a long rest.
 - 6 *Invulnerable.* As a reaction, the Spirit can cause one attack that would hit them to miss. They must do this before they take any damage from the attack.
 - 7 *Flight.* The Spirit has a flying speed equal to its walking speed.
 - 8 *Legendary.* The Spirit has 1 Legendary Action, and can take it at the end of another creature's turn. This action must be used to either make a single weapon attack, use the Dash action, or make a Perception or Investigation check. It regains its use of its legendary action at the beginning of each of its turns.

SABER MAJOR TRAITS

d4 Description

- Sword and Shield.* The Spirit wields a shield alongside their Signature Sword, changing their Signature Sword's
- 1 damage dice to 1d10 and increases their armor class by 2. Additionally they may use a bonus action to attempt a Shove attack using their shield on their turn.
 - 2 *Hidden Blade.* The Spirit's Signature Sword is invisible after it's hilt. They have advantage on the first attack they make on their turn made with this weapon against enemies who cannot see invisibility.
 - 3 *Hidden Hunter (Requires a spell slot of 4th level).* The Spirit cloaks their blade in harmful energy, and casts
 - 4 *Steel Wind Strike* at 5th level using it. Once they use this ability they cannot use it again until they complete a long rest.
 - 4 *Paladin Echoes (Requires a spell slot of 1st level or higher).* The Spirit uses a bonus action to enwreathe their weapon with power. On the first weapon attack that hits before the end of their turn, you deal an additional 1d6 radiant damage plus an additional 1d6 radiant damage per spell slot expended past 1st. They may use this ability twice, regaining all expended uses after completing a short or long rest.

LANCER MAJOR TRAITS

d4 Description

- Twinned Spears.* Lancer's gains a spear as their side arm, and a + 1 bonus to armor class. They may use their
- 1 bonus action to make an extra Melee or Thrown Spear attack using it, and can throw both in their turn, with them both returning. Their Melee Spear damage dice is reduced to 1d6.
 - 2 *Extended Pike.* Lancer's spear gains the Reach property out to 10 feet. As a bonus action on their turn, they may increase this reach to 15 feet.
 - 3 *Spear Magic (Requires a spell slot of 1st level or higher).* Lancer knows one Launch Infusion from the Spear Bearer Class List, and uses the spell slot to generate a number of Infusion Points equal to the level of the spell used to expend on this turn. They lose all unused Infusion Points at the end of their turn.
 - 4 *Flurry of Spears (Requires a spell a spell slot of 2nd level or higher).* As a bonus action, Lancer makes a Melee Spear attack, and an additional amount of melee Spears attacks per level of slot expended past 2nd, to a maximum of 4 total attacks during the bonus action.

ARCHER MAJOR TRAITS

d4 Description

- Bladed Bow.* The Spirit's bow can be used as a melee
- 1 weapon, allowing for two Shortsword attacks to be made with it on their turn in place of one.

d4 Description

- Summoned Archery.* The Spirit, instead of attacking with their bow, makes attacks with conjured items, such as floating blades, rubble, or elemental energy.
- 2 Their War Bow damage dice becomes a 1d12, doesn't require any hand to wield, and it deals any type of damage the Spirit chooses when it hits. These pieces of ammunition fade after they hit or miss.

- Arcane Archery (Requires a spell slot of 2nd level or higher).* The Spirit knows two Arcane Shot options from the Arcane Archer Fighter Subclass, and uses a second level spell slot and your Spell save DC to use it. When using spell slot of 5th level or higher, it is cast as if from a Fighter of 18th level. The Spirit may use this ability twice, regaining all expended uses after completing a long rest.
- 3

- Deadeye.* When the Spirit attacks with their War Bow, they may gain a -5 penalty on the attacks roll to potentially deal an additional +10 points of damage on a hit. Their attacks don't gain disadvantage when attacking creatures within the second range of their bow's range and they ignore all cover except full cover. The Spirit may take this penalty for damage twice, regaining all expended uses after completing a long rest.
- 4

BERSERKER MAJOR TRAITS

d4 Description

- Hard Hide.* The Spirit is immune to a single type of damage. The Spirit cannot be immune to damage caused to themselves by their own abilities.
- 1
- Oversized.* The Spirit's size is Large, they have advantage on Strength ability checks and saving throws, and their weapon attacks deals an additional +1d4 damage on a hit. When the Spirit goes Berserk, they increase to Huge size if possible, and instead gain a +2d4 bonus to damage.
- 2
- Stomp (Requires a 1st level spell slot).* The Spirit can use a bonus action to stomp the ground and force any creature within 5 feet of them on the ground to make a Strength Saving throw against their summoner's spell save DC or fall prone and take 2d6 bludgeoning damage.
- 3
- Recovery.* At the beginning of the Spirit's summoner's turn, the Spirit recovers 1d6 hit points if they do not have all their hit points and they are not incapacitated.
- 4

