



OLD GUS' ERRATA:

HEROES OF THE MULTIVERSE

DUNGEONS & DRAGONS®

Additional class options, spells and familiar companions
for the world's greatest roleplaying game

Designer's Notes

Old Gus' Errata: Heroes of the Multiverse, v1.77 (September 9, 2019). This document provides rules and mechanics to supplement Dungeon & Dragons 5th Edition. This material is not officially part of the game and isn't permitted in Dungeons & Dragons Adventurers League events. This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast LLC.

Design, Writing, Layout: Old Gus (Partario Flynn)

Cover Illustration: Sarah Jones,
<https://www.artstation.com/sjonesconcepts>

Contact the Author: partario.flynn@gmail.com

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*Updates to this material, and more of
Old Gus' Errata are available online!*

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Featured Artists:

A.J. Ramos, <https://www.artstation.com/aj428>
Aaron Miller, <https://www.artstation.com/aaronbmiller>
Aaron Nakahara, <https://www.deviantart.com/cobaltplasma>
Accie Sullivan, <https://www.artstation.com/acciesullivan>
Adam Barker, <https://www.artstation.com/adambarker>
Aleksi Vinogradov, <https://www.deviantart.com/avart>
Alex Allen, <https://www.artstation.com/alexallen>
Alexandra Jury, <https://www.artstation.com/xelandra>
Alexandra Mansvetova, <https://www.artstation.com/cookiellama>
Alexandra Tirado, <https://www.artstation.com/alexandratirado>
Alexandru Negoită, <https://www.artstation.com/dominus>
Anastasia-berry, <https://www.deviantart.com/anastasia-berry>
Anastasia Ciolac, <https://www.artstation.com/ohn>
Anne-Lise Loubière, <https://www.artstation.com/zecarnevilcat>
Ann-Ka Raab, <https://www.artstation.com/ann-kh>
Antonio José Manzanedo, Antonio José Manzanedo
Apipol (Sahlea) Chongjiamjit, <https://www.artstation.com/sahlea>
Barbora Kovacova, <https://www.artstation.com/barborakovacova>
Benni A., <https://www.artstation.com/missuskisses>
Brad Boedeker, <https://www.artstation.com/broedeker>
Bram Sels, <https://www.artstation.com/bramsels>
Carolina Eade, <https://www.deviantart.com/carolina-eade>
Christopher Kiklowicz, <https://www.artstation.com/chriskik>
Cindy Avelino, <https://www.artstation.com/cindyworks>
Concept 4, https://www.artstation.com/concept_4
Daniel Jiménez Villalba, <https://www.artstation.com/danieljimenez>
Daniel Kamarudin, <https://www.artstation.com/danielkamarudin>
David Cornish, <https://www.artstation.com/punctographist>



Illustration by Grace Liu

David Do, <https://www.artstation.com/daviddo>
David Nakayama, <https://www.artstation.com/dna>
El Hino, <https://www.deviantart.com/el-hino>
Elisabeth Kiss, <https://www.artstation.com/lizkay>
Elvira Shatunova, <https://www.artstation.com/filomena>
Emile Denis, <https://www.artstation.com/trishkell>
Gabriel Cassata, https://www.artstation.com/gabriel_cassata
Gage Wood, <https://www.artstation.com/sirgagz>
George REDreev, <https://www.artstation.com/redreevgeorge>
Giovana Stiliano, <https://www.artstation.com/sintastein>
Glenn Porter, <https://www.artstation.com/gpartdesign>
Grace Liu, <https://www.artstation.com/graceliu>
Graey Erb, <https://www.artstation.com/graeyerb>
Hanna Hetmanchuk, <https://www.artstation.com/corvum>
Hugo Solis, <https://www.deviantart.com/butterfrog>
Illia Tsiushkevich, https://www.artstation.com/illia_tsiushkevich
Ilona Tsybal, <https://www.deviantart.com/tira-owl>
Ilya Bodaykin, <https://www.artstation.com/illor>
itznikki530, <https://www.deviantart.com/itznikki530>
Jarrod Owen, <https://www.deviantart.com/jarrodowen>
Jenna Gangel, <https://www.artstation.com/aluckymuse>
Jessica Oyhenart, <https://www.deviantart.com/jessibeans>
Jim Pearson, <https://www.deviantart.com/jimmyemery>
Johnny Morrow, <https://www.deviantart.com/jdtmart>
Julia Kvavidze, <https://www.artstation.com/icaruowl>

Julian de Lio, <https://www.artstation.com/juliandelio>
 Julie Dillon, <https://www.deviantart.com/juliedillon>
 Kerem Beyit, <https://www.artstation.com/kerembeyit>
 Kii Weatherton, <https://www.artstation.com/kiikiibee>
 kkzt, <https://www.deviantart.com/kkzt>
 Kobe Sek, <https://www.artstation.com/kobesek>
 Krystian Slusarz, <https://www.artstation.com/chrisxs2>
 Kurt Daninger, <https://www.deviantart.com/revesburger>
 Kyle Sewnarain, <https://www.artstation.com/zukai>
 Lada Da, <https://www.artstation.com/ladada>
 Leandro Franci, <https://www.artstation.com/leandrofranci>
 Lee Haupt, <https://www.artstation.com/inle>
 Luc de Haan, <https://www.deviantart.com/omuk>
 Madeline Buanno, <https://www.artstation.com/madelinebuanno>
 Magdalena Pagowska, <https://www.deviantart.com/len-yan>
 Maria Serova, <https://www.artstation.com/redroars>
 Martin Sobr, <https://www.artstation.com/martinsobr>
 Mataknight, <https://www.deviantart.com/mataknight>
 Margaret Nyx, <https://www.artstation.com/magxy>
 Matt Dixon, <https://www.deviantart.com/mattdixon>
 Maxim Kaparulin, <https://www.artstation.com/rigan>
 Merwild, <https://www.deviantart.com/merwild>
 Michael Jaecks, <https://www.deviantart.com/michaeljaecks>
 Michelle Tolo, <https://www.artstation.com/michelletolo>
 Murdelli, <https://www.deviantart.com/the-murdelicious>
 Nicole Cardiff, <https://www.deviantart.com/thegryph>
 Paolo Giandoso, <https://www.artstation.com/paologiandoso>

Paul Tobin, https://www.artstation.com/paul_tobin
 Pavel Lapukhin, <https://www.artstation.com/deepzeepok>
 Peter Boehme, <https://www.artstation.com/peterboehme>
 Piper Thibodeau, <https://www.artstation.com/piperthibodeau>
 Pontus Ullbors, <https://www.deviantart.com/ullbors>
 Rachel Denton, <https://www.artstation.com/rdenton>
 Rafał Górniak, <https://www.artstation.com/rav89>
 Rimma, <https://www.deviantart.com/qi-art>
 Rita Lux, <https://www.artstation.com/ritlux>
 Robert Katke, <https://www.artstation.com/magicalbreeze>
 Sam Hogg, <https://www.artstation.com/samhogg>
 Sandra Dieckmann, <http://www.sandradieckmann.com>
 Sandra Duchiewicz, <https://www.artstation.com/telthona>
 Sephiroth Art, <https://www.artstation.com/sephirothart>
 Silverjow, <https://www.deviantart.com/silverjow>
 Simon Underwood, <https://www.artstation.com/explodian>
 Sir Kannario, <https://www.deviantart.com/sirkannario>
 Slotopaint, <https://www.artstation.com/slotopaint>
 Sofia Uhr, <https://www.artstation.com/jiroro>
 Terry Maranda, <https://www.artstation.com/terrymaranda>
 Tomas Navikas, <https://www.artstation.com/tomasnavikas>
 Tsunami - Sand, <https://www.artstation.com/tsunami-sand>
 Werecat Way, <https://www.artstation.com/werecatway>
 XernonaEcho, <https://www.deviantart.com/xernonaecho>
 Yan Kyohara, <https://www.deviantart.com/yanporfirio>
 Yigit Koroglu, <https://www.artstation.com/yigitkoroglu>



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INTRODUCTION

INTO THE MULTIVERSE

A few will bear the fame and fortune of having been the first of their kind, and as many will find themselves in the unenviable feeling of being the last of their kind.

Most of us, however, find ourselves somewhere in the middle of a long, great tradition whose story is still ongoing. For those us who originate in the material plane, ours is to exist, subsist and one day to pass on the best of ourselves to others to carry the torch into the next generation, who will carry our forms, our disciplines and our ideals into the future.

In this way, no life ever begins or ends, but mere a part of a long unbroken line of endless, churning *continuation*. As this process continues, we change. We are changed by others, and they are in turn changed by us.

In my extensive travels around the multiverse, I've met people with abilities that folk from other worlds would scarcely believe possible. But one thing remains the same across all worlds of the Material Plane: people are people. They live and die seeking meaning, seeking to define themselves in relation to the endless wonders of creation.

~Old Gus

Using this material in your game

While attention has been paid to ensure most of these options can be integrated with minimal disruption to official game material, a few options and abilities may not well suited to pair with the ever-popular multiclassing rule. Indeed, some of the archetypes contained herein are intended to simplify a DM and player's life by allowing them to attain a desired character without multiclassing at all. The author has marked those items with additional notes for players and Dungeon Masters.

The focus of many of these new class options is to provide playstyles outside of the usual subclass scope. It includes spellcasting barbarians, tanking bards, grappling monks and rogues who favor Strength over Dexterity!

Spells appear in the *Player's Handbook* on page 211.

SCAG denotes a spell appearing in *Sword Coast Adventurer's Guide* on page 143.

XGE denotes a spell appearing in *Xanathar's Guide to Everything* on page 150.

HMV denotes a spell detailed later in this document.



Illustration by Bram Sels

ARTIFICER

Artificer Class

This material assumes the *The Artificer Returns* (May 28, 2019) for the class' core mechanics, available from Wizard of the Coast's *Unearthed Arcana* series of articles.

THE BIOMANCER

Nearly all the innovation and advancement in Simic bio-engineering comes from the work of biomancers. Specialists in hybridizing and altering creatures through a mixture of science and magic, they have spawned countless hybrids and krasis in search of the perfect union between nature and civilization.

TOOLS OF THE TRADE

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with alchemist's supplies and glassblower's tools, assuming you don't already have them. You also gain a set of alchemist's supplies and a set of glassblower's tools for free—the result of tinkering you've done as you've prepared for this specialization.

Syringecraft. Using your glassblower's tools, you can create glass objects of especially high clarity and quality. Any glass object you create has resistance to fire damage. You can also produce fine, hollow needles with tinker's tools, which can be administered to a willing creature using an action, or to an unwilling creature by making a melee weapon attack, treating the syringe as a simple melee weapon with *finesse* property which deals 1 piercing damage and the target becomes subject to any effects the contents of the syringe might produce.

BIOMANCER SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the biomancer table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Biomancer Spells

Artificer Level	Spell
3rd	<i>inflict wounds, healing word</i>
5th	<i>ray of enfeeblement, warding bond</i>
9th	<i>aura of vitality, mass healing word</i>
13th	<i>death ward, Evard's black tentacles</i>
17th	<i>enervation, mass cure wounds</i>

NATURAL SELECTION

At 3rd level, you can modify your body, adding additional living appendages to it. Whenever you finish a long rest and your tinker's tools are with you, you can add an appendage to your body. If you already have an appendage you created using this feature, it disappears. Choose one of the following modifications:

- **Acidic Glands.** As a bonus action, you can spray acid from glands in your mouth, targeting one creature or object you can see within 30 feet of you. The target takes 2d8 acid damage unless it succeeds on a Dexterity saving throw.
- **Crushing Appendages.** You add two special appendages growing alongside your arms. Choose whether they're both claws or tentacles. You can attack a creature with your appendages using your bonus action. Make a melee spell attack. If it hits, the target takes bludgeoning damage equal to 1d8 + your Intelligence modifier. These appendages can't precisely manipulate anything and can't wield weapons, magic items, or other specialized equipment.
- **Piercing Appendages.** You add two long, spear-like special appendages growing out of your shoulders. You can attack a creature with your appendages using your bonus action. Make a melee spell attack with a reach of 10 feet. If it hits, the target takes piercing damage equal to 1d6 + your Intelligence modifier.

ENDLESS FORMS MOST BEAUTIFUL

At 6th level, you refine your surgical techniques, allowing you to modify the bodies of other living creatures. You can modify a willing creature, adding one of the modifications from your *natural selection* feature to them. Although these limbs are present upon another creature, they are under your control, and respond to your commands.

Additionally, you can cast *alter self* without expending a spell slot, provided you use tinker's tools as the spellcasting focus. You can do so a number of times per day equal to your Intelligence modifier (minimum of once). You do not need to concentrate on the spell, and you can target a willing creature you can touch with it.

The *Cloak of the Manta Ray* or *Boots of Striding and Springing* offer some great early game Simic storytelling. Later, *Gauntlets of Ogre Power* might be enhanced musculature, or a pair of *Slippers of Spider Climb* could be thought of set of spider-like lower limbs.

Additional spells later in this document like *Cheetah Sprint*, and *Hawkeye* might make good biomancer spells.

BOLSTERING PRESENCE

At 14th level, you constantly emit an aura of life-giving presence. You gain the following benefits:

- **Bolstered Healing.** When you roll dice to restore hit points to a creature, you can reroll a number of the healing dice up to your Intelligence modifier (minimum of one). You must use the new rolls.
- **Hale Aura.** You can cast the *aura of life* or *aura of purity* spell once without expending a spell slot. Once you cast either spell, you can't cast it again using this feature until you complete a long rest.
- **Life Support.** When a friendly creature you can see within 30 feet of you makes a death saving throw, you can use your reaction to return them to 1 hit point. You can use this ability once, and must complete a short rest before you use it again.

ADDITIONAL BIOMANCER INFUSIONS

As a biomancer, you can choose from the following infusion options whenever you would learn a new artificer infusion from the artificer class, provided you meet the other prerequisites they require. These infusions cannot benefit creatures that are undead or constructs.

Additional Eyes

Prerequisites: 8th level

You surgically add additional eyes to a creature. They can see normally in darkness to a distance of 120 feet, and have advantage on saving throws against blindness.

Carapace

Prerequisites: 4th level

You surgically add thick plates or a chitinous shell to a creature. They gain a +1 bonus to Armor Class while wearing no armor and aren't holding a shield.

The bonus increases to +2 when you reach 12th level in this class.

Enhanced Natural Weapons

Prerequisites: —

You surgically enhance a creature's fists, claws or teeth. The recipient's unarmed strikes or natural weapons grants a +1 bonus to attack and damage rolls made with them.

The bonus increases to +2 when you reach 12th level in this class.

Manta Glide

Prerequisites: —

You surgically add ray-like wings can slow a fall and allow a creature to glide. When the target falls and isn't incapacitated, they can subtract up to 100 feet from the fall when calculating falling damage, and they can move up to 2 feet horizontally for every 1 foot they descend.



Illustration by Sam Hogg

THE PHYTOMANCER

A phytomancer has a keen interest and affinity with the plants of the natural world. They know how to make things grow hale and healthy, and can even inspire a specially prepared plant to animate and do their bidding for a short time.

A phytomancer might be employed as a gardener to a wealthy patron, creating order from chaos, or prefer a life of solitude, delighting in the seasonal changes of the natural world.

Cultivars

Your *cultivar* can look any number of ways – like a carefully sculpted bonsai tree, a tangle of vines, or a walking vegetable. Use your imagination and consult with the DM to finalize the cultivar's look and feel!

Additional Spells for Phytomancers

Additional spells appearing later in this document that a DM might consider making available to a phytomancer might include *age plant*, *allergen cloud*, *branch to branch*, *euphoric cloud*, *flourishing beanstalk*, *lifebloom*, *mushroom ring*, *shape wood*, *tree steed*, and *wood rot*.

TOOLS OF THE TRADE

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with herbalism kit and the potter's tools, assuming you don't already have them. You also gain an herbalism kit and a set of potter's tools for free—the result of tinkering you've done as you've prepared for this specialization.

Seedcraft You learn the *druidcraft* and *shillelagh* cantrips. They are artificer spell for you, and don't count against your number of cantrips known.

PHYTOMANCER SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the phytomancer spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Phytomancer Spells

Artificer Level	Spell
3rd	<i>entangle</i> , <i>ensnaring strike</i>
5th	<i>barkskin</i> , <i>spike growth</i>
9th	<i>plant growth</i> , <i>speak with plants</i>
13th	<i>grasping vine</i> , <i>aura of life</i>
17th	<i>commune with nature</i> , <i>wrath of nature</i>

CULTIVAR

At 3rd level, you can enable rapid growth from a set of specially prepared seeds. As an action, you can throw a seed pouch to an unoccupied space you can see within 20 feet of yourself. Upon reaching its destination, the seed pouch springs to life, creating a *cultivar*.

The cultivar is friendly to you and your companions, and it obeys your commands and lasts for 10 minutes. You can summon a cultivar once for free and must finish a long rest before doing so again. You can also summon the cultivar by expending a spell slot of 1st level or higher. If you summon a second cultivar from this feature, the first one immediately withers and dies. You can wither your cultivar using a bonus action on your turn.

In combat, the cultivar shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block.

If you cast the *mending* spell on your cultivar, it regains 2d6 hit points.

GREEN THUMB

At 6th level, your command of the natural world heightens. You have advantage on saving throws against poison, and you have resistance against poison damage. You also become immune to the effects of the *entangle* and *spike growth* spells, and can cast the *goodberry* spell once per day without expending a spell slot.

Additionally, you can cast *enlarge/reduce* without expending a spell slot, provided you use your herbalism kit as the spellcasting focus. You can do so a number of times per day equal to your Intelligence modifier (minimum of once). When you cast *enlarge/reduce* on your cultivar, the reach of its *slam* attack increases by 5 feet, and its slam attack is considered magical for the purposes of bypassing resistances and immunities.

CULTIVAR

Medium plant, unaligned

Armor Class 16 (natural armor)

Hit Points equal to five times your level in this class + your Intelligence modifier

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	10 (+0)	4 (-3)	11 (+0)	7 (-2)

Skills Athletics +4

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive perception 10

Languages understands the languages you speak

Growing Together.

The following numbers increase by 1 when your proficiency bonus increases by 1: the cultivar's skill bonuses, the bonuses to hit and damage of its *slam* and *root*, and the DC of its *root*.

ACTIONS

Slam.

Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 7 (2d4 + 2) bludgeoning damage. The cultivar can then use a bonus action to attempt to grapple the target.

Root.

The cultivar extends its roots toward a Large or smaller creature it can see within 30 feet of itself. The target creature makes a DC 13 Strength saving throw. On a failure, the target takes 1d6+2 bludgeoning damage and is pulled up to 10 feet closer to the cultivar.

GILDING THE LILY

- By 14th level, you can channel life-giving energy away from your foes and into your allies.
- Once on your turn when you deal damage with your *shillelagh*, you can roll a 1d8. Add the results to the damage of the attack, and designate a creature with 30 feet of you that you, and grant them a number of temporary hit points equal to the result + your Intelligence modifier. The recipient of these temporary hit points can immediately make a new saving throw against one unwanted blindness, deafness, paralysis, poison, or disease. The temporary hit points last for 1 minute.
 - Once on your turn when you hit a creature with your *shillelagh*, you can force the target to make a Strength saving throw against your spell save DC. On a failure, the creature is restrained until the end of your next turn.
 - You can also now summon a second cultivar for free and must finish a long rest before doing so again. If you summon the second cultivar while the first is still present, the first one doesn't wither and die. If you place a third, one of your existing cultivar withers and dies.



Illustration by Lee Haupt



Illustration by Nicole Cardiff

THE TATTOOSIONIST

The name “tattoosionist” is initially misleading: it comes from their ability to create tattoos that shift and animate upon their skin, for example a snake slithering around an arm. But this is no illusion: there is a very real *snake* inside their arm, and it can do far more than slither around. Tattoosionists are psionic artificers that abandon their labors upon unliving items, instead using alchemical inks and their own body as their workshop, animating the images upon their skin and use them for anything they desire- as a third hand, moving heavy objects, pulling a wagon-cart, even self-defense.

Tattoosionists take pride in their artistry and individuality, and prefer clothing and armor that allows them to display portions of their labors, although you quite literally never know what they might have hidden up their sleeve.

Lucy was a real piece of work. Bright, clever and if she'd had the interest, could have easily graduated top of her class at the university, but all she seemed to be interested in were clothes, piercings and more tattoos. I hear she's still working at the library, though, and a little bird told me she's running with the thieves' guild these days. Hell, it wouldn't surprise me one but to hear she's running the place before long.

~Old Gus

GETTING THE LOOK

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Irons. You gain proficiency with alchemist's supplies and the calligrapher's supplies tools, assuming you don't already have them. You also gain alchemist's supplies and set of calligrapher's supplies for free— the result of tinkering you've done as you've prepared for this specialization.

Skin Show. You can animate tattoos upon your skin, and create new ones, with two new cantrips that you learn: *tattoosion*^{HMV} and *puncture*^{HMV}. They are artificer cantrips for you, and don't count against the artificer cantrips you know. You can also tattoo others, leaving a permanent mark upon their skin.

The *tattoosion*^{HMV} and *puncture*^{HMV} spells appear later in the spells section presented later in this document.

TATTOOSIONIST SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Tattoosionist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Tattoosionist Spells

Artificer Level	Spell
3rd	<i>illusory script, inflict wounds</i>
5th	<i>cloud of daggers, crown of madness</i>
9th	<i>spirit guardians, major image</i>
13th	<i>giant insect, summon greater demon</i>
17th	<i>circle of power, hold monster</i>

CUSTOM WORK

At 3rd level, you learn rituals for creating a construct from the tattoos. Choose a number of creatures equal to your Intelligence Modifier (minimum: 1) from the *Animated Tattoos List* that you are familiar with, and emblazon them upon your person.

You can animate a tattoo once for free, and must finish a long rest before doing so again. You can also animate a tattoo by expending a spell slot of 1st level or higher. If you animate a second tattoo, the first disappears. When you animate a tattoo, it appears in a space within 5 feet of you, and is under your control. It has no senses of its own. Whatever form it takes, its creature type is construct, it is immune to poison and psychic damage, and the charmed, exhausted, frightened, paralyzed, petrified and poisoned conditions. It has a number of hit points equal to 5 times your artificer level. It disappears if reduced to 0 hit points, or if moves a number of feet equal to 100 times your Intelligence Modifier (minimum: 100 feet) away from you, or after 1 hour. You can dismiss it early as an action.

In combat, it shares your initiative count, and takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you use a bonus action on your turn to command it to take one of the actions in its stat block or to take the Dash, Disengage, or Help action. Whenever it makes an attack roll, make a ranged spell attack and use its results instead.

When you finish a long rest and your alchemist's supplies are with you, you can choose new forms for your animated tattoos.

POUNDING SKIN

At 6th level, your control over your constructs reaches new heights. You gain these following benefits:

- **Resonance.** When you or your animated tattoo deals bludgeoning, piercing or slashing damage, you can use your reaction to add half your artificer level as bonus to the damage roll. Once you use this feature, you must complete a short rest before you can use it again.
- **Artificial Senses.** You can use your action to exert complete control over your animated tattoo, experiencing its stat block's original senses. During this time, you can speak through it with your own voice, but you are deaf and blind with regard to your own senses.

MY ART SUFFERS FOR ME

At 14th level, you can use your animated tattoo to react to danger. If a creature you can see within 5 feet of your animated tattoo becomes the target of an attack, you can use your reaction to command the animated tattoo to swap places with the target (if it is willing), the animated tattoo becomes the target of the triggering attack. You can use this ability after the triggering attack roll is made, but before the results are announced.

Animated Tattoos List

A tattooosionist must be familiar with the shape and nature of their animated tattoos, so they must make efforts to see the world's wonders firsthand. Outside of combat, a tattooosionist might learn new forms for their constructs at bestiariums, zoos, arenas, pet shops or anywhere might spend some time with a live model.

Beasts: *almiraj, ape, baboon, badger, bat, blood hawk, boar, cat, crab, cranium rat, deer, dimetrodon, dolphin, eagle, flying monkey, flying snake, frog, giant badger, giant centipede, giant crab, giant fire beetle, giant frog, giant poisonous snake, giant rat, giant weasel, giant wolf spider, goat, hawk, hyena, jackal, lizard, mastiff, mule, octopus, owl, panther, poisonous snake, pony, pterodon, quipper, rat, raven, reef shark, scorpion, spider, stirge, velociraptor, vulture, weasel, wolf*

Constructs: *broom of animated attack, duodrone, flying sword, homonculus, monodrone*

Dragons: *pseudodragon*

Elementals: *ice mephit, mud mephit, smoke mephit, steam mephit*

Fey: *blink dog, sprite*

Fiends: *abyssal wretch, dretch, manes, lemure*

Humanoids: *bandit, cultist, goblin, merfolk, turtle*

Plants: *awakened shrub, myconid sprout, needle blight, twig blight*

Undead: *crawling claw, gnoll witherling, skeleton, zombie*



Illustration by Hanna Hetmanchuk

When selecting stat blocks for your animated tattoos, consider what other forms the stat block of the creature you have selected might take the appear as (for example, a *turtle* could appear as a knight in shining armor). Consult your Dungeon Master when selecting both creatures or appearances, and ensure you it is an appropriate choice for your character, the group and game you are playing in.



Illustration by Lada Da

BARBARIAN

PATH OF THE BLEEDING HEART

The bleeding heart serves one master: the churning tide of their deepest feelings. They make for mercurial and unpredictable companions: a compassionate friend one day, and a heated rival the next.

Bleeding hearts are often forged in their youth. Some experience an incomparable joy that can never be matched, others an intense trauma, and others bury their emotions deep inside the self, only to erupt later in life in dramatic and unpredictable ways. Bleeding hearts throw themselves into life each day, living it to the fullest and sharing the contents of their hearts with the world.

EMOTIONAL CORE

When you select this Primal Path at 3rd level, you begin to experience one *Emotional Core* at all times. Your core emotion determines which cantrips you can cast, and which *Emotional Core* spells you are able to cast with your spell slots while raging.

Each time you finish a long rest, roll a d8 to determine if your new *Emotional Core* is **Melancholy** (1-2), **Enmity** (3-4), **Arousal** (5-6) or **Contentment** (7-8).

SPELLCASTING ABILITY

You can cast cantrips and spells from your *Emotional Core*'s spell list. Charisma is your spellcasting ability for your *Emotional Core* spells. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a histrionic spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus
+ your Charisma modifier

SPELL SLOTS

The Bleeding Heart table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your *Emotional Core* spells of 1st-level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Bleeding Heart Table

Barbarian Level	Spell Slots	Slot Level	Emotional Control
3rd	1	1	-
5th	2	1	±1
9th	2	2	±2
13th	2	3	±3
17th	2	4	±4

Roleplaying a Bleeding Heart

Each *Emotional Core* has a range unto itself:

- **Melancholy** could come off as reclusiveness, gushing sadness or flat apathy.
- **Enmity** can be righteous or bitter, or a clear-headed focus.
- **Arousal** includes elation, excitement and extroversion.
- **Contentment** might manifest as boisterous confidence, easy-going optimism, or stubborn indolence.

HISTRIONIC SPELLCASTING

You can cast cantrips gained from your *Emotional Core* at any time, and you can only cast your *Emotional Core* spells while you are raging.

Casting a spell requires you to be below your maximum hit points, and to expending a spell slot that meets the spell's minimum level. You can use a weapon you are proficient with as a spellcasting focus (or a precious memento of a powerful memory) to cast an *Emotional Core* spell, unless those components have a value in gold or would be otherwise consumed by casting the spell.

Melancholy Spells

Spell Level	Spells
Cantrips	<i>spare the dying</i> , <i>toll the dead</i> ^{XGE}
1st	<i>alarm</i> , <i>dissonant whispers</i>
2nd	<i>ray of enfeeblement</i> , <i>shatter</i>
3rd	<i>enemies abound</i> ^{XGE} , <i>hypnotic pattern</i>
4th	<i>confusion</i> , <i>phantasmal killer</i>

Enmity Spells

Spell Level	Spells
Cantrips	<i>primal savagery</i> ^{XGE} , <i>vicious mockery</i>
1st	<i>armor of Agathys</i> , <i>hellish rebuke</i>
2nd	<i>blindness/deafness</i> , <i>mind spike</i>
3rd	<i>bestow curse</i> , <i>thunder step</i> ^{XGE}
4th	<i>locate creature</i> , <i>staggering smite</i>

Arousal Spells

Spell Level	Spells
Cantrips	<i>friends</i> , <i>mending</i>
1st	<i>charm person</i> , <i>Tasha's hideous laughter</i>
2nd	<i>enthral</i> , <i>suggestion</i>
3rd	<i>aura of vitality</i> , <i>haste</i>
4th	<i>death ward</i> , <i>freedom of movement</i>

Contentment Spells

Spell Level	Spells
Cantrips	<i>guidance</i> , <i>true strike</i>
1st	<i>shield</i> , <i>speak with animals</i>
2nd	<i>calm emotions</i> , <i>warding bond</i>
3rd	<i>catnap</i> , <i>mass healing word</i>
4th	<i>aura of purity</i> , <i>divination</i>

EMOTIONAL CONTROL

At 6th level, when you roll a d8 for your Core Emotion, you can modify the result by ± 1 . This bonus increases as you gain levels in this class as noted on the Bleeding Heart table.

GETTING THE FEELS

Also at 6th level, your *Emotional Core* grants you additional benefits while raging:

- **Melancholy.** You become proficient in the Insight skill. If you are already proficient in this skill, your proficiency bonus is doubled for any ability check you make that uses it. You have resistance to cold and psychic damage.
- **Enmity.** You become proficient in the Intimidation skill. If you are already proficient in this skill, your proficiency bonus is doubled for any ability check you make that uses it. You have resistance to fire and radiant damage.
- **Arousal.** You are proficient in the Deception skill. If you are already proficient in this skill, your proficiency bonus is doubled for any ability check you make that uses it. You have resistance to lightning and thunder damage.
- **Contentment.** You are proficient in the Persuasion skill. If you are already proficient in this skill, your proficiency bonus is doubled for any ability check you make that uses it. You have resistance to poison and necrotic damage.

PLUMBING THE DEPTHS

At 10th level, you can reach deep down into your *Emotional Core*, casting any one of its spells as a 4th-level spell without expending a spell slot. When you use this ability, after your rage ends, you must succeed a DC 10 Charisma saving throw or immediately roll a d8 and accept its result as your *Emotional Core*. Your *Emotional Control* bonus can still be applied to the roll to determine the result.

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

SOLDIER OF THE HEART

At 14th level, your *Emotional Core* grants you additional benefits while you are raging:

- **Melancholy.** When you cast the *toll the dead*^{XGE} cantrip, you can target two creatures if both targets are within 20 feet of you, and creatures affected by your *toll the dead*^{XGE} cantrip have their speed reduced by half until the start of your next turn.
- **Enmity.** When you cast the *vicious mockery* cantrip, you can target two creatures if both targets are within 20 feet of you. When you take the Attack action on your turn, you can make one additional weapon attack using your bonus action.
- **Arousal.** When you cast the *friends* cantrip, you can affect an additional number of creatures with it equal to half your Charisma modifier (minimum: 1). When you enter your rage, you can ignore one level of exhaustion you are suffering, and take the Dash action as a bonus action on your turn.
- **Contentment.** You can cast the *true strike* cantrip using your bonus action, and you grant the benefits to a friendly creature within 15 feet of you who can see or hear you. You are immune to the charmed and frightened conditions. When you enter your rage, you gain temporary hit points equal to your barbarian level.



Illustration by Silverjow

PATH OF THE PERFECTIONIST

Combat as a sport never really dies, it only evolves, and the perfectionist is the pinnacle of unarmed combatants: quick, clever, and always able to revenge a blow. They fight anywhere anyone will pay them what they're worth. Perfectionists defeat their opponents with strength, speed and stamina and a perfectly timed punch. No tricks, no weapons: skill against skill alone.

A perfectionist retains the skills passed down to them through generations of barbarians, and can use all manner of different weapons, but once they enter a rage, most drop whatever they are holding, preferring to beat their enemy to a bloody pulp using nothing more than their bare hands.

Young perfectionists sculpt their bodies into perfect specimens, and older ones wear their scars like badges of honor, proudly displayed for all to see.

MIND GAMES

When you choose this path at 3rd level, you become proficient in the Insight and Deception skills if you are not already.

MEAT HOOKS

Also at 3rd level, your unarmed strikes become a d4, and when you take the Attack action, you can make a single unarmed strike using your bonus action.

You also dedicate your rage to getting up close and personal with your opponents. While raging, you gain the following benefits:

- Your unarmed strikes become a d6.
- You are proficient with improvised weapons, and you deal 1d6 with them.
- Once on your turn when you make an unarmed strike, you can declare you are performing your *signature move*. If you hit, the attack deals additional damage equal to your Dexterity modifier (minimum: 1).

PERFECT TIMING

Starting at 6th level, you gain the following abilities while raging:

- Your unarmed strikes you count as magical for the purpose of overcoming resistance and immunity to nonmagical damage.
- **Counterpunch.** If a creature within your reach makes a melee attack against you or attempts to grapple you, you can use your reaction to immediately make an unarmed strike against them. If you hit, the creature must make its attack roll or Strength (Athletics) check at disadvantage. You can make a number of counterpunches equal to your Dexterity modifier each time you rage (minimum: 1).
- **Gloat.** When a creature misses you with an attack, you can use your reaction to gloat, making an opposed Charisma (Intimidation) check against your attacker's Wisdom (Insight). The target must be able to see or hear you. If you win the contest, you have advantage on the first attack you make against that creature on your next turn.

HEAD BUTT

At 10th level, while in a rage, you can use your action to head butt. Make an unarmed strike against a creature no more than one size category larger than you. If it hits, the target takes additional bludgeoning damage equal to half your barbarian level, and you take half the amount as psychic damage. The creature must succeed a Constitution saving throw DC 8 + your proficiency bonus + your Strength modifier or be stunned until the end of your next turn. Creatures repeat their saving throw at the start of each of their turns, ending the effect on a success. Once you hit a creature with a head butt, you must complete a short rest before you attempt another. Head butt attacks are ineligible to declare as your *signature move*.

THE GREATEST

At 14th level, you can perform two *signature moves* on your turn, and your unarmed strikes overcome resistance to bludgeoning damage.



Illustration by Giovana Stiliano

BARD

COLLEGE OF DANCE

The college of dance teaches bards who are exceptionally in tune with their bodies, weaving movement, combat with or without a weapon and spellcasting into a singular art of self-expression.

Dancers prefer small, light instruments, commonly a tambourine, a set of finger cymbals, or percussion instruments worn around the ankles, but a few manage to play other instruments while dancing.

While most dancers do not cut an imposing figure, they are highly effective fighters with or without a weapon: their graceful leaping movements can provide them with a burst of speed or the ability to make wild unpredictable movements that make them almost impossible to pin down, especially in single combat. When paired with an ally, a dancer makes for a frenetic, distracting presence, moving with and opposite their allies in equal measure, turning the tide of a battle as if they were spinning on their own heel.

A dancer's music and kinetic energy can be infectious, and others bound up in their spell find themselves dancing along with the them.

COMBAT DANCING

You must be proficient in either Performance or Acrobatics to join the College of Dance at 3rd level. When you join this college, you become proficient in the other skill if you are not already.

When you join the college, you abandon wearing armor and learn to use your body's movement as a fluid defense. When you are not wearing armor, you gain the following benefits:

- If you hit a creature with an unarmed strike, you deal bludgeoning damage equal to 1d4 + your Dexterity modifier.
- You can add your Dexterity modifier to the distances you can cover making a long or high jump.
- Your Armor Class is equal to 10 + your Dexterity modifier + your Charisma modifier.

DANCING FLOURISH

Also at 3rd level, when you are using your *Combat Dancing* feature to determine your AC, you can combine the arts of combat and dance.

Whenever you take the Attack action on your turn with a weapon with the finesse or light properties, your movement speed increases by 10 feet until the end of your turn, and you can perform a *Dancing Flourish* of your choice by expending a use of *Bardic Inspiration*. You can use only one *Dancing Flourish* option per turn, choosing from the following options:

- **Confounding Twirl.** Your dance creates a ribbon of energy, dealing additional force damage to the target equal to the number you roll on the Bardic Inspiration die. You also add the number rolled to your AC until the start of your next turn.
- **Leaping Spirals.** You jump, twist and turn unexpectedly. You can take the Dodge action as a bonus action, and until the start of your next turn, the distances you can cover making a long or high jump increase by a number of feet equal to the number you roll on the Bardic Inspiration die.
- **Rising Rhythms.** You can use your bonus action to Disengage, and gain a climbing speed equal to your movement speed. Until the start of your next turn, you take half damage from falling and your Strength and Dexterity saving throws receive a bonus equal to the number you roll on the Bardic Inspiration die.
- **Synchronized Strikes.** You can take the help action as a bonus action. If the ally you are helping hits with their next attack, it deals additional force damage equal to the number you roll on the Bardic Inspiration die.

Armor Class Calculations

When the game gives you more than one way to calculate your Armor Class, you can use only one of them. For example, if you have the Lizardfolk's *Natural Armor* trait and the college of dance's *Combat Dancing* feature, you can't benefit from both simultaneously. Instead, you choose which one determines your AC.

CHOOSE A PARTNER

At 6th level, you can force an enemy into a dance battle with you. As a bonus action, you cast the *compelled duel* spell, without expending a spell slot, and you take on supernatural grace for 1 minute or until your concentration ends (as if you were concentrating on a spell). A creature already charmed by you automatically fails its saving throw. For the duration, you can attack the target of the spell twice, instead of once, whenever you take the Attack action on your turn.

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

DANCE PARTY

At 14th level, whenever your turn ends after you use a *Dancing Flourish* option, you can invite up to three friendly creatures within 30 feet of you who can see or hear you to use their reaction to dance. Until the start of your next turn, your dancing allies receive a bonus to their Armor Class according to the type of armor they are wearing: No Armor: (+3), Light Armor (+2), Medium Armor (+1) and Heavy Armor (+0).



Illustration by Alexandra Jury



Illustration by Maria Serova

CLERIC

ENTROPY DOMAIN

The gods of the entropy are associated with cold and decay, with the underlying principle that nothing lasts forever, everything is in a state of unbecoming, and everything dies, cold and alone, swallowed by inky blackness. Servants of such gods hasten the decline of those unfit to see the future, casting them into shadow.

ENTROPY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>armor of Agathys, arms of Hadar</i>
3rd	<i>blindness/deafness, darkness</i>
5th	<i>hunger of Hadar, slow</i>
7th	<i>Otiluke's resilient sphere, shadow of moil</i> ^{XGE}
9th	<i>cone of cold, enervation</i> ^{XGE}

HEAT DEATH

At 1st level, you learn the *ray of frost* cantrip. It is a cleric spell for you, and you can choose to deal necrotic damage with it instead of cold.

VOID VISION

When you choose this domain at 1st level, you can see normally in darkness, both magical and nonmagical, to a distance of a number of feet equal to $15 \times$ your Wisdom modifier (minimum: 15 feet).

Void Vision and Darkvision

Void vision supplements any darkvision you may have. If your darkvision reaches further than your void vision, you still experience its effects at those longer distances.

CHANNEL DIVINITY: DECELERATION

Starting at 2nd level, you can use your *Channel Divinity* to reduce the kinetic flow of your enemies. As an action, you present your holy symbol, and designate number of creatures you can see equal to your Wisdom modifier. Those creatures must succeed on a Constitution saving throw. If they fail, they are cursed for up to 1 minute. For the duration, their movement speed reduced by $5 \times$ your Wisdom modifier (minimum: 5 feet), and their damage rolls for weapon attacks are reduced by half your cleric level. Creatures repeat their saving throw at the end of each of their turns, ending the effect on a success.

UNRAVELING

Starting at 6th level, whenever you deal cold or necrotic damage to a creature with a or cleric cantrip or hit a creature with a weapon attack, you can use your bonus action to cast the *dispel magic* spell on the target, even if you do not have it prepared.

You can use this feature a number of times equal to your Wisdom modifier (minimum: 1), and regain expended uses of it when you finish a long rest.

POTENT SPELLCASTING

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

ABSOLUTE ZERO

Starting at 17th level, you can use your action to activate an aura of darkness that lasts for 1 minute or until you dismiss it using another action. You extinguish all non-magical light in a 60-foot radius and dim light 30 feet beyond that. Your enemies in the darkness have disadvantage on saving throws against any spell that deals cold or necrotic damage.

Additionally, the *disintegrate* spell becomes a cleric domain spell for you.



Illustration by Tsunami - Sand

FATE DOMAIN

Followers of the gods of fate tend to stay within their enclaves, serving as advisors, oracles or soothsayers. Some attach themselves to great leaders, some seek out the birth of an auspicious child to grant it blessings, and others end up joining forces with adventurers, called by their deity to bear witness to and help realize the great deeds of these companions.