ASSASSIN MAJOR TRAITS

d4 Description

- Poisoner.* The Spirit can create one predetermined type poison at the end of a long rest, worth 500 gp or less, as listed in the DMG or created by the DM. This poison loses potency and fades away if another is created, and only the Spirit can use this poison.
- 1
- Analyze (Requires a spell slot of 1st level).* The Spirit can use its action to attempt to analyze its enemy within 120 feet of it that it can see. This works as the Insightful Fighting feature of the Inquisitive Rogue Archetype, but also on a success, Assassin learns of any Hidden or Open attributes of an enemy Heroic Spirit.
- 2

d4 Description

- Deathblow.* If the Spirit deals Sneak Attack damage to a creature that has 30 hit points or less, they must succeed on a Constitution Saving throw against their summoner's spellcasting ability or instantly die. Once Assassin forces a saving throw with this ability successfully.
- 3

- Twisted Shadows (Requires a 2nd level spell slot).* Whenever The Spirit is targeted by an attack or a spell that only targets it, they can use a reaction to target another creature within 30 feet of them. They magically switch places with that creature for a second, causing the attack or spell to effect the other creature.
- 4

RIDER MAJOR TRAITS

d4 Description

- Unusual Mount* The Spirit's Mount is unique in 2 ways, choosing from the list below:
- It has a flying or swimming speed equal to its movement speed.
 - The Mount is Large and the damage dice for its Trample increases to d8s.
 - The Mount has plate barding armor an armor class of 18.
 - The Mount can understand all languages and can communicate telepathically for 120 feet.
- 1

- Second Mount.* The Spirit has a second Mount, which shares any characteristics of the first Mount. It can summon them only one at a time, and both can be recalled at the end of a long rest.
- 2

- Sonic Dash.* The Spirit has the Sonic Dash feature of the Scout class only while Mounted. It uses it as a Scout of a level equal to their summoner's spellcasting level.
- 3

- Reflective Chariot (Requires a spell slot of 2nd level).* When a creature casts a spell that only effects the Spirit and/or the Spirit's Mount while the Spirit is mounted, they may use their reaction to cause activate this ability and roll a d6. On a roll of 1-5, the spell fails. On a roll of a 6, the spell is reflected on the caster.
- 4

CASTER MAJOR TRAITS

d4 Description

- Elemental Affinity.* Choose one damage type that is not slashing, bludgeoning, or piercing. Against that element, any creature within 30 feet of the Spirit that the Spirit or its Summoner chooses can cast *Absorb Elements* at will against that element. Casting Absorb Elements in this way always casts it at 1st level.
- 1

- Hordes of the Dead (Requires a spell slot of 2nd level)* As an action, the Spirit animates a single pile of bones or a corpse into a skeleton or zombie, that it can control as a bonus action as with *Animate Dead*. This ability requires Concentration and lasts for 1 minute, after which the undead is no longer under the Spirit's control. Casting this spell with a spell slot of 3rd level or higher, the Spirit may animate one more undead per level of spell slot above 2nd.
- 2

d4 Description

- Powerful Blasts.** The Spirit may add its Intelligence modifier to the damage against one target per turn that is effected to a damaging spell it casts.
- Backup (Requires a spell slot of 5th level.)** As an action, the Spirit can choose a spell of 3rd level or lower and prepare it as with the *Contingency* spell. This casting of *Contingency* does not require the material component, but the summoner cannot recover the 5th level spell slot they used to cast *Contingency* in this way until the contingent spell is cast or the Spirit drops and loses the *Contingency* and the contingent spell as a bonus action.

NOBLE PHANTASMS

The most mysterious or unique aspects of a Hero's story comes out in their Noble Phantasm, a powerful attack or ability that they can only use once per long rest. To activate a Noble Phantasm, the Summoner must use their action to begin activating the Noble Phantasm by expending the Spell Slot required, and the Spirit can then activate the Noble Phantasm on their turn.

Since each Noble Phantasm is unique, another Heroic Spirit knows exactly who another Heroic Spirit is if they see them use their Noble Phantasm, but this does not reveal their Hidden Attributes (although it can hint to them). A character can attempt a DC 15 History check to recognize a Spirit through their use of their Noble Phantasm. Noble Phantasms always begin as Hidden Attributes.