FATE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>identify, alarm</i>
3rd	<i>augury, detect thoughts</i>
5th	<i>nondetection, clairvoyance</i>
7th	<i>divination, elemental bane</i>
9th	<i>circle of power, skill empowerment</i>

DESTINED WITNESS

When you choose this domain at 1st level, you gain proficiency with either the Investigation or Perception skill. If you select Investigation, you can make checks with the skill using your Wisdom modifier if it is higher than your Intelligence modifier.

HAND OF FATE

Also at 1st level, you learn the *guidance* cantrip. It doesn't count against your number of cantrips known. Additionally, you can empower the recipients of its benefits, adding your Wisdom modifier (minimum: 1) to the bonus the cantrip grants. You can empower this cantrip a number of times equal to your Wisdom modifier (minimum: 1), and regain expended uses when you finish a long rest.

CHANNEL DIVINITY: PROPHECY

Starting at 2nd level, you can use your *Channel Divinity* to glimpse the near future. As an action, you present your holy symbol and invoke the name of your deity. Roll a d20 and record the number rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these prophetic rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. When you finish a short rest, you lose any unused prophetic rolls.

PROVIDENCE

Starting at 6th level, when a creature within 30 feet of you makes an ability check or saving throw, you can use your reaction to grant that creature a +10 bonus to the roll, using your *Channel Divinity*. You make this choice after you see the roll, but before the DM says whether it succeeds or fails.

POTENT SPELLCASTING

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

REVELATION

At 17th level, when a creature or object you can see or hear takes damage, you can use your reaction to increase or decrease the amount of damage dealt by an amount equal to your cleric level. If you reduce the damage to 0, the target of the damage gains the remainder as temporary hit points instead if it is a creature.

You can use this ability a number of times equal to your Wisdom Modifier, and regain expended uses of it when you finish a long rest.

Additionally, the *foresight* spell becomes a cleric domain spell for you.



Illustration by Benni A.

MOON DOMAIN

The gods of the moon are as changeable as the moon. They make fearsome warriors and steadfast allies, able to use their shining light to free others from illusions or charms. A cleric of the moon might be enthusiastic and vivacious for a time, followed by a period of subdued tranquility. They may be overcome by melancholy for long lost times, or be aggressive and fierce, displaying a cold detachment in combat. A follower of the moon trusts that their waxing and waning feelings are exactly what they need to be at any given moment.

MOON DOMAIN SPELLS

Cleric Level	Spells
1st	<i>feather fall</i> , <i>sleep</i>
3rd	<i>calm emotions</i> , <i>moon blade</i> ^{HMV}
5th	<i>aura of vitality</i> , <i>catnap</i> ^{XGE}
7th	<i>arcane eye</i> , <i>divination</i>
9th	<i>dream</i> , <i>steel wind strike</i> ^{XGE}

The *moon blade*^{HMV} spell is a signature spell of this domain, and its details appears later in this document. If the DM does not wish to incorporate this spell into the game, substitute *moonbeam* for it instead.

ACOLYTE OF THE MOON

At 1st level, you learn the *minor illusion* cantrip if you don't already know it. You also gain proficiency with scimitars, rapiers, shortbows and longbows and one of the following skills or tools of your choice: Arcana, Nature Stealth, Survival, a musical instrument, and navigator's tools.

LUNAR VISION

Also at 1st level, you can see normally in darkness, up to a distance of 60 feet.

CHANNEL DIVINITY: REVEALING MOONLIGHT

Starting at 2nd level, you can use your *Channel Divinity* to fill a 30-foot radius, 60-foot high cylinder centered on you with glittering moon motes. For the next 1 minute, the area is filled with magical dim light that is capable of overcoming the *darkness* spell. Creatures in the area have disadvantage on Dexterity (Stealth) checks. If a creature made their check before entering the area, they must immediately reroll it, and use the lower result. Creatures in the area also can't benefit from being invisible.

Additionally, creatures that enter the area for the first time on a turn, start their turn within the area, or attempt to move to the Ethereal Plane within the area must succeed on a Charisma saving throw or be bound to the plane you are upon until the effect ends or until they leave the area.

LUNAR TRANQUILITY

Starting at 6th level, when you or a creature within 30 feet of you becomes the target of a spell or effect that would result in them becoming charmed, frightened, or lost in an illusion, you know it and you can use your reaction to grant them advantage on their saving throw.

DIVINE STRIKE

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

A LIGHT IN THE DARK

At 17th level, the range of your *Lunar Vision* increases to 120 feet, and you can also see through magical darkness with it.

Additionally, you can use your action to activate an aura of moonlight that lasts for 1 minute or until you dismiss it using another action. For the duration, you emit bright light in a 60-foot radius and dim light for another 30 feet. Magical darkness cannot permeate the area, and your allies within the area cannot be charmed or frightened. If there are illusions present in the area, you know it and can use a bonus action on your turn to dispel one of them.



Illustration by Ilona Tsymbal

PESTILENCE DOMAIN

Faithful followers of the gods of pestilence are rare, and so their gods often require from them acts of tribute, growing in power from the fear and suffering their acolytes foster in the bodies of those they infect.

Pestilence clerics often take up a life of deception, traveling under the auspices of any number of other gods over their lifetime, embedding themselves in temples, and hiding their true nature from those who would call them friend. They then go to great lengths to pose as a particularly pious clergy, undertaking the humblest of tasks of the order, such as distributing food to or caring for the sick and the poor, all while abusing the trust of needy people while secretly defiling their bodies, crops, or water supply. Ambitious clerics might become a parasite, feeding upon a wealthy family for generations, causing and healing various infirmities.

Some clerics of pestilence make theater of healing the very diseases they cause, ensuring need of their services for years, while others simply do their god's work and move on, never witnessing the lasting scars the contagions they have borne leave in their wake.

PESTILENCE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>false life, ray of sickness</i>
3rd	<i>blur, ray of enfeeblement</i>
5th	<i>gaseous form, stinking cloud</i>
7th	<i>blight, hallucinatory terrain</i>
9th	<i>contagion, cloudkill</i>

AN ITCH TO SCRATCH

You learn the *infestation*^{XGE} cantrip. It is a cleric spell for you, and doesn't count against your number of cleric cantrips known. When you cast the spell, it can target two creatures within range and within 5 feet of each other.

FAITHFUL'S INOCULATION

Also at 1st level, you can use your bonus action to touch a willing creature and remove one disease or neutralize one poison affecting it.

You can use this feature a number of times equal to your Wisdom Modifier, and regain expended uses of it when you finish a short or long rest.

CHANNEL DIVINITY: TIDE OF AFFLICTION

Starting at 2nd level, you can use your *Channel Divinity* to emit a wave of affliction. As an action, you present your holy symbol and invoke the name of your deity. Designate a number of living creatures that you can see within 30 feet of you equal to your Wisdom modifier to afflict (minimum: 1). Your targets make a Constitution saving throw. Creatures immune to disease succeed their saving throw automatically. If they fail, they take poison damage equal to your cleric level, and are poisoned for 1 minute. Poisoned creatures can repeat their saving throw at the end of their turns, and ending the effect early on a success.

WITHERING AFFLICTION

Starting at 6th level, your ability to channel pestilence becomes more potent. Poison damage dealt by your cleric spells and *Tide of Affliction* ignores resistance to poison damage.

POTENT SPELLCASTING

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

BEFOULMENT

At 17th level, your ability to cause outbreaks among a populace is reaches epidemic proportions. As an action, you can touch a creature and befoul it, or befoul 25 cubic feet of food or drink. The target creature (or anyone who consumes the befouled food or drink within a number of hours equal to your cleric level) must succeed a Constitution saving throw or be infected. Creatures immune to disease succeed their saving throw automatically. Your disease is contagious, and can infect

a number of creatures equal to five times your cleric level. Each time you use this feature, you can choose one of following four befolements:

- **Tell-Tale Cough.** After 1d12 hours, infected creatures begin to cough and become exhausted. Resting with the nagging cough is impossible. The next day and each day after, infected creatures repeat their saving throw or take an additional level of exhaustion. If they succeed, they lose one level of exhaustion, and end their infection if their exhaustion level reaches zero. If they succeed in this manner, they are immune to your Tell-Tale cough for one year. Coughing creatures can infect other breathing creatures within 10 feet, who must succeed a Constitution saving throw or become infected.
- **Fleshrot.** After 3d12 hours, the extremities of an infected creature's body such as their toes, fingers or ears begin to harden and turn a waxy-looking green, yellow, purple or black. Creatures repeat their saving throw at the start of each day, and if they fail, their movement speed is reduced by 5 feet. If they fail, they take necrotic damage equal to your cleric level to a random extremity, and the disease spreads closer to their heart and organs. The disease can be cured by amputation. If the creature's speed becomes 0, they die. Creatures that come into direct contact with the infected flesh must succeed a Constitution saving throw or contract the disease.
- **Maddening Fever.** After 2d12 hours, an infected creature descends into a feverish delirium, making all Wisdom (Insight, Perception) checks with disadvantage. They repeat their saving throw the following day. If they fail, they are also under the effects of the *confusion* spell, and their maximum hit point total is reduced by half your cleric level for each day they have had the disease. If their maximum hit point total reaches 0, they die. If they succeed, the fever begins to subside and they regain their faculties after 24 hours.
- **Weeping Sores.** After 4d12 hours, boils and pustules rise to the surface of the infected creature's skin, eventually exploding in a shower of blood and pus, dealing poison damage equal to your cleric level to the infected creature. Creatures may repeat their saving throw each day, but do so at disadvantage unless bound in clean bandages. Otherwise, the creature's sores rise again and burst again, dealing an additional 1d6 slashing damage for each day since they contracted the disease. A creature whose skin comes into contact with an infected creature's bodily fluids must succeed a Constitution saving throw or become infected.

Your befolement is curable only by the *greater restoration* spell or by a paladin's *Lay on Hands* ability. When an infected creature succeeds its saving throw against or is otherwise cured of one of your diseases, they become immune to it for one year.

Additionally, when a creature fails a Constitution saving throw against one of your domain spells or your *Tide of Affliction*, you can apply your *Befoulment* upon them as a bonus action. The disease's symptoms manifest immediately.

You can use this ability a number of times equal to your Wisdom modifier, and regain expended uses of it when you finish a long rest.



Illustration by Julie Dillon

SEA DOMAIN

The gods of the seas seem fickle and petty to the uninitiated, prizing strength, and requiring dedication and sacrifice. As the endless tides of time churn away, those deemed worthy by these gods are blessed with food, bounty and good fortune, while those deemed unworthy are drowned or devoured.

SEA DOMAIN SPELLS

Cleric Level	Spells
1st	<i>create or destroy water, fog cloud</i>
3rd	<i>calm emotions, skywrite^{XGE}</i>
5th	<i>tidal wave, water breathing</i>
7th	<i>control water, watery sphere^{XGE}</i>
9th	<i>control winds^{XGE}, maelstrom^{XGE}</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you become proficient with nets, pikes, tridents and whips.

Additionally, you gain proficiency with water vehicles, and succeed checks you make to swim automatically, even while wearing light or medium armor. You learn the *shape water^{XGE}* cantrip. It is a cleric cantrip for you, and doesn't count against your number of cantrips known.

CHANNEL DIVINITY: RISING TIDE

Starting at 2nd level, you can use your Channel Divinity to batter your foes with wind and wave. As an action, you present your holy symbol and invoke the name of your deity. A storm of wind and water forms in 30-foot sphere centered on you. Until the start of your next turn, the area becomes lightly obscured, and is difficult terrain for all creatures except you. Additionally, when a creature hostile to you enters the area for the first time on a turn or starts its turn there, that creature must make a Dexterity saving throw, taking bludgeoning damage equal to 2d6 + your cleric level on a failure, or half as much damage on a success. Creatures with a swimming speed make their saving throw with advantage.

HEALING CURRENTS

Beginning at 6th level, the healing spells you cast on others flow out to your other allies. When you cast a spell of 1st level or higher that restores hit points to a creature, you can select one additional creature to receive healing. Choose a creature within a number of feet equal to 5 × your Wisdom modifier of any creature the triggering spell caused to restore hit points. The second target restores a number of hit points equal to 2 + the spell's level. You cannot select yourself as the recipient of this additional healing.

DIVINE STRIKE

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

FROM THE DEPTHS

At 17th level, you are a master of the depths. You gain the following benefits:

- You can communicate with any creature with a swimming speed as if you shared a language.
- You have a swimming speed equal to your walking speed and can breathe underwater, and ignore any adverse effects from the pressures of deep waters.
- You gain immunity to cold damage.
- Water, fog and nonmagical darkness don't impede your vision.



Illustration by Yan Kyohara

WANDERLUST DOMAIN

The gods of wanderlust encourage their faithful to see as much of the world as possible, savoring everything life has to offer: good or bad, pleasant or painful, love or hardship, loss or gain, the clerics of the gods of wanderlust know no boundaries, and constantly seek new lands, new experiences and forgotten knowledge to dedicate to their god.

WANDERLUST DOMAIN SPELLS

Cleric Level	Spells
1st	<i>expeditious retreat, jump</i>
3rd	<i>knock, spider climb</i>
5th	<i>counterspell, haste</i>
7th	<i>dimension door, freedom of movement</i>
9th	<i>far step, passwall</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, choose two of the following skills: Athletics, Acrobatics, Stealth and Thieves' Tools. You gain proficiency in your chosen skills.

CHANNEL DIVINITY: TRAVERSAL

Starting at 2nd level, you can use your *Channel Divinity* to tap into a divine well of speed. For 1 minute, you gain the following benefits:

- You can take the Dash action as a bonus action.
- You have a climbing speed no less than a number of feet equal to $5 \times$ your Wisdom modifier.
- You add your Wisdom modifier to Strength (Athletics), Dexterity (Acrobatics, Stealth) and Thieves' Tools checks you make.

CHANNEL DIVINITY: SPELLSTEAL

At 6th level, when you cast the *counterspell* spell against a spell of 5th level or lower, you can empower your *counterspell* using your *Channel Divinity*, gaining a bonus to the required spellcasting ability check equal to half your cleric level. If you succeed, you steal the spell and for the duration, you possess it. While you possess a stolen spell:

- If the stolen spell was prepared by the target, it loses the spell from their prepared spell list, and it must prepare it again in order to cast it.
- Your stolen spells are always prepared, and count as cleric spells for you.
- You cease to recover the use of the *Channel Divinity* you used to acquire your stolen spell when you complete a short or long rest. When you complete a short or long rest, you can choose to dismiss the stolen spell and recover your *Channel Divinity* ability instead.
- You can cast a stolen spell a number of times equal to your cleric level before losing it. If you gain a level while you have a stolen spell in your possession, you can add your Wisdom modifier to the number of times you can cast any stolen spells in your possession before losing them.

DIVINE STRIKE

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

TRANSCENDENCE

At 17th level, you are a master of motion, magic, space and time. You gain the following benefits:

- You can use your *Channel Divinity: Spellsteal* to steal spells of up to 8th level.
- You learn the *gate* and *astral projection* spells. You always have them prepared and count as cleric spells for you.
- You can cast the *freedom of movement* spell using your bonus action, even if you already cast a spell on your turn.



Illustration by itznikki530

DRUID

CIRCLE OF THE SKY

Members of the circle of sky prize knowledge, wisdom, foresight and freedom. Their ranks learn to communicate with birds, and share in their bodies and senses before eventually learning to become such creatures themselves. When they do, they can with supernatural grace, further and faster than even their assumed form might suggest.

The circle's predilection for seeing things from high up and far away has left them with both a reputation for distant affect, but in some cultures, they are respected as soothsayers or even as cartographers.

Members of the circle of the sky usually have their enclave split between two locations, and make long migrations from one to the other in the spring and autumn, memorizing the lands between the two. Those that stray from the path become solitary travelers and wanderers, gathering lost secrets and knowledge, and eventually carrying it back to the circle.

FLYING FAMILIAR

When you join the Circle of the Sky at 2nd level, you learn the *find familiar* spell. It is a druid spell for you, doesn't count against your spells prepared. The familiar you summon with it takes the form of one of the following creatures: bat, eagle, flying snake, hawk, owl, raven, vulture, or stirge.

CIRCLE SPELLS

Your mystical connection to the sky grants you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells.

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

Druid Level Circle of the Sky Spells

3rd	<i>augury, levitate</i>
5th	<i>clairvoyance, fly</i>
7th	<i>divination, arcane eye</i>
9th	<i>legend lore, mislead</i>

FLEET FLIGHT

Starting at 6th level, you gain the following benefits:

- You can assume forms with a flying speed using your *Wild Shape* feature, and when you do, you can Dash, Disengage or Use and Object as a bonus action.
- Any flying speed you have is increased by of number of feet equal to your druid level + your Wisdom modifier.

WARDING FLIGHT

At 10th level, you can't be charmed or frightened while flying, and you have advantage on Dexterity saving throws.

WINGED ESCAPE

At 14th level, if you are reduced to 0 hit points, or become restrained or are incapacitated against your will, you can immediately use your *Wild Shape* feature, even if you do not have a use of it left, to assume the form of a creature with a flying speed. When you do, you gain a number of hit points equal to your druid level, and the benefits of the *freedom of movement* spell for 1 minute.

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

Familiars

See the *Familiars* section later in this document for optional familiars and additional ways of empowering your familiar!



Illustration by Magdalena Pagowska

CIRCLE OF TIME

While other druidic circles maintain balance within the world itself, the Circle of Time focuses on ensuring the balance of time itself remains unmolested. Powerful spellcasters and monstrosities with unimaginable power seek to control time to bring about ages of tyrannical world domination or destruction. Druids of the Circle of Time dedicate their lives to preventing these horrible possible futures before anyone even may have recognized the threat.

SHIFTING AGE

When you join the Circle of Time at 2nd level, you gain the ability to embrace time's flow and change your physical age. When you use your *Wild Shape* feature, you can instead alter yourself into a younger or older state. When you do so, you also gain the following benefits for the duration:

- You gain a number of temporary hit points equal to your druid level.
- You gain the effects of the *enhance ability* spell, without the need to concentrate on it.
- You can take the Dash and Help actions as a bonus action on your turn.

CIRCLE SPELLS

Your mystical connection to time infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, 9th and 17th level, you gain access to circle spells.

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

Druid Level Circle of the Time Spells

3rd	<i>blur</i> , <i>see invisibility</i>
5th	<i>haste</i> , <i>slow</i>
7th	<i>banishment</i> , <i>freedom of movement</i>
9th	<i>far step</i> , <i>modify memory</i>
17th	<i>time stop</i>

REMIND ME EARLIER

Starting at 6th level, you can prepare a number of druid spells equal to your Wisdom modifier when you finish a short rest. Once you use this feature, you can't use it again until you complete a short rest.

POLYPHASIC SLUMBER

Also at 6th level, you can alter time around yourself while at rest. Left undisturbed in meditation, you can complete a long rest in only half the time it would otherwise take.

SEARCH REALITIES

At 10th level, you can reach through timelines and impart their outcomes upon your own reality. Your newfound ability manifests only during your *Shifting Age*, and you can use it in one of two ways, choosing from the following:

- When a creature within 30 feet of you that you can see takes damage, you can use your reaction to force the creature that attacked them to make a second attack roll at disadvantage, or to grant the damaged creature a new saving throw at advantage. If the new attack roll misses or the damaged creature succeeds their new saving throw, the damage from the original attack is undone and never occurred for anyone other than you.
- When a creature within 30 feet of you that you can see hits a creature with an attack roll, you can search nearby timelines for a matching outcome and nudge it into your own, dealing half the damage rolled of the original attack as additional force damage.

You can use this ability twice, and regain expended uses of it when you complete a long rest.

TIMESIGHT

At 14th level, you gain the ability to see into the past. If you spend 10 minutes in ritual concentration, you can experience the events of the past month from the perspective of your current location. The experience might reveal something useful, such as a secretive meeting between a state official and an assassin regarding a coup.

Once you use this feature, you cannot use it again until you complete a long rest.

MONK

THE WAY OF THE LUCHADOR

The luchador is an individualist, drawing their power from confidence, and eschewing the cloistered, ordered wisdom of monastic orders for raw chaos and charisma of public bouts of personal contest. Heels and heroes, luchadores make a literal larger-than-life show of combat, grappling and twirling one another into submission with the roar of a cheering (or jeering) crowd in their ears.

Some luchadores revel in their ring persona, and adopt it as a full-time identity, while others take great care in preserving a life outside the ring.

THEATRIC MONASTIC

When you choose this monastic tradition at 3rd level, you become proficient in the Athletics and Performance skills if you do not already have them.

The nature of your *Unarmored Defense* changes. While wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

Your Ki save DC also changes:

Ki save DC = 8 + your proficiency bonus
+ your Strength Modifier

MAGIA LIBRE

Also at 3rd level, You can use your ki to duplicate the effects of certain spells. You learn the Thaumaturgy cantrip if you don't already know it. As an action, you can spend 2 ki points to cast the *jump*, *enlarge/reduce* or *enhance ability* spells on yourself without providing material components. You can also spend 2 ki points to cast the *pyrotechnics*^{XGE} spell. Charisma is your spellcasting ability for these spells.

STRONG FINGERS

Beginning at 6th level, you can shove or grapple a creature instead of making an unarmed strike with attacks made as a part of your *Flurry of Blows*.

TAG TEAM

Also at 6th level, when you are grappling a creature, you can use your bonus action to designate an ally that can see and hear you within 15 feet of you. If they are within range to make a melee weapon attack against a creature you are grappling, they can spend their reaction to do so, or you can release your grapple and push the creature toward up to 15 feet toward them.



Illustration by El Hino

SLEEPER HOLD

At 11th level, you can put a creature you are grappling into a sleeper hold. As an action, you expend 2 to 6 ki points. Roll 5d8, plus an additional 1d8 for each ki point above 2 you spend. If the creature has fewer hit points than the total of your roll, it falls unconscious for 1 minute. Constructs, undead and other creatures that do not need to breathe or are immune to being charmed aren't affected by your sleeper hold.

TWIRLING GRAPPLE

Also at 11th level, if you are attacked while you are grappling a creature equal to your size or larger, you can spend 3 ki points to use your reaction to position the creature advantageously to you. You gain the benefits of three-quarters cover (+5 AC). If the attack misses you, but the attack roll is higher than the Armor Class of the creature you are grappling, that creature becomes the target of the incoming attack instead.

MUCHO MACHO COMBO

At 17th level, you gain the ability to make a devastating flying suplex against a creature you are grappling. When you finish a *Flurry of Blows* and are grappling a creature, you can spend 1-9 additional ki points to making a flying suplex with one creature you are grappling. Upon impact, the creature you are grappling takes 2d10 force damage per ki point spent.



Illustration by Kobe Sek

THE WAY OF THE RIKISHI

Followers of the way of the rikishi turn their bodies into living monuments, expanding their size and strength to the extreme. They can be stalwart defenders, knocking enemies down or away from allies, or launch an all-out assault against an opponent with a lightning speed.

Armor Class Calculations

When the game gives you more than one way to calculate your Armor Class, you can use only one of them. For example, if you have the Lizardfolk's *Natural Armor* trait and the monk's *Unarmored Defense* feature, you can't benefit from both simultaneously. Instead, you choose which one determines your AC.

BOTTOM HEAVY

When you choose this tradition at 3rd level, you dedicate yourself to ritual combat, gaining the following benefits:

- You become proficient in the Athletics skill and Calligrapher's Supplies if you are not already.
- The nature of your *Unarmored Defense* changes. While wearing no armor and not wielding a shield, your AC equals $10 + \text{your Strength modifier} + \text{your Wisdom modifier}$.
- You can use your reaction to grant yourself advantage on saving throws or Strength (Athletics) contests that would knock you prone, and reduce the distance of any undesired push or pull effect you are subject to by half.

OSHI-ZUMO

Also at 3rd level, once on your turn when you hit a creature no more than one size category larger than you with an unarmed strike, you can spend 1 ki point to push the target up to 10 feet away from you. The target makes Strength saving throw. If you hit the creature with two or more unarmed strikes on your turn, the target has disadvantage on their saving throw.

The number of pushes you can make on your turn, and the distance you can push a creature increases at 9th level (two shoves, 15 feet), and 17th level (three shoves).

CRUSHING GRAPPLE

At 6th level, you can use your girth as a weapon. Once on your turn, you can perform one of the following two maneuvers:

- **Kuisagaru.** When you hit a creature with an unarmed strike, you can immediately attempt to grapple it.
- **Orochi Crush.** When you hit a creature you are grappling with an unarmed strike, you deal additional bludgeoning damage to the target equal to your martial arts die.

FLYING DEASHI

At 11th level, when you use your *Step of the Wind* feature, you gain a flying speed equal to your movement speed until the end of your turn. Your flight(s) must begin from a stable surface, and move in a straight line. You fall if you end your turn and nothing is holding you aloft.

PURIFIED DOHYO

Also at 11th level, you can spend 4 ki points to cast the *magic circle* spell, substituting a handful of salt as the material component for the spell.

HUNDRED HAND SLAP

At 17th level, you can unleash an all-out assault against a single opponent. When you take the Attack action and make both attacks against the same creature, you can use your bonus action to spend up to 6 additional ki points, making one unarmed strike against that same target for each ki point spent.



Illustration by Apipol (Sahlea) Chongjiamjit

THE WAY OF THE ROLLING STONE

The Way of the Rolling stone teaches its students to wander their entire lives until there is somewhere worth staying: it might be a noble cause or a safe place to spend a harsh season. Eventually when the bad weather (or trouble) clears, the way of the rolling stone is to continue their journey.

They can be stoic, stubborn, or patient to the point of indolence, but when the time for action arises, they become an avalanche of fury, and an immovable object if they have decided to stand their ground.

ROCK SOLID

When you choose this tradition at 3rd level, you become proficient in the Athletics skill if you are not already.

The nature of your *Unarmored Defense* changes. While wearing no armor and not wielding a shield, your AC equals 10 + your Constitution modifier + your Wisdom modifier.

Additionally, you learn the *mold earth*^{XGE} and *blade ward* cantrips if you don't already know them. You can spend 1 ki point to cast either cantrip using your bonus action on your turn.

A ROCK FEELS NO PAIN

Also at 3rd level, you can use your ki to duplicate the effects of certain spells by spending 2 ki points. To cast one of these spells, you use its casting time and other rules, but you don't need to provide material components for it.

Once you reach 5th level in this class, you can spend additional ki points to increase the level of a Rolling Stone spell that you cast. The spell's level increases by 1 for each additional ki point you spend. For example, if you are a 5th level monk and use cast *catapult*^{XGE}, you can spend 3 ki points to cast it as a 2nd-level spell (the spell's base cost of 2 ki points plus 1).

The maximum number of ki points you can spend to cast a spell in this way (including its base ki point cost and any additional ki points you spend to increase its level) is determined by your monk level, as shown in the Rolling Stone Spells and Ki Points table.

Rolling Stone Spells and Ki Points

Monk Level	Ki Points	Circle of the Time Spells
3rd	2	<i>catapult</i> ^{XGE} , <i>earth tremor</i>
5th	3	<i>earthbind</i> , <i>Maximilian's earthen grasp</i> ^{XGE}
9th	4	<i>meld into stone</i>
13th	5	<i>stone shape</i>
17th	6	<i>transmute rock</i> ^{XGE}

STILLNESS OF STONE

At 6th level, if you move 0 feet on your turn, you gain a tremorsense of 10 feet, temporary hit points equal to your Wisdom modifier, and you have resistance to fire and cold damage until the start of your next turn.

WEIGHT OF THE EARTH

At 11th level, you gain the following benefits:

- You become proficient in Constitution saving throws.
- You have advantage on saving throws against being knocked prone.
- If you are moved against your will, you can use your reaction to reduce the amount by one half.

STRENGTH OF THE MOUNTAIN

Starting at 17th level, when you hit a creature with an unarmed strike, you can spend 1-10 ki points. The target must make a Strength saving throw. If it fails, it takes 2d8 bludgeoning damage per ki point spent and is pushed 5 feet per ki point spent, or half as much damage on a successful one and is not pushed.



Illustration by Mohammad Qureshi

PALADIN

OATH OF THE SPELLBREAKER

The Oath of the Spellbreaker binds a paladin to undo the work of spellcasters who have misused their magic. Followers of this oath live a life of wandering: lifting curses, breaking enchantments, freeing people from magical control, and hunting down the wicked who have used their power to harm others.

Most who swear this oath are devoted to gods of justice, balance, or even magic itself, although some become militant or extreme in their crusade against magic users. These individuals can become terrifying hunters of anyone who dares to dabble in the art.

TENETS OF THE SPELLBREAKER

Service. Magic exists to serve folk, not to rule them.

Change. Anything woven can be unwoven.

Rebuilding. Restore balance, and abandon wrath.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Oath of the Spellbreaker Spells
3rd	<i>shield, zephyr strike</i> ^{XGE}
5th	<i>branding smite, see invisibility</i>
9th	<i>counterspell, dispel magic</i>
13th	<i>freedom of movement, locate creature</i>
17th	<i>banishing smite, synaptic static</i>

CHANNEL DIVINITY: DISRUPT MAGIC

As an action, you present your holy symbol and attempt to bind another creature's magical abilities, using your *Channel Divinity*. Choose one creature within 60 feet of you that you can see. The target must make a saving throw of a type determined by its spellcasting ability. If the target has multiple spellcasting abilities, it makes a separate saving throw for each.

If the target fails any of these saving throws, its magical abilities that derive from that ability score become disrupted for up to 1 minute. For the duration, it has disadvantage on concentration checks. It can't use reactions to cast spells using that ability, and if it attempts to cast a spell with a casting time of 1 action using that ability score, you roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

Creatures affected by your disruption can use their action to restore their spellcasting ability by making a new saving throw to end the effect.

CHANNEL DIVINITY: ANNIHILATION

You can use your *Channel Divinity* to sacrifice your own well of magical energy to destroy your opponent's.

When you use your *Divine Smite* to damage a creature, you can expend a use of your *Channel Divinity* to destroy one of the target's spell slots. The spell slot destroyed is equivalent to the level of the spell slot you used to perform your *Divine Smite*.

If the target has no remaining spell slots of that level, an equivalent number of spell slots lower than the designated level are destroyed until the target has none. For example, if you expended a 3rd-level spell slot and the target does not have one, you destroy one 2nd-level spell slot and one 1st-level spell slot instead.

DAMPENING AURA

Starting at 7th level, you and friendly creatures within 10 feet of you have resistance to damage from spells.

At 18th level, the range of this aura increases to 30 feet.

ELDRITCH SIGHT

Beginning at 15th level, you are always under the effects of the *detect magic* spell.

UNWEAVING PRESENCE

At 20th level, you can transform your person into pure antimagic. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- You gain the effects of the *antimagic field* spell.
- When you use your *Channel Divinity* to *Disrupt Magic*, you can target a number of additional creatures within 60 feet of you that you can see equal to half your Charisma modifier.

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



Illustration by Brad Boedeker

ROGUE

ROGUISH ARCHETYPE: RUFFIAN

Some rogues, especially those descended from the larger, bulkier races favor a more direct approach than their lithe, graceful counterparts in the trade. Ruffians make a living as criminal enforcers, extorting the proprietors of their honest earnings in exchange for “protection”. If met with resistance, they usually begin by breaking a few objects, and failing that, breaking a few kneecaps - using the first available piece of merchandise at hand to do so.

CRUSH ‘EM

When you select this roguish archetype at 3rd level, you gain proficiency with the flail, greatclub, light hammer, mace, and morningstar. You are also proficient with improvised weapons similar to these weapons. Additionally, your unarmed strikes deal no less than 1d4 damage. While wielding any of these weapons or making an unarmed strike:

- You can make a Sneak Attack even if the weapon lacks the Finesse property.
- When you hit an object, you deal an additional damage to it equal to half your rogue level.

DIRTY FIGHTING

Also at 3rd level, when you make a *Sneak Attack* against a creature no more than 1 size category larger than you with a *Crush ‘Em* weapon, you can use your *Cunning Action* to perform a *Low Blow*. You learn two *Low Blows* of your choice, choosing from the options below.

Some *Low Blows* require the target to make a saving throw to resist its effects. The saving throw DC is calculated as follows:

$$\text{Low Blow save DC} = 8 + \text{your proficiency bonus} + \text{your Strength modifier}$$

You can perform two *Low Blows*, and regain expended uses of them when you finish a short or long rest.

You learn new *Low Blows* and gain additional uses of them at 9th and 13th Level.

Low Blows

- **Blind/Deafen.** The target makes a Constitution saving throw. If they fail, they are blinded until the start of your next turn, or deafened for up to 1 minute (your choice). If deafened, the target makes a new saving throw saving throw at the end of each of their turns, ending the effect on a success.
- **Hamstring.** The target makes a Strength saving throw. If they fail, their movement speed is reduced by half for 1 minute. The effect ends if the target regains any missing hit points.
- **Knockdown.** The target makes a Dexterity saving throw. If they fail, they are knocked prone. If the target attempts to stand up within your reach, you can use your reaction to make an attack of opportunity against them.
- **Stagger.** The target makes a Constitution saving throw. On a failed save, the creature loses its reaction and spends its action on its next turn retching or reeling. Creatures that don not need to breathe or are immune to paralysis automatically succeed on this saving throw.

SHAKEDOWN

At 9th level, you learn to constantly shift your position, and make the most of your leverage, in and out of combat to get what you want. You gain the following benefits:

- You add warhammers and mauls to your list of available *Crush ‘Em* weapons.
- You have advantage on Charisma (Intimidation) checks you make while holding *Crush ‘Em* weapons.
- You learn a third *Low Blow*.

SEND ‘EM TO THE HOSPITAL

At 13th level, you can rough up anything or anyone you can get your hands on. You gain the following benefits:

- When you are grappling a creature, you can use your *Cunning Action* to begin to use that creature as an improvised shield, granting a +2 bonus to your Armor Class. This bonus lasts until the target is released from your grapple. For the duration, if an attack misses you, you can use your reaction to cause the grappled creature to become the target of the attack.
- You learn a fourth *Low Blow* and can perform three *Low Blows*.

SEND ‘EM TO THE MORGUE

At 17th level, you can make the most of a nearby opponent’s failures. When a creature misses you with an attack, you can use your reaction to attack it with a *Crush ‘Em* weapon you are holding. If it hits, you can choose to immediately perform one *Low Blow* against your attacker, without expending a use of them.

Roleplaying a Ruffian

Ruffians make excellent bouncers, enforcers and most typically work for criminal organizations. Most lack ambition, but intelligent ruffians might rise through the ranks and rule the criminal underworld with an iron fist.



Illustration by Margaret Nyx

SORCERER

SORCEROUS ORIGIN: BLOOD MAGIC

Blood mages are born of demonic trysts or other contact with demons, gaining a natural talent with magic that is bent toward chaos and ruin. Some embrace their demonic taint, while manage to overcome their dark impulses and use their magic for their own purposes.

BLOOD LEGACY

At 1st level, your demonic affinity with blood gives you access to additional spells. The following spells are sorcerer spells for you:

Spell Level	Blood Magic Spells
Cantrip	<i>toll the dead</i> ^{XGE}
1st	<i>arms of Hadar</i> , <i>cure wounds</i> , <i>inflict wounds</i>
2nd	<i>lesser restoration</i> , <i>warding bond</i>
3rd	<i>aura of life</i> , <i>bestow curse</i> , <i>life transference</i> , <i>summon lesser demons</i> , <i>vampiric touch</i>
4th	<i>aura of purity</i> , <i>shadow of moil</i> , <i>summon greater demon</i>
5th	<i>antilife shell</i> , <i>negative energy flood</i>
6th	<i>heal</i> , <i>harm</i> , <i>soul cage</i> ^{XGE}
7th	<i>regenerate</i> , <i>simulacrum</i>
8th	<i>clone</i>
9th	<i>invulnerability</i> , <i>power word heal</i>



Illustration by Ann-Ka Raab

BLOOD LETTING

Also at 1st level, you are proficient with the Medicine skill, and receive a bonus to checks you make with it equal to your Charisma modifier (minimum: 1).

Additionally, when you reach 2nd level in this class, once on your turn when you reduce a creature that is not a construct or to 0 hit points, you can spend 1 sorcery point to gain a number of temporary hit points equal to $1d8 + \text{your sorcerer level}$. When you do, you can use your reaction to distribute these temporary hit points among creatures of your choice you can see within 30 feet of you. The temporary hit points last for 1 minute.

DEMONIC BLOOD

At 6th level, you gain resistance to necrotic and poison damage, and you have advantage on saving throws against disease, and if a sorcerer spell you cast would deal radiant damage, you can spend 1 sorcery point to cause it to deal necrotic damage instead.

FONT OF BLOOD

Also at 6th level, you perform a 1-minute ritual to restore spell slots to another creature within 5 feet of you. When you do, you can use your *Font of Magic* feature to create spell slots for spellcasters other than yourself.

The ritual requires you to deal $1d4$ necrotic damage to (ignoring any resistance or immunities) and sacrifice 1 hit die from (without causing the target to gain any hit points) a willing creature for each sorcery point you use to create the spell slot with the ritual. The damage can be dealt to you, the recipient of the spell slots, or any other another willing creature. Constructs, undead and familiars cannot participate in this ritual.

You can perform the ritual once, and must complete a short rest before you perform it again.

BLOOD DEBT

At 14th level, whenever you are hit by a melee attack, boiling blood erupts from you, causing creatures of your choice that you can see within 10 feet of you to take necrotic or poison damage (choose each time this ability activates) equal to half your sorcerer level.

BLOODBOIL

At 18th level, you can boil the blood of nearby enemies, weakening them. As an action, you can spend 6 sorcery points to draw on this power and exude a debilitating aura 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must make on a Constitution saving throw. On a failure, a creature takes $3d8$ necrotic damage, falls prone, and has disadvantage on attack rolls and ability checks until the start of their next turn. On a success, a creature takes half as much damage but suffers no other effects. Constructs and undead are immune.



Illustration by Deanna Cathcart

SORCEROUS ORIGIN: ELEMENTAL ANTIPODE

A living embodiment of two extremes and opposites, the magic within you pulls you in two directions at all times. You might be prone to moodiness or contrarianism, literally blowing hot and cold, or you your magic might keeping you in perfect balance with your surroundings.

EXTREMOPHILE

You can speak, Aquan and Ignan. You are immune to the effects of extreme heat and cold as described in chapter 5 of the *Dungeon Master's Guide*. When you complete a short or long rest, you can select one resistance of your choice, choosing from fire or cold.

ANTIPODAL SPELLS

The following spells are sorcerer spells for you:

Spell Level	Antipodal Spells
Cantrip	<i>produce flame</i>
1st	<i>armor of Agathys, hellish rebuke, searing smite</i>
2nd	<i>flame blade, flaming sphere, heat meal</i>
3rd	<i>elemental weapon</i>
4th	<i>fire shield</i>
5th	—
6th	<i>Otiluke's freezing sphere, wall of ice</i>

ANTIPODAL ALTERNATION

When you reach 2nd level in this class, you can change fire to frost in the blink of an eye and vice-versa. When you cast a spell that deals fire damage, you can spend 1 sorcery point to change the damage the spell deals to cold, or vice versa. The spell retains any other additional effects it may produce. For example, you can make the *ray of frost* cantrip deal fire damage, but retain its movement speed reducing effects, or produce a cold *fireball* that lights nearby objects on fire.

ANTIPERISTASIS

At 6th level, when you hit with a creature with spell attack that deals fire or cold damage, the creature becomes marked. Until the end of your next turn if the creature takes damage from the opposite damage type, the mark is consumed, and the creature takes force damage equal to half your sorcerer level.

THERMAL CONTROL

Also at 6th level, you gain the ability to subtly control the temperature around you. You can use an action to cause the area in a 20-foot radius around you to raise or lower in temperature up to a number of degrees Fahrenheit equal to your sorcerer level. If you don't move on your turn, you can repeat the action to continue to alter the temperature in the area, up to maximum of three times your sorcerer level.

METAL FRACTURING

At 14th level, if the target of your *Antiperistasis* is wearing nonmagical metal armor, its armor becomes brittle, and takes a permanent and cumulative -1 penalty to the AC it offers. If the target is carrying a nonmagical metal weapon, it takes a permanent and cumulative -1 penalty to damage rolls. If a weapon's penalty drops to -3, the weapon breaks the next time it is used to hit a creature or object.

FROSTFIRE

At 18th level, your affinity with temperature extremes reaches its apex. You gain immunity to your chosen element from your *Extremophile* feature, and you resist the other.

Additionally, when you can taint heat with cold, and vice versa. When you cast a spell that deals fire or cold damage, you can spend 3 additional sorcery points to ignore the targets' resistance to the damage type dealt. Additionally, one target of your choice is further affected by the spell:

- The target is overcome with flame, and must succeed a Constitution saving throw or be incapacitated until the end of their next turn. Creatures immune to fire succeed their saving throw automatically.
- The target is overcome with chill, and must succeed a Constitution saving throw or be restrained until the end of their next turn. Creatures immune to cold succeed their saving throw automatically.