Every Noble Phantasm has a rarity equal to their Heroic Spirit's rarity and a drawback, which limit how powerful the Noble Phantasm is. Drawbacks are usually significant and are dangerous to the Spirit or others around them. The more powerful the ability in comparison to their rarity, the more significant the drawback.

You can use the Example Table below to randomly determine Noble Phantasms or to inspire your own ones.

EXAMPLE NOBLE PHANTASMS

d10 Description	Drawback
Tree of Life (Common) (Requires a spell slot of 2nd level or higher). The Spirit taps into their vital essence, then uses an action to cause it to explode outwards in a storm of lightning. A cylinder of electricity that is a 30 foot radius and that is 90 feet high explodes from the Spirit. Every creature within range must succeed on a Dexterity Saving Throw or take 6d8 lightning damage, or half as much on a successful save. This damage increases by 1d8 per each level of spell slot expended past 2nd.	Self Destruction. The Spirit takes the full damage of the attack as well, and cannot reduce it even if it is immune or resistant to lightning damage. If it is reduced to 0 hit points, it is destroyed as usual. However, even if it isn't, it is still sent to the Border Ethereal as if placed there by its summoner, and it cannot be summoned back until the end of a short or long rest.

d10 Description

- Neverfall (Common) (Requires a spell slot of 2nd level or higher).** As an action, whenever the Spirit begins its turn in the Deep Ethereal plane after being reduced to 0 hit points within the last minute, they may use this Noble Phantasm to return to the Material Plane where they were destroyed at 1 hit point. Reviving in this way causes the effect that reduced them to 0 hit points to not count against the 3 times they can be reduced to 0 hit points before being killed and sent to Ysgard. When cast using a spell slot of 3rd level or higher, they also regain 1d8 hit points per level of spell slot used past 2nd.
- Legendary Fighter (Uncommon) (Requires a spell slot of 3rd level or higher).** As a bonus action, the Spirit focuses their resolve and taps into ancient knowledge for 1 minute. They gain a +2 bonus to hit and damage with their weapon attacks, their armor class increases by +2, and they may make an extra weapon attack after taking their action on their turn.
- Bend Fate (Uncommon) (Requires a spell slot of 3rd level or higher).** As an action, the Spirit uses a special ability that allows them to bend the fate of creatures within 10 feet of them for 1 minute. This ability requires concentration. During this time, they may use their reaction whenever a creature would roll for an attack roll, ability check, or saving throw to instead have the d20 roll be any number rolled from one to twenty the Spirit chooses. The Spirit may use this ability once, after which the effect ends. However, casting this ability using a spell slot of 5th or 6th level allows the Spirit to use it twice before it ends, casting it using a spell slot of 7th or 8th allows them to use it three times, and casting it using a spell slot of 9th allows them to use it four times. Whenever they designate a natural 20 or 1, the roll is a critical success or failure as normal, but the effect then ends early.

Drawback

Resurrection Sickness. When a creature is brought back due to this ability, they gain a level of exhaustion. While effected by this level of exhaustion, all healing they receive except by this ability is halved.

Perfectionism. Whenever the Spirit misses a weapon attack, they take 1d8 psychic damage as the spirits of their past reprimand their poor technique. This effect lasts until the Noble Phantasm ends.

Temporal Paralysis. Whenever they use their reaction to activate this ability, the Spirit must also make a Wisdom Saving throw of a DC equal to 10 or become paralyzed for 1 minute, making the saving throw at the end of each of their turns to end this effect. Every time this ability is used to change a dice roll or every time they fail the Wisdom saving throw, the DC goes up by 3. They automatically fail this saving throw if they forced a critical success or failure. The Wisdom save DC resets to 10 after they complete a long rest.

d10 Description

Drawback

Excalibur (Rare) (Requires a spell slot of 4th level or higher).

As an action, the Spirit focuses all their energy into their weapon, creating a spectral blade of holy radiance. They swing downwards in a single direction, causing a 100 foot long, 10 foot wide, and 90 degree arc, creating a 100 foot long and 10 foot wide line of radiant energy on the ground. Any creature in the arc must succeed on a Dexterity saving throw or take 6d8 radiant damage and become frightened of the Spirit until the end of their next turn. Creatures that succeed on their save still take half as much damage. Additionally, the line of radiance lingers until the beginning of the Spirit's next turn, and any creature who begins their turn in the radiance or moves there for the first time on their turn must succeed on a Dexterity saving throw or take an additional 2d8 radiant damage. The initial damage increases by 1d8 for every level of spell slot expended past 4th.

Sluggishness. Once the Spirit has used this Noble Phantasm, they may only take an action or a bonus action on their turns, they may only make a single weapon attack, and their movement speed is halved. This lasts until they complete a short or long rest. A *Lesser Restoration* or similar spell lifts this sluggishness for 1 minute, but only rest or a *Heal* spell or similar magic can remove the effect.