Illustration by Elvira Shatunova

SORCEROUS ORIGIN: FEY LEPIDOPTERA

Some sorcerers trace their ancestry to a winged archfey, flighty masters of mutability. Their skin might contain iridescent flakes or freckles, or be of unusually intense or colorful pigmentation, and a few are born with unusual, insect-like eyes or extrasensory organs like antennae. These sorcerers have unusually keen senses, able to detect smells or colors invisible to most.

They have a keen affinity for enchantment and transmutation magic, and the colorful worlds of plants and insects.

Roleplaying a Fey Lepidoptera

Fey Lepidoptera appreciate art, music, beauty, flowers and the changing of the seasons. Your own coloration might change in response to your mood or environment.

FEY LEGACY

At 1st level, your fey nature asserts itself in your magical abilities. You learn additional spells when you reach certain levels in this class, as shown on the Fey Lepidoptera Spells table. The spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Sorcerer

Level	Fey Legacy Spells
1st	<i>sleep, Tasha's hideous laughter</i>
3rd	<i>enthral, lesser restoration</i>
5th	<i>plant growth, wind wall</i>
7th	<i>compulsion, giant insect</i>
9th	<i>dream, mislead</i>

Additionally, the following spells are added to the sorcerer spell list for you:

Spell	Fey Legacy Spells
Cantrip	<i>magic stone^{XGE}, shillelagh, vicious mockery</i>
6th	<i>Otto's irresistible dance, Tenser's transformation</i>
7th	<i>regenerate, sequester</i>
8th	<i>animal shapes, glibness</i>
9th	<i>shapechange, true polymorph</i>

OTHERWORLDLY SENSES

Also at 1st level, you gain the following benefits:

- You become proficient in the Perception skill if you are not already, and you can double your proficiency bonus to checks you make with it.
- You can see normally in darkness to a distance of 60 feet. If you have a darkvision with a distance further than 60 feet, you can only normally for the first 60 feet.
- When you reach 2nd level in this class, you learn the *feather fall* spell, which doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending 1 sorcery point or by expending a spell slot.

FEY SORCERY

Beginning at 6th level, when you cast any of the spells gained from your Fey Legacy feature, you can cast it by expending a spell slot as normal or by spending a number of sorcery points equal to the spell's level. If you cast the spell using sorcery points, it requires no components.

Additionally, when you cast the *sleep* spell, you can spend 1 additional sorcery point to increase the dice rolled for the spell to d12s.

FEY CHRYSALIS

Also at 6th level, you can spend 1 sorcery point to use your bonus action to spin a chrysalis around yourself. For the duration, you are restrained, you have resistance to all damage except psychic, you have advantage on Constitution saving throws, and you can use your reaction to spend a number of hit dice up to an number equal to half your sorcerer level. You cannot take any other reactions during this time. You emerge from your chrysalis at the start of your next turn. For the next 10 minutes you gain the following benefits:

- You gain the effects of the *detect magic* spell.
- The distances you can cover when making a long or high jump increase by a number of feet equal to your sorcerer level + your Charisma modifier.
- You take half damage from falling.

You can use this ability a number of times equal to half your Charisma modifier (rounded up, minimum: 1), and regain expended uses of it when you complete a long rest.

LEPIDOPTEROUS WINGS

At 14th level, when you emerge from your chrysalis, you also sprout a pair of insect-like wings, gaining a flying speed of 30 feet. You can't manifest wings while wearing medium or heavy armor, any clothing or armor you are wearing must be made to accommodate them. You can hover in mid-air, and can use your bonus action to take the Dodge action.

If you take more than half your hit points in damage on a single turn, your wings are destroyed. Otherwise, they last for a number of hours equal to half your sorcerer level, or until you dismiss them using your bonus action.

RIPPLES OF CHANGE

At 18th level, when you emerge from your chrysalis, as long as you remain winged:

- You can elect to gain the effects of the *enlarge/reduce* spell, and can release its effects at-will.
- You have a flying speed of no less than 45 feet.
- Your magic is able to cause chaotic phenomena elsewhere. When you roll damage for a spell and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add both numbers together. You can deal this total as damage to one creature or object you are familiar with. You choose the type of damage this ability deals. The target of the additional damage must be on the same plane of existence as you.

Several additional spells suitable for the *Fey Lepidoptera* sorcerer are presented later in this document.



Illustration by Christopher Kiklowicz

SORCEROUS ORIGIN: WITCHCRAFT

Sometimes the spark of magic that fuels a sorcerer comes from an intense personal power. Having such a marked soul might be a sign that your innate magic came from a fey or fiendish ancestor, or a blessing or curse that has echoed down the generations.

Witches' powers usually manifest during adolescence, producing uncanny incidents that cloud this delicate time of life. Many witches retreat from society, or are expelled by the superstitious, but a few eke out a living as a village healer or fortune-teller. Shunned by the formal conclaves of wizards and druids, witches hone their craft in solitude, developing their art on their own. Some witches take on an apprentice, and a few form covens to pool resources and knowledge between their own kind.

WITCHCRAFT

Unlike most sorcerers, you cannot use an arcane focus, and *must* provide material components for spells that require them. You select a new spellcasting ability Modifier, choosing from Intelligence Wisdom, or Charisma. You also master one *Arcana*, choosing from *Wands*, *Cups*, *Swords* and *Pentacles*. When your Spellcasting feature lets you learn or replace a sorcerer spell of 1st level or higher, you can choose the new spell from the sorcerer spell list, the Witchcraft Spells list, or those from an *Arcana* you have mastered. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you. You master an additional *Arcana* at when you reach levels 3, 7 and 11.

LEARNED CRAFT

Mastering an *Arcana* grants you additional proficiencies:

- **Wands.** Choose one from Athletics, Carpenter's Tools, Cook's Utensils, Glassblower's Tools, Jeweler's Tools, Leatherworker's Tools, Mason's Tools, Potter's Tools, Weaver's Tools, or Woodcarver's Tools.
- **Cups.** Choose one from Medicine, a musical instrument or Alchemist's Supplies.
- **Swords.** Choose one from History, Brewer's Supplies or Herbalist's Kit.
- **Pentacles.** Choose one from Survival, Cartographer's tools or Calligrapher's tools.

When you make a check with any of the skills or tools you have gained from your learned craft, you can spend 1 sorcery point to grant yourself a bonus to the roll equal to your spellcasting ability modifier.

Additionally, you can cast any sorcerer spell you know as a ritual if that spell has the ritual tag by expending 1 sorcery point per spell level of the spell.

EVIL EYE

At 6th level, you become proficient in Wisdom saving throws, and you can impose misfortune upon your foes with the blink of an eye. When a creature that you can see within 60 feet of you makes an Attack roll, ability check or saving throw, you can use your reaction to spend 2 sorcery points and roll 2d4 and subtract it from the creature's roll, potentially changing the outcome. This feature has no effect on undead or constructs.

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

ANIMATE FLYING SERVANTOR

At 14th level, you can imbue a medium or large object with life for a number of hours equal to your spellcasting ability modifier, granting it the statistics of a *warhorse* and a flying speed of 40 feet. You can communicate with the object telepathically if you are within 1 mile of it. The object obeys your commands, and can serve as a mount for a Medium or smaller creature.

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

FAILSAFE WARDS

At 18th level, you can ward yourself against onslaught. You can use your reaction and spend 1 sorcery point to gain a bonus to your armor class and the saving throws you make with one ability score of your choice. The bonus is equal to one third of your sorcerer level.

Multiclassing

Allowing witches who have selected a spellcasting ability other than Charisma to multiclass with other spellcasting classes that use the same spellcasting ability is not recommended.

WITCHCRAFT SPELLS

Cantrips

druidcraft
guidance

1st-level Spells

alarm
bane
ceremony^{XGE}
detect evil and good
false life
find familiar
goodberry
healing word
longstrider
protection from evil and good

2nd-level Spells

augury
gentle repose
magic mouth
moonbeam
protection from poison
ray of enfeeblement
silence
skywrite^{XGE}

3rd-level Spells

bestow curse
call lightning
create food and water
glyph of warding
leomund's tiny hut
life transference^{XGE}
magic circle
mass healing word
sending
speak with dead
tiny servant
wind wall

4th-level Spells

arcane eye
compulsion
control water
fabricate
locate creature

5th-level Spells

creation
dispel evil and good
flame strike
geas
contagion
maelstrom^{XGE}

WANDS ARCANA

Cantrips

primal savagery
vicious mockery

1st-level Spells

cause fear^{XGE}
hex
Tasha's hideous laughter
unseen servant

2nd-level Spells

locate object
Nystul's magic aura
zone of truth

3rd-level Spells

feign death^{XGE}
nondetection
tongues

4th-level Spells

hallucinatory terrain
Leomund's secret chest
Otiluke's resilient sphere

5th-level Spells

Bigby's hand
mislead
teleportation circle

CUPS ARCANA

Cantrips

resistance
spare the dying

1st-level Spells

bless
cure wounds
heroism
sanctuary

2nd-level Spells

lesser restoration
prayer of healing
warding bond

3rd-level Spells

aura of vitality
remove curse
revivify

4th-level Spells

aura of life
death ward
Mordenkainen's private sanctum

5th-level Spells

circle of power
commune
greater restoration

SWORDS ARCANA

Cantrips

eldritch blast
toll the dead^{XGE}

1st-level Spells

arms of Hadar
Dissonant whispers
hellish rebuke
inflict wounds

2nd-level Spells

heat metal
magic weapon
Melf's acid arrow

3rd-level Spells

animate dead
tongues
vampiric touch

4th-level Spells

Evard's black tentacles
shadow of moil
summon greater demon

5th-level Spells

antilife shell
danse macabre
infernal calling

PENTACLES ARCANA

Cantrips

shillelagh
magic stone^{XGE}

1st-level Spells

animal friendship
detect poison and disease
speak with animals
entangle

2nd-level Spells

animal messenger
beast sense
spike growth

3rd-level Spells

conjure animals
plant growth
speak with plants

4th-level Spells

conjure woodland beings
grasping vine
guardian of nature

5th-level Spells

awaken
commune with nature
wrath of nature^{XGE}

Optional Rule: Coven Casting

A DM may extend even more spells to a group of at least three witches who have formed a coven, and who are all within 30 feet of each other.

Any member of the coven can cast its spells, but its spell slots are shared between its members. Spell slots gained from a coven are equal to those of a sorcerer whose level is half the total of the coven's members sorcerer levels.

WARLOCK

OTHERWORLDLY PATRON: ANCESTOR SPIRITS

Ancestor worship is common across many peoples of the world, and some within these societies develop deep and lasting relationships with the collective souls of their ancestors, who visit these descendants in visions and dreams, guiding their tribe's future with the collected knowledge and ambition of generations. These individuals often have an ancestor who was a shaman, leader or hero themselves.

Shamen dedicate themselves to their tribe and homeland, serving any number of social functions. Some are spiritual leaders, heroic warriors, trusted healers and valued advisors to tribal leadership all at once. They are also often the keeper of tribal traditions that mark their people's way of life as distinct, although a sign from the ancestors might also tell them that the time to abandon tradition and change has come, leading their people to new lands, new ways or both.

EXTENDED SPELL LIST

Spell Level	Spells
1st	<i>bane</i> , <i>ceremony</i> ^{XGE}
2nd	<i>healing spirit</i> ^{XGE} , <i>warding bond</i>
3rd	<i>bestow curse</i> , <i>spirit guardians</i>
4th	<i>control water</i> , <i>divination</i>
5th	<i>commune with nature</i> ^{XGE} , <i>dream</i>

SHAMANIC TEACHINGS

At 1st level, your spellcasting ability modifier changes from Charisma to Wisdom. You become proficient in the Nature skill and the Herbalist's Kit tool, and you learn two cantrips of your choice from the druid spell list.

THE PEOPLE ARE THE LAND

Also at 1st level, when your Spellcasting feature lets you learn or replace a warlock spell of 1st level or higher, you can choose the new spell from the warlock spell list, or from druid spell list. You may learn a number of spells from the druid spell list equal to your Wisdom modifier using this feature, and must otherwise obey all the restrictions for selecting the spell, and it becomes a warlock spell for you.

Additionally, you can proficiency in one weapon of your choice. Usually, this is an important symbolic weapon of your people.



Illustration by Luc de Haan

ANCESTRAL HEALING

At 6th level, you can share and the healing you receive with others. Whenever you are the target of a spell or ability that restores hit points, you can use your reaction to forgo the healing from up to half the amount of hit points restored, instead passing the restored hit point on to creature you can see within 30 feet of you. The target must be a valid target of the original spell or ability that restored these hit points.

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

STRENGTH OF THE TRIBE

At 10th level, the strength of generations past bolsters your defenses. When you finish a short or long rest, may choose to become proficient in one type of saving throw, choosing from Strength, Dexterity and Constitution.

VEXING HEX

At 14th level, you learn the *hex* spell if you don't already know it. While a creature is under the effects of your Hex spell, you can use your bonus action to target it with a cruel curse. The target must make a Wisdom saving throw, the results of which are modified by the sort of physical connection you have to them.

Connection to Target	Save Modifier
Have seen before	+0
Picture or likeness	-2
Possession or garment	-5
Body part, lock of hair, bit of nail, or the like	-10

If the target fails its saving throw, you can elect to apply one of the following effects using your action:

- You can apply the effects of the Hex spell to those of the *bestow curse* spell upon the creature without expending a warlock spell slot.
- You can deal 10d8 force damage to the creature.
- You can target the creature with a warlock spell as if you could see it and it was in range of the spell.

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



Illustration by Rafał Górniak

Multiclassing

Allowing a shaman to multiclass with other spellcasting classes whose spellcasting ability is Wisdom is not recommended. You can always continue to use Charisma as a shamanic warlock's spellcasting ability modifier instead.

Roleplaying a Shaman

You are the guardian of your people's history and traditions, and also a leader who must decide when change is required, leading your people to a new future that still honors their past.

Empowered Familiars

If your shaman intends to take the *Pact of the Chain* as their boon, consider reading the *Familiars* section presented later in this document.

ANCESTRAL ELDRITCH INVOCATIONS

Wrath of the Homeland

You can add your half your warlock level + your spellcasting ability modifier to damage rolls you make with one druid cantrip you learned from your *Ancestral Spellcasting* feature, choosing from the following: *create bonfire*^{XGE}, *frostbite*^{XGE}, *infestation*^{XGE}, *poison spray*, *primal savagery*^{XGE}, *produce flame*, *thorn whip* and *thunderclap*^{XGE}

Ancestral Mask

If you spend 1 hour painting or carving a wooden shield with the heraldry of your tribe, you are proficient with it, and can use it as a spellcasting focus.

Ancestral Weapon

Prerequisite: *Pact of the Blade*

You learn the *Spiritual Weapon* spell, and can cast it once without expending a spell slot.

Totemic Companion

Prerequisite: *Pact of the Chain*

The familiar you summon using your *find familiar* spell can assume the form of a beast whose CR is no greater than 1. You choose what form the familiar takes each time you cast the spell.

Talents of the Generations

Prerequisite: *Pact of the Tome*

You can choose one skill or tool when you finish a long rest. You become proficient in it, and if you are already proficient, you can add twice your proficiency bonus to checks you with it.



Illustration by Angelo Bortolini

OTHERWORLDLY PATRON: THE WORLD TREE

Your patron is a tree of a size and age beyond comprehension, whose roots reach across space, planes, and even time itself.

As an agent of this ancient force, your charge is to preserve life and foster the never-ending balance of life and death, bolstering the meek who need a chance to thrive, and patiently eroding the structures of power in the world that stifle growth.

Additional spells for the World Tree Warlock

Spells like *age plant*, *allergen cloud*, *shape wood*, and *tree steed*, presented in the spells section of this document can make for excellent additions to the World Tree warlock's spell list.

EXTENDED SPELL LIST

Spell Level	Spells
1st	<i>ensnaring strike</i> , <i>entangle</i>
2nd	<i>barkskin</i> , <i>spike growth</i>
3rd	<i>plant growth</i> , <i>water walk</i>
4th	<i>grasping vine</i> , <i>guardian of nature</i> ^{XGE}
5th	<i>tree stride</i> , <i>wrath of nature</i> ^{XGE}

VINE TENDRIL

At 1st level, you become proficient in the Nature skill, the Druidic language, and you learn the *thorn whip* cantrip if you do not already know it. It is a warlock spell for you, and doesn't count against your number of cantrips known.

When you hit a creature with your *thorn whip*, you can elect to reduce its movement speed by half until the end of its next turn instead of pulling it toward you.

PUT DOWN ROOTS

Also at 1st level, you gain the ability to channel the life force of the World Tree to heal wounds. You have a pool of d6s that you spend to fuel this healing. The number of dice in the pool equals your warlock level.

As a bonus action, you can heal yourself, spending dice from the pool. The maximum number of dice you can spend at once equals your Charisma modifier (minimum of one die). Roll the dice you spend, add the results together, and restore that number of hit points to yourself.

If your health reaches its maximum as a result of this healing, you gain the remainder as temporary hit points, up to a maximum equal to your warlock level + your Charisma modifier.

Your pool regains all expended dice when you complete a long rest.

GROW TOGETHER

Starting at 6th level, the dice used for your *Put Down Roots* feature increase to d8s.

Additionally, when you use your *Put Down Roots* ability, you can redirect up to half the healing rolled to an ally you can see within 30 feet of you.

SYMPATHETIC PHOTOSYNTHETIC

Starting at 10th level, if you spend at least 1 hour in the sunlight, you have access to potable water and your skin has touched fertile soil in the past 24 hours, you do not need to eat to survive. You require only half the sleep each day that your race usually requires.

Additionally, you become proficient in Constitution saving throws and have resistance to poison damage.

TERROR OF THE ANCIENTS

Starting at 14th level, you can use your bonus action to become assume a tree-like form for 1 minute. For the duration, you gain the following benefits:

- You gain the effects of both the *enlarge/reduce* and *barkskin* spells, without the need to concentrate on either one.
- The healing dice used for your *Put Down Roots* feature increase to d10s, and you can spend up to 2 additional dice when you use them.
- When you hit a creature with your *thorn whip*, you can expend a warlock spell slot to deal 6d8 additional acid damage to the target.
- When you hit a creature with your *thorn whip*, you can use your bonus action to entangle the creature, which makes a Strength saving throw against your spell save DC, becoming restrained on a failure. A restrained creature can release itself by using its action to attempt another Strength save, being freed on a success. You can restrain multiple creatures at once in this manner, up to a number equal to your Charisma modifier.

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

WORLD TREE ELDRITCH INVOCATIONS

Extended Vines

The range of your *thorn whip* doubles, and so does the distance it can pull a creature. Additionally, you can push a creature away from you, instead of pulling it toward you.

Safe Passage

You can target and pull a willing ally using your *thorn whip* without damaging them. This movement does not provoke attacks of opportunity.

Acidic Thorns

You add your warlock level to the damage of your *thorn whip* as additional acid damage.

Green Tongue

Prerequisite: 12th Level

You can cast the *speak with plants* spell at-will.

World Strider

Prerequisite: 15th Level

You can cast the *transport via plants* spell once without expending a spell slot, and regain the ability to do so when you finish a short rest.

Planar Sync

Prerequisite: 15th Level

You can maintain a sense of magnetic north and the passage of time, even across planes. You can always find your way back to where you entered the plane you are in. When you travel between them, you and creatures traveling with you are exempt from the effects of time dilation

Roleplaying a warlock of the World Tree

A warlock of the world tree is called to respect all living things, and might have a keen interest in reclaiming the things of civilization on behalf of the natural world.

You might be called upon to save a forest, or to prevent a green world from losing its life or biodiversity.

The tree may have called upon you to make a journey deep through its roots – perhaps even to another world entirely, where you are needed. The journey for a world tree warlock never ends, and the entirety of the multiverse is open to you, wherever life and trees are present, at your patron's direction.



Illustration by Torben Weit



Illustration by Sandra Duchiewicz

FAERIE

UNCANNY NATURES

Faeries are part and parcel to magic, wielding it with an aptitude that awes druids, inspires jealousy among wizards, and fosters kinship among sorcerers. Faeries often manage the spellcasting abilities most gain after years of discipline by the end of their adolescence, although they often do not yet realize this to be the case.

A faerie's affinity might express itself as a kinship to earth, water, air, or plants. Others become master manipulators, or inexplicably efficient with an otherwise crude weapon.

CREATING A FAERIE

Perhaps the most important thing when creating a faerie is to consider whether your formative experiences took place on the Material Plane or in the Feywild.

The Material Plane. Did you have a fey ancestor or parent? Fae-blooded folk have subtle signs of their ancestry upon them: unusual pigmentation, an unusual birthmark, an auspicious constellation of freckles, or an imaginary friend even their parents would occasionally

swear was real. How and when did you realize your powers, and have you come to embrace them?

The Feywild. Few races native to the material plane manage to collectively eke out a living among the harsh wildernesses of the Feywild. They become populations living out of time, surviving in a plane where the only rule is *change or die*. Tribes embrace this edict of mutability might evolve affectations of variation in pigmentation, hirsuteness, exaggerated ears, or unusually long fingers. You might even sprout wings as you mature. The Material Plane might be a world of alien wonders to you: perhaps you've drunk sweet nectar from a tulip, but never tasted refined sugar. Consider the events that brought you to the Material Plane.

QUICK BUILD

You can make a faerie quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Dexterity.

Choose the *dancing lights*, *sanguine strike*^{HMV} and *zap*^{HMV} cantrips. Then, select the following 1st-level faerie spells: *chaos bolt*^{XGE}, *detect magic*, *faerie fire*, *shield* and *sleep*.

The Faerie

– Spell Slots Per Level –

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Glamorous Defense, Faerie Affinity	3	5	2	—	—	—	—	—	—	—	—
2nd	+2	Misty Escape, Faerie Dust, Faerie Affinity Feature	3	6	3	—	—	—	—	—	—	—	—
3rd	+2	—	3	7	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	8	4	3	—	—	—	—	—	—	—
5th	+3	—	4	9	4	3	2	—	—	—	—	—	—
6th	+3	Faerie Affinity Feature	4	10	4	3	3	—	—	—	—	—	—
7th	+3	—	4	11	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	12	4	3	3	2	—	—	—	—	—
9th	+4	—	4	13	4	3	3	3	1	—	—	—	—
10th	+4	Faerie Affinity Feature	5	14	4	3	3	3	2	—	—	—	—
11th	+4	—	5	15	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	16	4	3	3	3	2	1	—	—	—
13th	+5	—	5	17	4	3	3	3	2	1	1	—	—
14th	+5	Faerie Affinity Feature	5	18	4	3	3	3	2	1	1	—	—
15th	+5	—	5	19	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	20	4	3	3	3	2	1	1	1	—
17th	+6	—	5	21	4	3	3	3	2	1	1	1	1
18th	+6	Dreamchaser	5	22	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	23	4	3	3	3	3	2	1	1	1
20th	+6	Planar Glamour	5	24	4	3	3	3	3	2	2	1	1

CLASS FEATURES

HIT POINTS

Hit Dice: 1d6 per level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per faerie level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: You are proficient with one musical instrument of your choice, and one type of artisan's tools.

Saving Throws: Dexterity, Charisma

Skills: Choose two from Athletics, Acrobatics, Animal Handling, Deception, Intimidation, Persuasion, Performance and Stealth.

EQUIPMENT

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

- any simple weapon
- a spellcasting focus
- an entertainer's pack
- a trinket

Multiclassing

Ability Score Minimum: Charisma 13

Proficiencies Gained: one musical instrument

SPELLCASTING

Faerie spells come naturally to you. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting, and page 29 of this document for the faerie spell list.

CANTRIPS

At 1st level, you know three cantrips of your choice from the Faerie Spells list. You learn additional faerie cantrips of your choice at higher levels, as shown in the cantrips known column of the Faerie table.

SPELLS SLOTS

The Faerie table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *cure wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *cure wounds* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know four 1st-level spells of your choice from the faerie spell list. The spells known column of the Faerie table shows when you learn more Faerie spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

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

RITUAL CASTING

You can cast any faerie spell you know as a ritual if that spell has the ritual tag. You can perform a ritual casting a number of times equal to your Charisma modifier (minimum: 1), and regain expended uses of this feature when you complete a long rest.

SPELLCASTING FOCUS

You can use an arcane focus or a musical instrument you are proficient with as a spellcasting focus for your faerie spells.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your faerie spells. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a faerie spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

GLAMOROUS DEFENSE

Also at 1st level, while you are not wearing armor or holding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

FAERIE AFFINITY

Also at 1st level, you are a fey creature in addition to the creature type determined by your race. You choose a faerie affinity, detailed at the end of the class description, choosing from Your choice grants you features at 1st level and again at 6th, 10th, and 14th Level.

FAERIE DUST

At 2nd level, your body produces a faintly glowing dust, clearly visible to the *detect magic* spell, which provides you with spellcasting components, as if it were component pouch for spellcasting purposes, and it can also be used to invigorate yourself or your allies.

Using your bonus action, you can splash dust onto yourself or a creature you can see within 5 feet of you.

The target elects to heal for 1d6 hit points + your faerie level, or immediately makes a saving throw against an unwanted poison, disease, or enchantment, adding your Charisma modifier as a bonus to the roll.

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

MISTY ESCAPE

Also at 2nd level, you can vanish in a puff of mist in response to harm. When you take damage, you can use your reaction to become invisible and teleport up to 30 feet to an unoccupied space you can see. You remain invisible until the end of your next turn or until you attack or cast a spell.

Once you use this feature, you cannot use it again until you finish a short rest.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

DREAMCHASER

At 18th level, you can enter the dreams of others known to you. You can spend 1 minute to compact your faerie dust into a dreamstone, and gift it to another creature. If you create a second, the first crumbles into dust.

If you can see the open sky, you can cast the *dream* spell once without expending a spell slot. If the bearer of your token is the target your *dream* spell, the spell can transcend planes. If they are not asleep, your dream stone will record your message and transmit it to the bearer when they fall asleep. Once you cast the spell in this manner, you cannot do so again until you complete a long rest.

Additionally, if you complete a long rest in the Feywild, you can exchange one spell you know for a different spell from the Faerie Spells list. Once you use this feature, you can't use it again for one month.

Armor Class Calculations

When the game gives you more than one way to calculate your Armor Class, you can only use one of them. For example, if you have the *Glamorous Defense* feature and the Lizardfolk's *Natural Armor* trait, you can't benefit from both simultaneously. Instead, you choose which formula determines your AC.

EXTRAPLANAR GLAMOUR

At 20th level, your Charisma score increases by 4, to a maximum of 24. You also become attuned to another of the inner planes, gaining one of following three boons:

Feywild Access: If you are under the light of a full moon, you can cast the *Gate* spell to access the Feywild or Material Plane without expending a spell slot, and without providing material components for the spell. You regain use of this ability when you finish a long rest.

Astral Access: You can cast the *Astral Projection* spell once without expending a spell slot, using a single quartz crystal as the material component for the spell. When you cast the spell, you can only bring a number of additional creatures equal to your Charisma modifier. You regain use of this ability when you finish a long rest.

Ethereal Access: You can cast the *Etherealness* spell once without expending a spell slot, and regain the ability to do so when you finish a long rest. When you cast the spell, you can bring an additional number of willing creatures that you can see within 30 feet of you equal to your Charisma modifier.

On Fey and Faeries

Fey races, and additional rulings for mechanics, and storytelling considerations for DMs are presented in *Old Gus' Errata: Fey Folk*. If you're looking for a race to pair this with, or food for thought on bringing this class out of the feywild and into your world, consider giving it a read!



Illustration by Sir Kannario

FAERIE AFFINITIES

Every faerie is unique: their very natures are shaped by the magic that flows through, but also the experiences that shape and transform them along their journeys.

For a faerie, the development of their powers deforms as they experience a change in scenery, lifestyle and the company they keep. They are famously mutable and can be near unrecognizable at the end of a journey as when it began.

THE SIDHE

You have always loved rivers, lakes, and waterfalls, coastal cliff sides and open, windy plains, marking their territories for other fey to enjoy or avoid.

FLUID MAGICS

When you choose this affinity at 1st level, you are proficient in the Insight skill, and you know the *gust* ^{XGE} and *shape water* ^{XGE} cantrips. You learn additional spells when you reach certain levels, shown in the Sidhe Spells table. These spells are faerie spells for you, and they don't count against the number of faerie spells you know.

Faerie Affinity Spells

Faerie Level	Sidhe Spells
1st	<i>create or destroy water</i> , <i>fog cloud</i>
3rd	<i>gust of wind</i> , <i>warding wind</i> ^{XGE}
5th	<i>slow</i> , <i>wind wall</i>
7th	<i>storm sphere</i> ^{XGE}
9th	<i>wall of water</i>
11th	<i>wind walk</i>
13th	<i>whirlwind</i> ^{XGE}
15th	<i>control weather</i>
17th	<i>storm of vengeance</i>

HEROIC GLAMOUR

At 2nd level, you can entwine your essence with an ally, emboldening them. As a bonus action, target an ally within 30 feet of you that you can see. Until the end of your next turn, their Armor Class and any saving throws or damage rolls they make receive a bonus equal to your Charisma modifier. They resist all damage, and if they take damage, you take half the amount they take as psychic damage. The effect ends if the target moves more than 30 feet away from you.

You gain additional uses of this feature, and can project it over greater distances as your level increases. You can use it 3 times at 2nd level, 4 at 6th (35 feet), 5 at 12th (40 feet), and 6 at 17th (45 feet). You regain all expended uses of it when you complete a short rest.

FLOWING FAVORS

At 6th level, you learn the *mage hand* cantrip. The spell is invisible, and you can cast it reflexively. When a creature you can see makes an attack roll, ability check, or saving throw, and the results of the roll have not been announced, you can use your reaction to apply your Charisma modifier as a bonus or a penalty to the roll.

You can use this feature once, and regain use of it when you finish a short or long rest.

GLAMOUROUS INCORPORATION

At 10th level, you can absorb a hostile spell, and store the magical energy for your own use.

If you or the target of your *Heroic Glamour* become the sole targeted of a 5th-level or lower spell requiring a saving throw, you can use your reaction to make a Charisma saving throw instead of the one required by the spell. If you succeed, you regain an expended spell slot, up to the level of the spell you absorbed.

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

THUNDERING HEROISM

At 14th level, you further empower the recipients of your *Heroic Glamour*. They add half your faerie level to any damage rolls they make as additional thunder damage.

Roleplaying a Sidhe

- A clever alliance can overcome any obstacle.
- You are the wind blowing at your friends' backs.
- Moods, desires and fancies are like the weather: they come in wide varieties and are bound to change.



Illustration by Matt Dixon

THE NIXIE

You love tricks and pranks, and might live in a large mushroom, or an eccentric-looking tree.

CUNNING MAGICS

When you choose this affinity at 1st level, you are proficient in the Arcana skill, and know the *vicious mockery* and *infestation*^{XGE} cantrips. You learn additional spells when you reach certain levels, shown in the Nixie Spells table. These spells are faerie spells for you, and they don't count against the number of faerie spells you know.

Faerie Affinity Spells

Faerie Level	Nixie Spells
1st	<i>command</i> , <i>dissonant whispers</i>
3rd	<i>crown of madness</i> , <i>phantasmal force</i>
5th	<i>fear</i> , <i>hypnotic pattern</i>
7th	<i>phantasmal killer</i>
9th	<i>dominate person</i>
11th	<i>eyebite</i>
13th	<i>reverse gravity</i>
15th	<i>dominate monster</i>
17th	<i>psychic scream</i> ^{XGE}

NIGHTMARISH DELIRIUM

At 2nd level, you can plunge a creature you have put to sleep, charmed, frightened or confused into a delirious nightmare.

As a bonus action, you concentrate (as if concentrating on a spell) and double the remaining duration of the effect upon the creature, which becomes lost in a nightmare of your design, seeing and hearing only itself and the nightmare. To the target, time seems to slow down, and they experience an hour's passing for every six seconds they endure the nightmare. On subsequent turns, you can use your bonus action on your turn to alter the effect upon the creature, choosing from charmed, confused (as if under the effects of the *confusion* spell), frightened or.

The nightmare ends if the creature takes damage, or it makes a saving throw against an effect other than your spell. The creature then becomes immune this ability for 24 hours.

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

SUPPLE WARD

At 6th level, when a ranged spell attack (or *magic missile*) targets a creature you can see within 30 feet of you, and the results have not been announced, you can use your reaction and expend an equivalent spell slot to make an opposed spellcasting ability contest against the caster. If you succeed, the spell targets the caster using the original attack roll. You cannot reflect spells cast above 5th-level.

You can use this feature once, and regain expended uses of it when you complete a long rest.

TRICKSY CANTRIP

At 10th level, you can empower one faerie cantrip you know that targets a single creature. When you cast the cantrip, you can target one additional creature within range and also within a number of feet equal to 5 × your Charisma modifier of the initial target. If the cantrip requires an attack roll, you make a second attack roll.

MAGICAL MIMICRY

At 14th level, if an ally within 30 feet of you that you can see or hear casts a spell of 5th-level or lower with a casting time of 1 action or 1 bonus action that doesn't require concentration, you can use your reaction and an equivalent spell slot to cast the same spell, even if you don't know it. You can cast the spell at a lower level your ally did, but must meet the minimum casting level for the spell. On your next turn, you may cast a cantrip, but not a spell.

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

Roleplaying a Nixie

- There is no such thing as something for nothing. Favors for favors, tricks for tricks.
- Trade insult for insult. Always get the last word, but recognize a good joke, even if you're the butt of it.

THE SPRIG

You have an intense kinship with living plants, and preferring to live among or even inside them.

FLORAL FORTITUDE

When you choose this affinity at 1st level, you gain the following benefits:

- You are proficient in the Nature skill.
- You learn the *thorn whip* and *druidcraft* cantrips.
- You can cast *speak with plants* once without expending a spell slot, and regain the ability to do so when you complete a short rest.
- You have advantage on saving throws against poison, and you resist poison damage.

Additionally, you learn additional spells when you reach certain levels, shown in the Sprig Spells table. These spells are faerie spells for you, and they don't count against the number of faerie spells you know.

Faerie Affinity Spells

Faerie Level	Sprig Spells
1st	<i>entangle</i> , <i>ray of sickness</i>
3rd	<i>spike growth</i> , <i>Melf's acid arrow</i>
5th	<i>daylight</i> , <i>plant growth</i>
7th	<i>grasping vine</i>
9th	<i>wrath of nature</i>
11th	<i>wall of thorns</i>
13th	<i>regenerate</i>
15th	<i>sunburst</i>
17th	<i>mass heal</i>

CORROSIVE ICHOR

At 2nd level, you can spray corrosive ichor from your *thorn whip*. When you hit a creature with your *thorn whip*, you can expend a spell slot to spray the target with ichor as a bonus action, dealing an additional acid damage to the target.

The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 10d8.



Illustration by Sandra Duchiewicz

GRASPING VINES

At 6th level, you gain the following benefits:

- You can cast the *speak with plants* spell at-will.
- Your *thorn whip*'s range increases to 45 feet, and the distance you can pull a target with it increases to 15 feet.
- As a bonus action, you can command your *entangle*, *spike growth* or *grasping vine* spells to move a number of feet equal to $5 \times$ your Charisma modifier.

NATURAL RAIMENT

At 10th level, you can cause plant matter to form a protective shell around you. As an action, you assume the form of a *shambling mound* (see page 270 of the *Monster Manual*) with hit points equal to $50 +$ your faerie level. While in this form, you can cast only *thorn whip* and other Sprig spells. If your form is reduced to 0 hit points, you take the remainder of the damage. You can release the form as a free action.

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

WE ARE THE VINE

At 14th level, your will extends to plants under your control. You gain the following benefits:

- Plants created by your spells or charmed by you that you can see can serve as the origin of your *thorn whip*.
- Your *thorn whip* deals additional acid damage equal to your Charisma modifier.
- Your *thorn whip* can pull a willing creature up to 15 feet without harming them without needing to make an attack roll.

Roleplaying a Sprig

- You feel sorry for others: the colors and shapes of plants and buzzing of insects a symphony only you appreciate.
- You prefer places that allow you to grow and put down deep roots, and feel the same about friendships.



Illustration by Rimma

THE BROWNIE

You might live underground or in stone ruins. Many brownies seek solitary lives, greedily hoarding treasures.

GRUGACH MAGIC

When you choose this affinity at 1st level, you are proficient with light armor and the Survival skill, and you know the *mold earth* ^{XGE} cantrip. You learn additional spells when you reach certain levels. These spells are faerie spells for you, and they don't count against the number of faerie spells you know.

Faerie Affinity Spells

Faerie Level	Brownie Spells
1st	<i>longstrider</i> , <i>zephyr strike</i> ^{XGE}
3rd	<i>earth tremor</i> ^{XGE} , <i>Maximilian's earthen grasp</i> ^{XGE}
5th	<i>erupting earth</i> ^{XGE} , <i>meld into stone</i>
7th	<i>staggering smite</i>
9th	<i>transmute rock</i> ^{XGE}
11th	<i>move earth</i>
13th	<i>Mordenkainen's sword</i>
15th	<i>earthquake</i>
17th	<i>invulnerability</i>

FAERIE WEAPON

At 1st level, your fists, teeth, nails, or favorite simple melee weapon become a magical d4 faerie weapon. When you take the Attack action with your faerie weapon, you can attack twice. Your movement speed increases by 5 feet, and you gain a climbing speed of 20 feet. You gain 2 additional hit points, and 1 additional hit point each time you gain a faerie level. If you have a flying speed, you lose it.

WHIMSY

At 2nd level, you can enter a whimsy at the start of your turn, which lasts until the end of your next turn. For the duration, you resist piercing, slashing and bludgeoning damage. You can concentrate on spells, but can cast only cantrips, and you have disadvantage on concentration checks. Additionally, attack and damage rolls made with your faerie weapon use your Charisma modifier instead of your Strength or Dexterity modifier if it is higher. The whimsy ends if you fall unconscious.

You can whimsy a number of times equivalent to your Constitution modifier, and you regain all expended uses of it when you complete a short rest.

QUICKLING ATTACK

At 6th level, your faerie weapon becomes a d6. While in a *whimsy*, if you take the Attack action using your faerie weapon, you can make an additional attack with it using your bonus action.

WANTON ASSAULT

At 10th level, while in a *whimsy*, you can use your action *and* bonus action to add 15 feet to your movement, become immune to attacks of opportunity, and make a number of attacks with your faerie weapon equal to your Charisma modifier, and add it as additional necrotic or radiant damage if you hit. You choose the type of damage when you gain this feature. When your turn ends, so does your rage.

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

SMITING GLAMOUR

At 14th level, while in a *whimsy*, the first creature you hit on each of your turns with your faerie weapon takes additional damage equal to half your faerie level. The extra damage is necrotic or radiant; it matches your choice from your *Wanton Assault* feature.

Roleplaying a Brownie

- Mark your journey upon your person, and never forget to take a keepsake to remember your adventures by.
- Never, ever back down from a challenge.



Illustration by Carolina Eade

FEY FEATS

Some DMs also allow the use of feats to customize a character. Feats are an optional rule in chapter 6, “Customization Options,” of the *Player’s Handbook*. The DM decides whether they’re used and may also decide that some feats are available in a campaign and others aren’t.

Cunning Glamour

Prerequisite: The ability to cast at least one faerie spell

When you cast a faerie spell with a casting time of 1 action on your turn, you can use your bonus action to take the disengage, dodge or hide action.

Glamoured Artistry

Prerequisites: Faerie

Your magic drives you to create, and you can expend a use of your Faerie Dust to double your proficiency bonus on checks made with musical instruments or artisan’s tools with which you are proficient.

Glamour Reserves

Prerequisites: Faerie

If you are reduced to 0 hit points but not killed, you can use your reaction to spend a use of *Faerie Dust* on yourself. Once you use this ability, you can’t use it again until you finish a long rest.

Quickling Affinity

Prerequisite: Faerie, 8th Level

Your base speed increases by 5 feet, and you learn the *Expeditious Retreat* and *Haste* spells, and they are faerie spells for you.

Uncanny Strength

Prerequisites: Fey creature or Fey Ancestry trait

Increase your Strength or Dexterity score by 1, to a maximum of 20. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Winged Affinity

Prerequisites: Fey, 12th Level

You grow a pair of delicate wings, gaining a flying speed of 25 feet. You cannot fly if you are wearing armor or exhausted. If you become exhausted while flying, you can glide 2 feet horizontally for every 1 foot you descend, avoiding any falling damage you would have taken from your descent.

A DM may wish to extend some of these feats as options for a *Fey Lepidoptera* sorcerer, an eladrin elf or to the fey races that appear in *Old Gus’ Errata: Fey Folk*.