Celestial (Rare) (Requires a spell slot of 4th level or higher)

As an action, the Spirit casts *Raise Dead* or *Greater Restoration* without requiring material components. The Spirit can cast other spells if they activate this ability using higher level spell slots- *Heal* with a 5th level slot, *Regeneration* with a 6th level slot, and *Resurrection* with a 7th level slot.

Life for Life. Once a Heroic Spirit casts a spell in this manner, they immediately drop to 0 hit points.

World Marble: Arena (Very Rare)

(Requires a spell slot of 5th level or higher).

As an Action, the Spirit points towards up to six creatures it can see within 30 feet of it. Those creatures must succeed on a Charisma Saving throw. On a failure, they are teleported into a large demiplane that is a 100 foot dome with the Heroic Spirit that is a point in the Heroic Spirit's story for 1 minute or until the Heroic Spirit loses Concentration. Once any creature is teleported inside, the Heroic Spirit can see anything going on in its World Marble and can use a bonus action to then summon to populate it with up to three monsters from their legend that are in total no more than 10 CR combined. This monster simply attacks all creatures except the Heroic Spirit, who must use its Action at the beginning of each of its turns maintaining the World Marble and the monsters. Once the ability ends, all creatures return back to their original planes in the place they had originally left. When cast using a spell slot of 6th level or higher, the Spirit can target one more creature and the CR Pool of their summoned monsters increases by 2 per level of spell slot above 5th.

World Sickness. When the Spirit comes back from their World Marble, they become violently ill after the jarring split in realities. They are poisoned for 1 hour, even if they are immune to the poisoned condition, and while poisoned in this way they cannot activate any Heroic Spirit ability that would require a Spell Slot to activate.

d10 Description

Drawback

- 9 **Ea (Legendary) (Requires a spell slot of 6th level or higher).** As a bonus action, the Spirit conjures the primordial shortsword, Ea, in a free hand for 1 minute, until they let go of it, or until they lose concentration. While they have this powerful weapon, they have a +3 bonus to hit and damage rolls with this magical weapon, and they may use their summoner's spellcasting ability to hit and damage instead of their strength or dexterity. On a hit with this weapon, the target must make a Constitution Saving Throw or suffer an additional effect depending on their current hit points. If they have 20 or less hit points, they die, if they have 50 or less hit points, they are paralyzed until the end of the Spirit's next turn, and if they have 100 or less hit points they are frightened of the Spirit until the end of the Spirit's next turn. When cast using a spell slot of 7th level or higher, the sword also deals an additional 1d6 force damage per spell slot expended past 6th.
- 10 **Gae Bolg (Legendary) (Requires a spell slot of 6th level or higher).** As an action, the Spirit creates a spear of energy that soars towards an enemy's heart within 120 feet of it. That creature must make a Dexterity saving throw or take 7d8 piercing damage and 7d8 force damage. The Spirit then teleports within 5 feet of the targeted creature. When activated using a spell slot of 7th level or higher, each damage type increases by 1d8.

Folly of Gilgamesh. When the sword disappears, the Spirit is restrained as chains punish the Spirit's foolhardy nature to summon the blade. These chains appear in the Spirit's space and last for 1 hour or until destroyed. They have an AC of 15, 50 hit points, and immunity to psychic and poison damage. They can also be broken with a DC 25 Strength check.

Vulnerable. If this attack fails, the Spirit provoked an attack of opportunity from the creature when they teleport to them, and this attack of opportunity is made at advantage.

CHANGELOG

1.0- RELEASE!

1.1

- Spelling changes.
- Listed feats and spells in alphabetical order.
- Added and adjusted spell lists, as well as subtype lists.
- Heroic Spirit adjustments.
- Many, many grammar and spelling fixes.

1.2

- Many changes to the Feats section, mostly spelling and balance
- Many changes to the Spells section and adjusted spell lists, mostly spelling, spell types, and balance
- Added spells *Tether*, *Orientation Lock*, *Ooze Tendril*, *Runic Counter*, *Tenser's Levitating Platform*, *Construct Affinity*, and *Caustic Oil*.
- Added Exotic Magic and Feats optional rules.

MAGIC AND MAYHEM

Adventurers and villains of Dungeons and Dragons are various and multifaceted characters, as they adventure, they may learn or invent new spells, feats, weapons, or even embark on whole new journeys compared to what they encountered before.

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Cover Art by Tan Ho Sim, compiled by Kevin Crawford

If you have questions or comments, you can message me on reddit at /u PaganGoldfish. I'd love to hear your feedback.



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