Illustration by Servando Lupini

PRESTIGE CLASS: BATTLE CHEF

A Battle Chef explores the world through their taste buds. These unrivaled epicureans make time to taste each leaf, berry, grain or edible animal in their journeys, and they share what they've learned with others in the form of expertly prepared foods. They alternate travel, employ, and apprenticing with a more experienced chefs to learn before setting out again to discover new ingredients for themselves along the open road.

Prestige Class Basics

The basic rules of prestige classes are outlined in *Unearthed Arcana: Prestige Classes and Rune Magic* (October 5, 2015), available from Wizards of the Coast.

PREREQUISITES

In order to advance as a Battle Chef, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Charisma 13.** Battle Chefs must have an innate flair for dramatic taste, texture and have the ability to improvise under pressure.
- **Dexterity 13.** Battle Chefs need to be able to react quickly and accurately to prepare complex fare or create artful presentations for their creations.
- **Proficiency with Cook's Utensils.** Battle Chefs requires a thorough understanding of the basics of the culinary arts.
- **Character level 3rd.** Battle Chefs must have experienced enough of the world with their own taste buds to have expanded their palate through travels and travails. You must be a 3rd level character before you can gain levels in the Battle Chef prestige class.
- **Complete a special task.** You must present a sufficiently impressive creation to an NPC with levels in the Battle Chef class in return for tutoring you in the ways of the Battle Chef. You cannot gain more levels in this prestige class than your tutor has. You might need to seek out additional chefs in order to reach 5th level in this prestige class.

CLASS FEATURES

As a Battle Chef, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per level

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per Battle Chef level

PROFICIENCIES

Weapons: Silverware, cookware, kitchen knife, cleaver, skillet

Tools: None

Saving Throws: None

Skills: Survival

EQUIPMENT

- a kitchen knife
- a skillet

SPELLCASTING

CANTRIPS

You know two cantrips of your choice from the Battle Chef spell list. You learn additional Battle Chef cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Battle Chef table.

The Battle Chef Table

Level	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Chef Points
1	Spellcasting, Vittles Supreme, Culinary Infusion	2	4	1	1st	2
2	Chef's Temper	2	5	2	2nd	3
3	Seared to Perfection	3	6	2	2nd	4
4	Grill of my Dreams	3	7	2	3rd	5
5	Seeing Michelin Stars	3	8	2	3rd	6

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

The Spells Known column of the Battle Chef table shows when you learn more Battle Chef spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 5th level, for example, you learn a new Battle Chef spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this or any other class, you can choose one of the Battle Chef spells you know and replace it with another spell from the Battle Chef spell list or Culinary Infusion spells list, which also must be of a level for which you have spell slots.

SPELLS SLOTS AND BATTLE CHEF SPELLS

The Battle Chef table shows how many spell slots you have to cast your Battle Chef spells of 1st through 5th level. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your Battle Chef spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *Burning Hands*, you must spend one of those slots, and you cast it as a 3rd-level spell.

SPELLCASTING FOCUS

You use cook's utensils as a spellcasting focus for your Battle Chef and Culinary Infusion spells, or you can also use a kitchen knife, cleaver, or skillet you are holding.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your Battle Chef spells. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Battle Chef spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus
+ your Charisma Modifier

Spell attack modifier = your proficiency bonus
+ your Charisma Modifier

VITTLES SUPREME

When you become a Battle Chef, your proficiency bonus is doubled for any ability check you make that uses your cook's utensils. During a short or long rest, when you forage for food and ingredients, you find twice as much food as you normally would, including any ingredients such as roots, berries, nuts, herbs or spices that are unique to the terrain.

Additionally, you can prepare a tasty, nutritious meal using your Cook's Utensils to serve at the end of each rest that helps bolster your companions' health:

- **Short Rest.** You and up to five creatures of your choice regain a number of extra hit points equal to your 1+ your Battle Chef level per Hit Die spent during a short rest.
- **Long Rest.** You and up to five creatures of your choice gain a number of temporary hit points equal to 1d4 + your Battle Chef level.

CULINARY INFUSION

Also at 1st level, when you finish a long or short rest and your Cook's Utensils are with you, you can prepare a magical meal. Choose a spell from the Culinary Infusion spells list that has a casting time of 1 action, expending a number of chef points equal to the spell's level. When you finish preparing the food, it becomes magical for the duration.

If a spell would normally affect creatures in an area, you can distribute its effects among a number of portions equal to your Charisma modifier (minimum: 1). If an infused spell specifies the number of creatures that can be targeted, you can distribute the spell's effects among a number of portions equal to that number.

The infused spell doesn't come into effect. Instead, it takes effect when a creature uses its action to eat the food. When they do, they immediately become the target of the infused spell, which takes effect immediately. You immediately know the meal has been consumed, and by whom, if they are familiar to you. You do not need to concentrate on the spell, even if the spell normally requires concentration. The magic in each portion of food infused with the same spell fades completely when the spell ends.

If you have spellcasting abilities from any of your classes, you can use your chef points to infuse food with them, provided that the spell does not require an attack roll and is capable of targeting creatures other than yourself. You can also infuse food with a spell you do not know or do not have prepared with aid of a spell scroll that you can read. To do so, you must first succeed the spell scroll's required spellcasting ability check, and the process consumes the scroll.

The food retains its magic until you recover your chef points at the end of your next long rest, or the food becomes otherwise inedible.

CHEF'S TEMPER

At 2nd level, you can seamlessly incorporate cookware into your arsenal. You are proficient with the following pieces of cookware as weapons, and you can use them as a spellcasting focus for your Battle Chef spells. You also gain the following benefits:

- When you are holding an iron skillet, your Armor Class is increased by 1. You cannot benefit from using a skillet in this way if you are also wearing a shield.
- When wielding a *Chef's Temper* weapon, you can attack twice, instead of once, whenever you take the Attack action on your turn, and damage you deal with *Chef's Temper* weaponry is considered magical.
- You can add your Dexterity modifier to Charisma (Performance, Persuasion and Intimidation) checks you make while you are cooking.

Chef's Temper Weaponry

Utensil	Cost	Damage	Weight	Properties
Silverware (table knife, fork or spoon)	5 cp	1d4 piercing	0.1 lbs	thrown (range 20/60)
Cookware (cups, glasses or plates)	5 cp	1d6 bludgeoning	0.3 lbs	thrown (range 20/60)
Kitchen knife	2 gp	1d6 piercing	0.5 lbs	finesse, light, thrown (range 20/60)
Cleaver	2 sp	1d6 slashing	3 lbs	finesse, light, thrown (range 20/60)
Skillet	4 sp	1d8 bludgeoning	4 lbs	light, versatile (1d10)

SEARED TO PERFECTION

At 3rd level, when you roll to deal fire damage to a creature or object, you can reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls. Once you use this ability, you can't use it again until you complete a short rest.

GRILL OF MY DREAMS

At 4th level, when you use your action to cast a battle chef cantrip or spell, you can make one weapon attack with a *Chef's Temper* weapon as a bonus action.

Additionally, you can cast the *fire shield* spell once without expending a spell slot. You can't do so again until you finish a short rest.

SEEING MICHELIN STARS

At 5th level, when you hit another creature with a skillet, you can spend 2 chef points to attempt to stun the target. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Additionally, you learn the *heroes' feast* spell. It is a Culinary Infusion spell for you, and you can cast it by expending 6 chef points, using 500g worth of edible ingredients.



Illustration by Kii Weatherton

BATTLE CHEF SPELLS

Cantrips

blade ward
control flames
friends
mage hand
prestidigitation
produce flame
shape water^{XGE}
sword burst^{SCAG}

1st-level Spells

Aganazzar's scorcher^{XGE}
burning hands
cloud of daggers
create or destroy water
detect poison and disease
expeditious retreat
goodberry
grease
purify food and drink
searing smite
unseen servant

2nd-level Spells

flaming sphere
heat metal
locate animals or plants
locate object
scorching ray

3rd-level Spells

conjure barrage
create food and water
fireball
haste
tiny servant^{XGE}



Illustration by kkzt

CULINARY INFUSION SPELLS

1st-level Spells

animal friendship
bless
charm person
heroism
sleep

2nd-level Spells

aid
calm emotions
enhance ability
lesser restoration
protection from poison

3rd-level Spells

catnap^{XGE}
cure wounds
dispel magic
feign death
haste
hypnotic pattern
protection from energy
water breathing

4th-level Spells

charm monster
compulsion
confusion
death ward
freedom of movement

5th-level Spells

geas
greater restoration
mass cure wounds
modify memory
skill empowerment

6th-level Spells

flesh to stone
heal
hero's feast
mass suggestion
primordial ward
true seeing

Looking back now, I realize how envious I was of my friends. They always seemed to know exactly who they were, and exactly who they wanted to be.

I guess I never had that luxury, and could never quite decide who the hell I was, let alone who I ought to try to become.

~Old Gus



Illustration by Alex Allen

The following items and feats add new options for martial characters who wish to give their character an additional bit of flair or a particular fighting method.

Always consult your DM first before purchasing new equipment or adding a feat to your character sheet!

ITEMS

CHAIN WHIP

martial melee weapon, reach

10 gp, 4 lbs.

- A chain whip is made of interlocking links of metal, usually with a weight at the end of the chain to improve control. Unlike the whip, it does not have the *finesse* property.
- A chain whip deals 2d4 bludgeoning damage.

GREATSHIELD

martial melee weapon, heavy, two-handed, shield

50 gp, 10 lbs.

- A greatshield is made from wood or metal and is carried in two hands.
- If your Strength score is not at least 13, equipping a greatshield reduces your movement speed by 5 feet.
- When used as a weapon, a greatshield deals 1d8 bludgeoning damage.
- You can add a greatshield's AC bonus to Strength (Athletics) checks you make to shove a creature.

FEATS

CLOSE QUARTERS SHOOTER

You are cool-headed under pressure, and comfortable shooting armed targets at close range.

- While within 30 feet of your target, you can use your Strength modifier instead of your Dexterity modifier for your attack and damage rolls with a longbow or shortbow.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged weapon attack rolls.

THROWN WEAPON MASTER

You are especially deadly with thrown weapons, able to throw them further than most and use them as a distraction against your foes.

- When you throw a weapon, you can immediately draw another weapon with the *thrown* property.
- Attacking at long range doesn't impose disadvantage on your thrown weapon attack rolls.
- Your thrown weapon attacks ignore half cover and three-quarters cover.
- When you hit a creature with a ranged weapon attack with a thrown weapon, you have advantage on the first melee weapon attack you make against that creature until the end of your next turn.

VERSATILE WEAPON MASTER

You've mastered the use of versatile weapons, and are able to change up how you fight with them on the fly:

- While wielding a *versatile* weapon with two hands, you can use a bonus action to shove a creature or to make a melee attack with the opposite end of the weapon; this attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a d4, and the attack deals bludgeoning damage.
- You can equip or unequip a shield using your bonus action on your turn.

WHIP MASTER

The whip is a tricky weapon to use, but you have mastered it with deadly flair. You are proficient with the whip and chain whip.

- You gain a +1 bonus to attack and damage rolls you make with a whip or chain whip.
- You can add your Charisma modifier to Wisdom (Animal Handling) rolls, and your Wisdom modifier to Charisma (Intimidation, Persuasion, Performance) checks made with a whip or chain whip.
- When you hit a creature with an attack of opportunity using a whip or chain whip, the target must succeed on a Strength saving throw DC 8 + your proficiency bonus + your Strength or Dexterity modifier or be knocked prone.



Illustration by A.J. Ramos

SPELLS

The spells that follow in this compendium range from simple cantrips to complicated magics that can alter the course of time and space.

Magic is an art, and arts change over time as knowledge, tastes, needs and techniques rise and fall in fashion or, are lost entirely until they are rediscovered. In some corners of the multiverse, these spells might be as commonplace as *prestidigitation* and *magic missile*, and in others they may be closely guarded secrets held in high towers by the Red Wizards of Thay, or yet-to-be-discovered applications of the first art who wander far beyond their native Material Plane.

Almost all magic has a cost of some kind. This most often takes the form of immediate effort, riches accrued, or assuming a certain amount of risk. Some of the spells that follow focus in on the cost of the latter, where we put aside what we may be risking in favor of what we might gain.

Ah, magic. My first love, my constant companion.

When one's list of enemies grows long, and list of friends grows thin, it has always been there.

In my travels, I've seen folk manage feats I never imagined possible, and done my best to learn from their triumphs, tribulations and turkeys.

A few still call me a wise man, but I know better. I'm nothing more than an old fool.

~Old Gus

If you are a player...

Always consult the Dungeon Master before adding new spells to your character sheet!

A spell might be made available to a class not listed in its description if it fits with their archetype or affinity. For example, the *acidic exudation* spell might be made available to a cleric of the *pestilence domain* presented earlier in this document. Conversely, a spell like *babau slime*, while it appears on the warlock list might be best suited for a warlock of with a *fiend* patron as opposed to that of an *archfey*.

Additionally, a DM may wish to make obtaining access to these spells the subject of a quest or make them only available through the course of in-game events.

If you are a Dungeon Master...

If you are the Dungeon Master, be sure to do a close reading of the spell, noting its possible uses, limitations, storytelling possibilities, and what other classes or archetypes you might be willing to extend the spell to. If you think a spell is intriguing, but not well-suited for a player character use in your game, remember: you have the prerogative of being selfish and reserving its use for NPCs, or bind its effects to magical items, artifacts or structures.

SPELL LISTS

The following spell lists show which spells can be cast by characters of each class. A spell's school of magic is noted in parenthesis. If a spell can be cast as a ritual, the ritual tag also appears in the parenthesis.

ARTIFICER SPELLS

Cantrips (o Level)

Fenton's flickering fists (evocation)
frigiditation (conjunction)
Leeock's lucky coin (transmutation)
peal of nine bells (conjunction)
puff of smoke (conjunction)
puncture (transmutation)
time knife (conjunction)
whelm (enchantment)
tattoosion (illusion)

1st Level

arcane strike (evocation)
arcane razor (evocation)
dust dash (evocation)
drunkard's breath (conjunction)
hold portal (abjuration)
mass distortion (transmutation)
metamorphose liquid (transmutation)
reorient (transmutation)
wood rot (transmutation)

2nd Level

acidic exudation (transmutation)
blade of resonance (evocation)
celerity (transmutation)
corrosive touch (transmutation)
cuppy snacks (conjunction, ritual)
dimensional rift (conjunction)
flourishing beanstalk (transmutation, ritual)
ghostly disguise (illusion)
icicle (abjuration)
missile magnet (enchantment)
plaguemask (illusion)
Polandara's petticoat pocket (conjunction)
seeking (divination)
slipstream (transmutation)

3rd Level

Avyie's temporal trickery (transmutation)
babau slime (transmutation)
entropic field (abjuration)
euphoric cloud (conjunction)
hirsutism (transmutation)
magnetokinesis (evocation)
reverse projectiles (abjuration)
shape wood (transmutation)
shatterfloor (evocation)
squeaking floor (abjuration)
time bomb (evocation)
toxic tongue (transmutation)
treasure scent (divination)

4th Level

blinding glitter (evocation)
delay agony (abjuration)
Lloyd's beacon (conjunction, ritual)
papercut (transmutation)
Quentin's quickling senses (transmutation)
rending distortion (evocation)
tail sweep (evocation)
vacancy (illusion)

5th Level

conduit (enchantment)
ghost trap (abjuration)
glamorous craft (enchantment, ritual)
glassteel (transmutation, ritual)
magnetism (evocation)
othertime (conjunction)
skip day (evocation)
twisting innards (transmutation)
xorn movement (transmutation)

BARD SPELLS

Cantrips (o Level)

Fenton's flickering fists (evocation)
Leeock's lucky coin (transmutation)
peal of nine bells (conjunction)
tattoosion (illusion)
sanguine strike (divination)
stumble (divination)
time knife (conjunction)
whelm (enchantment)
zap (evocation)

1st Level

drunkard's breath (conjunction)
metamorphose liquid (transmutation)
whelm (enchantment)

2nd Level

amaneusis (transmutation, ritual)
blade of resonance (evocation)
cuppy snacks (conjunction, ritual)
discordant thrum (enchantment)
doublespeak (illusion, ritual)
jinx (enchantment)
Londyn's duet (conjunction)
plaguemask (illusion)
Polandara's petticoat pocket (conjunction)
perplex (enchantment)
soul whip (illusion)
time parasite (abjuration)

3rd Level

alter fortune (divination)
antipathetic field (enchantment)
Avyie's temporal trickery (transmutation)
celerity (transmutation)
create campsite (conjunction, ritual)
dazzling strobe (evocation)
dirge of the exorcist (abjuration, ritual)
euphoric cloud (conjunction)
hirsutism (transmutation)
invisible trickery (illusion)
pall of twilight (illusion)
roar of waves (illusion)
shatterfloor (evocation)
treasure scent (divination)
witness (divination, ritual)

4th Level

blinding glitter (evocation)
delay agony (abjuration)
drunken revelry (enchantment, ritual)
fool's speech (illusion, ritual)
Lloyd's beacon (conjunction, ritual)
papercut (transmutation)
Quentin's quickling senses (transmutation)
recall agony (conjunction)
sneezing dust (conjunction)
switcheroo (conjunction)

5th Level

glamorous craft (enchantment, ritual)
othertime (conjunction)
probability warp (enchantment)

6th Level

anterograde amnesia (enchantment)
power word silence (enchantment)
unconscious command (enchantment)

7th Level

solipsism (illusion)

CLERIC SPELLS

Cantrips (0 Level)

cursory ward (abjuration)
peal of nine bells (conjunction)
sanguine strike (divination)
time knife (conjunction)
whelm (enchantment)

1st Level

draw upon holy might (enchantment)
metamorphose liquid (transmutation)
undead alacrity (transmutation)

2nd Level

amaneusis (transmutation, ritual)
confess (enchantment)
disguise undead (illusion, ritual)
ghastlight (abjuration, ritual)
glamoured majesty (illusion)
moon blade (evocation)
seeking (divination)

3rd Level

dazzling strobe (evocation)
dirge of the exorcist (abjuration, ritual)
entropic field (abjuration)
reverse projectiles (abjuration)
squeaking floor (abjuration)
radiant glamour (evocation)
telepathy tap (divination)
treasure scent (divination)
undead regeneration (necromancy)
wild flight (evocation)

4th Level

delay agony (abjuration)
ghost armor (conjunction)
ghost trap (abjuration)
Lloyd's beacon (conjunction, ritual)
recall agony (conjunction)
reminiscence (divination, ritual)
undead emissary (necromancy, ritual)
wrack (necromancy)

5th Level

conduit (enchantment)
dimensional anchor (abjuration)
necromantic recombination
(necromancy)
othertime (conjunction)
undead detonation (necromancy)
wall of pain (necromancy)
wind at our backs (divination, ritual)

6th Level

immaculate conception (transmutation, ritual)
wizen (necromancy)

7th Level

indefinite suspension (abjuration, ritual)

9th Level

unbinding (abjuration)

DRUID SPELLS

Cantrips (0 Level)

frigidigitation (conjunction)
nature bolt (transmutation)
whelm (enchantment)

1st Level

allergen cloud (conjunction)
cheetah sprint (transmutation)
hawkeye (transmutation)
snakestaff (transmutation)
sylvan vision (divination, ritual)
towering oak (illusion)
water whip (conjunction)
wood rot (transmutation)

2nd Level

cloudburst (evocation)
fallow (transmutation, ritual)
flourishing beanstalk (transmutation, ritual)
icicle (abjuration)
infestation of maggots (necromancy)
moon blade (evocation)
pyroclasm (evocation)
solid fog (conjunction)
tree steed (enchantment)

3rd Level

create campsite (conjunction, ritual)
hirsutism (transmutation)
icy sheet (evocation)
mushroom ring (conjunction)
shape wood (transmutation)
toxic tongue (transmutation)

4th Level

age plant (transmutation)
defenestration sphere (evocation)
grounding (abjuration)
hypothermia (evocation)
lifebloom (evocation)
reminiscence (divination, ritual)
sneezing dust (conjunction)
tail sweep (evocation)
wild runner (transmutation)

5th Level

wind at our backs (divination, ritual)
xorn movement (transmutation)
zone of self-immolation (abjuration)

7th Level

lunar occult (conjunction)
rejuvenate (transmutation)

8th Level

deadly lahar (evocation)



Illustration by Ilya Bodaykin

FAERIE SPELLS

The faerie spell list includes spells from the *Player's Handbook* (beginning on page 211) and *Xanathar's Guide to Everything*^{XGE} (beginning on page 150). These spells appear in lighter print.

Cantrips (0 Level)

dancing lights
cursor ward (abjuration)
frigiditation (conjunction)
Leeock's lucky coin (transmutation)
magic stone^{XGE}
message
minor illusion
nature bolt (transmutation)
peal of nine bells (conjunction)
prestidigitation
produce flame
puff of smoke (conjunction)
sanguine strike (divination)
stumble (divination)
thaumaturgy
thunderclap^{XGE}
word of radiance^{XGE}
whelm (enchantment)
zap (evocation)

1st Level

alarm (abjuration, ritual)
allergen cloud (conjunction)
arcane strike (evocation)
catapult^{XGE} (transmutation)
ceremony^{XGE} (transmutation, ritual)
charm person (enchantment)
chaos bolt^{XGE} (evocation)
cheetah sprint (transmutation)
color spray (illusion)
cure wounds (evocation)
detect magic (divination, ritual)
drunkard's breath (conjunction)
dust dash (evocation)
ensnaring strike (conjunction)
faerie fire (evocation)
find familiar (conjunction)
goodberry (transmutation)
hail of thorns (conjunction)
healing word (evocation)
illusory script (illusion, ritual)
jump (transmutation)
longlimb (transmutation)
mass distortion (transmutation)
reorient (transmutation)
silent image (illusion)
shield (abjuration)
sleep (enchantment)
snare^{XGE} (abjuration)
snakestaff (transmutation)
speak with animals (divination, ritual)
sylvan vision (divination, ritual)
witch bolt (evocation)
water whip (conjunction)
wood rot (transmutation)
zephyr strike^{XGE} (transmutation)

2nd Level

alter self (transmutation)
animal messenger (enchantment, ritual)
arcane lock (abjuration)
beast sense (divination, ritual)
blade of resonance (evocation)
celerity (transmutation)
darkness (evocation)
discordant thrum (enchantment)
doublespeak (illusion, ritual)
enhance ability (transmutation)
enlarge/reduce (transmutation)
enthrall (enchantment)
fallow (transmutation, ritual)
flourishing beanstalk (transmutation, ritual)
glamoured majesty (illusion)
healing spirit^{XGE} (conjunction)
heat metal (transmutation)
hold person (enchantment)
invisibility (illusion)
jinx (enchantment)
locate animals or plants (divination, ritual)
Londyn's duet (conjunction)
magic mouth (illusion, ritual)
magic weapon (transmutation)
misty step (conjunction)
mirror image (illusion)
moon blade (evocation)
moonbeam (evocation)
Nystul's magic aura (illusion)
pass without trace (abjuration)
plaguemask (illusion)
Polandara's petticoat pocket (conjunction)
silence (illusion, ritual)
seeking (divination)
solid fog (conjunction)
soul whip (illusion)
spiritual weapon (evocation)
suggestion (enchantment)
sylvan vision (divination)
time parasite (abjuration)
tree steed (enchantment)
web (conjunction)



Illustration by Sandra Duchiewicz

3rd Level

alter fortune (divination)
antipathetic field (enchantment)
arcane razor (evocation)
Avyie's temporal trickery (transmutation)
bestow curse (necromancy)
blink (transmutation)
catnap^{XGE} (enchantment)
counterspell (abjuration)
create campsite (conjunction, ritual)
dazzling strobe (evocation)
euphoric cloud (conjunction)
fly (transmutation)
hirsutism (transmutation)
invisible trickery (illusion)
lightning arrow (transmutation)
magic circle (abjuration)
Melf's unicorn arrow (conjunction)
minor glamour (transmutation)
misty slash (conjunction)
mushroom ring (conjunction)
nondetection (abjuration)
pall of twilight (illusion)
perplex (enchantment)
protection from energy (abjuration)
radiant glamour (evocation)
remove curse (abjuration)
reverse projectiles (abjuration)
sending (evocation)
shape wood (transmutation)
slow (transmutation)
speak with plants (transmutation)
spirit guardians (conjunction)
telepathy tap (divination)
toxic tongue (transmutation)
treasure scent (divination)
wild flight (evocation)

4th Level

age plant (transmutation)
blinding glitter (evocation)
charm monster^{XGE} (enchantment)
confusion (enchantment)
compulsion (enchantment)
drunken revelry (enchantment, ritual)
fabricate (transmutation)
freedom of movement (abjuration)
fool's speech (illusion, ritual)
giant insect (transmutation)
greater invisibility (illusion)
grounding (abjuration)
insect plague (conjunction)
lifebloom (evocation)
major glamour (transmutation)
polymorph (transmutation)
Quentin's quickling senses (transmutation)
sensory deprivation (illusion)
sneezing dust (conjunction)
switcheroo (conjunction)
tail sweep (evocation)
vacancy (illusion)
wild runner (transmutation)

5th Level

animate objects (transmutation)
awaken (transmutation)
conduit (enchantment)
control winds^{XGE} (transmutation)
contagion (necromancy)
contact other plane (divination, ritual)
dream (illusion)
far step^{XGE} (conjunction)
geas (enchantment)
glamorous craft (enchantment, ritual)
greater restoration (abjuration)
hold monster (enchantment)
mislead (illusion)
modify memory (enchantment)
othertime (conjunction)
passwall (transmutation)
power word silence (enchantment)
probability warp (enchantment)
Rary's telepathic bond (divination, ritual)
seeming (illusion)
skill empowerment^{XGE} (transmutation)
synaptic static^{XGE} (enchantment)
tree stride (conjunction)
twisting innards (transmutation)
wind at our backs (divination, ritual)
zone of self-immolation (abjuration)

6th Level

anterograde amnesia (enchantment)
budding romance (enchantment)
conjure fey (conjunction)
contingency (evocation)
Drawmij's instant summons (conjunction, ritual)
forbiddance (abjuration, ritual)
immaculate conception (transmutation, ritual)
mental prison (illusion)
mass suggestion (enchantment)
Otto's irresistible dance (enchantment)
programmed illusion (illusion)
sunbeam (evocation)
true seeing (divination)
unconscious command (enchantment)

7th Level

body swap (enchantment, ritual)
crown of stars^{XGE} (evocation)
etherealness (transmutation)
humanoid possession (enchantment)
lunar occult (conjunction)
magic miasma (abjuration)
mirage arcane (illusion)
power word pain^{XGE} (enchantment)
prismatic spray (evocation)
project image (illusion)
rejuvenate (transmutation)
sequester (transmutation)
simulacrum (illusion)
solipsism (illusion)

8th Level

antipathy/sympathy (enchantment)
animal shapes (transmutation)
feeblemind (enchantment)
glibness (transmutation)
maddening darkness (evocation)
maze (conjunction)
mind blank (abjuration)
power word stun (enchantment)

9th Level

mass polymorph (transmutation)
power word heal (evocation)
prismatic wall (abjuration)
shapechange (transmutation)
true polymorph (transmutation)
unbinding (abjuration)
weird (illusion)
wish (conjunction)

PALADIN SPELLS

1st Level

draw upon holy might (enchantment)

2nd Level

confess (enchantment)

glamoured majesty (illusion)

seeking (divination)

3rd Level

dazzling strobe (evocation)

dirge of the exorcist (abjuration, ritual)

luck (divination)

radiant glamour (evocation)

reverse projectiles (abjuration)

4th Level

delay agony (abjuration)

dimensional anchor (abjuration)

ghost trap (abjuration)

5th Level

wind at our backs (divination, ritual)

RANGER SPELLS

1st Level

allergen cloud (conjuration)

arcane strike (evocation)

branch to branch (transmutation)

cheetah sprint (transmutation)

hawkeye (transmutation)

sylvan vision (divination, ritual)

towering oak (illusion)

2nd Level

hunter's mercy (divination)

missile magnet (enchantment)

seeking (divination)

tree steed (enchantment)

3rd Level

arcane razor (evocation)

mushroom ring (conjuration)

toxic tongue (transmutation)

4th Level

lifebloom (evocation)

sneezing dust (conjuration)

wild runner (transmutation)

5th Level

wind at our backs (divination, ritual)

SORCERER SPELLS

Cantrips (0 Level)

curstory ward (abjuration)

Fenton's flickering fists (evocation)

frigiditation (conjuration)

Leeock's lucky coin (transmutation)

puff of smoke (conjuration)

sanguine strike (divination)

stumble (divination)

tattoosion (illusion)

time knife (conjuration)

whelm (enchantment)

zap (evocation)

1st Level

arcane strike (evocation)

dust dash (evocation)

longlimb (transmutation)

metamorphose liquid (transmutation)

snakestaff (transmutation)

water whip (conjuration)

2nd Level

acidic exudation (transmutation)

blade of resonance (evocation)

celerity (transmutation)

choking hands (necromancy)

corrosive touch (transmutation)

cuppy snacks (conjuration, ritual)

dimensional rift (conjuration)

icicle (abjuration)

jinx (enchantment)

moon blade (evocation)

slipstream (transmutation)

solid fog (conjuration)

soul whip (illusion)

time parasite (abjuration)

3rd Level

alter fortune (divination)

arcane razor (evocation)

dazzling strobe (evocation)

entropic field (abjuration)

euphoric cloud (conjuration)

frigid wind (evocation)

icy sheet (evocation)

invisible trickery (illusion)

luck (divination)

Melf's unicorn arrow (conjuration)

minor glamour (transmutation)

misty slash (conjuration)

pyroclasm (evocation)

roar of waves (illusion)

shatterfloor (evocation)

synostodweomer (transmutation)

telepathy tap (divination)

time bomb (evocation)

treasure scent (divination)

wild flight (evocation)

witness (divination, ritual)



Illustration by David Do

4th Level

defenestration sphere (evocation)
ghost armor (conjunction)
grounding (abjuration)
hypothermia (evocation)
major glamour (transmutation)
Quentin's quickling senses
(transmutation)
papercut (transmutation)
rending distortion (evocation)
sensory deprivation (illusion)
switcheroo (conjunction)
tail sweep (evocation)
vacancy (illusion)
wrack (necromancy)

5th Level

glamorous craft (enchantment, ritual)
power word silence (enchantment)
probability warp (enchantment)
xorn movement (transmutation)
zone of self-immolation (abjuration)

6th Level

anterograde amnesia (enchantment)
immaculate conception (transmutation, ritual)
unconscious command (enchantment)
wizen (necromancy)

7th Level

glass strike (transmutation)
indefinite suspension (abjuration, ritual)
lunar occult (conjunction)
magic miasma (abjuration)
rejuvenate (transmutation)
solipsism (illusion)

8th Level

deadly lahar (evocation)
Glogala's paradox (conjunction)

9th Level

unbinding (abjuration)
wormhole (conjunction)

WARLOCK SPELLS

Cantrips (0 Level)

cursorial ward (abjuration)
Leeock's lucky coin (transmutation)
stumble (divination)
tattoosion (illusion)
whelm (enchantment)
zap (evocation)

2nd Level

choking hands (necromancy)
confess (enchantment)
corrosive touch (transmutation)
glamoured majesty (illusion)
infestation of maggots (necromancy)
jinx (enchantment)
missile magnet (enchantment)
moon blade (evocation)
soul whip (illusion)
time parasite (abjuration)

3rd Level

alter fortune (divination)
antipathetic field (enchantment)
babau slime (transmutation)
luck (divination)
misty slash (conjunction)
pall of twilight (illusion)
roar of waves (illusion)
time bomb (evocation)
toxic tongue (transmutation)

4th Level

recall agony (conjunction)
rending distortion (evocation)
sensory deprivation (illusion)
switcheroo (conjunction)
wrack (necromancy)

5th Level

power word silence (enchantment)
probability warp (enchantment)
twisting innards (transmutation)
wall of pain (necromancy)

6th Level

anterograde amnesia (enchantment)
budding romance (enchantment)
unconscious command (enchantment)
wizen (necromancy)

7th Level

body swap (enchantment, ritual)
glass strike (transmutation)
humanoid possession (enchantment)
lunar occult (conjunction)
solipsism (illusion)

8th Level

Glogala's paradox (conjunction)



Illustration by Graey Erb

WIZARD SPELLS

Cantrips (0 Level)

cursorial ward (abjuration)
Fenton's flickering fists (evocation)
frigiditation (conjunction)
nature bolt (transmutation)
peal of nine bells (conjunction)
puff of smoke (conjunction)
tattoosion (illusion)
whelm (enchantment)

1st Level

allergen cloud (conjunction)
arcane strike (evocation)
dust dash (evocation)
hold portal (abjuration)
longlimb (transmutation)
mass distortion (transmutation)
metamorphose liquid (transmutation)
reorient (transmutation)
snakestaff (transmutation)
undead alacrity (transmutation)
wood rot (transmutation)

2nd Level

acidic exudation (transmutation)
amaneusis (transmutation, ritual)
blade of resonance (evocation)
choking hands (necromancy)
cloudburst (evocation)
corrosive touch (transmutation)
cuppy snacks (conjunction, ritual)
dimensional rift (conjunction)
disguise undead (illusion, ritual)
doublespeak (illusion, ritual)
flourishing beanstalk (transmutation, ritual)
ghostly disguise (illusion)
ghostlight (abjuration, ritual)
icicle (abjuration)
missile magnet (enchantment)
plaguemask (illusion)
Polandara's petticoat pocket (conjunction)
seeking (divination)
slipstream (transmutation)
solid fog (conjunction)
soul whip (illusion)

3rd Level

arcane razor (evocation)
Avyie's temporal trickery (transmutation)
babau slime (transmutation)
celerity (transmutation)
entropic field (abjuration)
euphoric cloud (conjunction)
fortify familiar (conjunction, ritual)
frigid wind (evocation)
hirsutism (transmutation)
icy sheet (evocation)
invisible trickery (illusion)
magnetokinesis (evocation)
Melf's unicorn arrow (conjunction)
minor glamour (transmutation)
misty slash (conjunction)
pall of twilight (illusion)
perplex (enchantment)
pyroclasm (evocation)
reverse projectiles (abjuration)
roar of waves (illusion)
shatterfloor (evocation)
squeaking floor (abjuration)
telepathy tap (divination)
time bomb (evocation)
treasure scent (divination)
undead regeneration (necromancy)
witness (divination, ritual)

4th Level

delay agony (abjuration)
dimensional anchor (abjuration)
defenestration sphere (evocation)
dirge of the exorcist (abjuration, ritual)
fool's speech (illusion, ritual)
ghost armor (conjunction)
ghost trap (abjuration)
grounding (abjuration)
hypothermia (evocation)
Lloyd's beacon (conjunction, ritual)
major glamour (transmutation)
papercut (transmutation)
Quentin's quickling senses (transmutation)
rending distortion (evocation)
sensory deprivation (illusion)
sneezing dust (conjunction)
switcheroo (conjunction)
tail sweep (evocation)
undead emissary (necromancy, ritual)
vacancy (illusion)
wrack (necromancy)

5th Level

conduit (enchantment)
glamorous craft (enchantment, ritual)
glassteel (transmutation, ritual)
magnetism (evocation)
necromantic recombination (necromancy)
power word silence (enchantment)
skip day (evocation)
synostodweomer (transmutation)
twisting innards (transmutation)
undead detonation (necromancy)
wall of pain (necromancy)
xorn movement (transmutation)
zone of self-immolation (abjuration)

6th Level

anterograde amnesia (enchantment)
immaculate conception (transmutation, ritual)
unconscious command (enchantment)
wizen (necromancy)

7th Level

glass strike (transmutation)
indefinite suspension (abjuration, ritual)
lunar occult (conjunction)
magic miasma (abjuration)
rejuvenate (transmutation)
solipsism (illusion)

8th Level

deadly lahar (evocation)
Glogala's paradox (conjunction)

9th Level

unbinding (abjuration)
waypoint (abjuration)
wormhole (conjunction)



Illustration by Sandra Duchiewicz

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ACIDIC EXUDATION

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of saltpeter)

Duration: Concentration, up to 1 minute

Classes: Artificer, Sorcerer, Wizard

Your palm secretes a volatile gel, which you can use as a weapon. For the duration, you can use a bonus action on your turn to throw a globule of the substance up to 30 feet. The globule explodes upon impact, creating a shower of hissing acid in a 5-foot radius. Creatures in the area must make a Dexterity saving throw, taking 2d6 acid damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

AGE PLANT

4th-level transmutation

Casting Time: 1 minute

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Faerie

You increase or decrease the aging of a nonmagical plant, seed, or tree by up to ten years. The spell has no effect on plant creatures.

The process can operate either forward or backward, causing flowers to blossom, seeds to sprout and grow, and trees to bear fruit; or fruit to turn to blossoms, trees to become saplings, and new shoots to turn to seeds. The extend of the changes are entirely up to you.

The spell does not alter the appearance or characteristics of a plant except those that result from normal aging (or regression).

At Higher Levels. When you cast this spell using a spell slot of 5th level, aging effect increases to 25 years. If you use a spell slot of 6th level, the aging effect increases to 100 years. If you use a spell slot of 7th level or higher, the aging effect increases to 1,000 years.

ALLERGEN CLOUD

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, M (a pinch of ragweed)

Duration: Concentration, up to 1 minute

Classes: Druid, Faerie, Ranger, Wizard

A cloud of irritating dust and pollen fills a 15-foot-radius, 10-foot-high cylinder centered on a point you can see within range. For the duration, the area is lightly obscured. When creature that enters the spell's area for the first time on a turn or starts its turn there, it must succeed on a Constitution saving throw or be poisoned for 1 minute, experiencing watering of the eyes and fits of coughs and sneezing. Undead, constructs, and creatures that do not need to breathe succeed their saving throw automatically.

An affected creature makes a new saving throw at the end of each of their turns, ending the effects on a success, and becoming immune to spell for 24 hours.

The cloud lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cylinder's radius increases by 15 feet, and its height increases by 5 feet for each spell slot above 1st.

ALTER FORTUNE

3rd-level divination

Casting Time: 1 reaction

Range: 30 feet

Components: S, M (a set of weighted bone dice)

Duration: Instantaneous

Classes: Bard, Faerie, Sorcerer, Warlock

When a creature you can see within range makes an ability check, attack roll or saving throw, the results of which you wish to alter, you cause the target to immediately reroll the triggering roll, accepting the new result instead.

The effects of the *alter fortune* and *luck* spells are already available through the halfling's *lucky* trait, and the *lucky* feat. A DM should take special note of how many incidences of rerolling are occurring in their game, and how often they end slowing down the game or draining tension out of a given situation.

AMANUENSIS

2nd-level transmutation (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a feathered quill and bottle of ink)

Duration: Concentration, up to 1 hour

Classes: Bard, Cleric, Wizard

You cause writing from one source (such as a book) to be copied onto parchment you provide. This spell copies 250 words per minute, creating a perfect duplicate of the original. The spell only copies nonmagical text, ignoring illustrations and magical writing, leaving empty space where those items appear in the original.

You can also use this spell to dictate verbally, and have your dictation transcribed onto a page.

The spell automatically turns to the next blank page and continues its transcription until it completes the duplication or it runs out of available pages.

ANTEROGRADE AMNESIA

6th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Faerie, Sorcerer, Warlock, Wizard

You attempt to suppress the short-term memory of a creature you can see within range. The target makes a Wisdom saving throw. On a failure, they become unable to form new memories, although their long-term memory remains perfectly intact.

For the duration, at the start of each of the target's turns, they forget all events that have transpired since the start of their last turn. Roll a 1d2, on a 1, the creature is incapacitated until the end of their turn.

If the affected target attempts to cast a spell, they must first succeed a spellcasting ability check contested by your spell save DC.

At the end of each of the creature's turns, it can repeat the saving throw, ending the effect on a success.

ANTIPATHETIC FIELD

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

Classes: Bard, Faerie, Warlock

You attempt to invade the mind of a creature, filling it with rage and anger toward you. The target makes a Wisdom saving throw, taking 2d8 psychic damage on a failure, and half as much on a success.

If the target fails the saving throw, a palpable field of mutual enmity is created in a line that stretches between you and the target. The field is so strong enough that creatures inside it are damaged by your mutual enmity. Each creature in a line between you and the target must make a Wisdom saving throw, taking 1d8 psychic damage on a failure, or half as much on a success. Undead, constructs, and creatures with an Intelligence score of 4 or lower are unaffected by the spell.

For the duration, both you and the target have disadvantage on attack rolls made against targets other than one another, and neither of you can willingly move further apart from the other. Additionally, you can use an action to repeat the spell's effects, damaging the target and each creature that stands between you.

The target can repeat its saving throw at the end of each of its turns, ending the spell on a success.

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

ARCANE STRIKE

1st-level evocation

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a melee weapon made of metal worth at least 10 gp)

Duration: Instantaneous

Classes: Artificer, Faerie, Ranger, Sorcerer, Wizard

You lunge at an enemy, striking them with arcane force. As a part of action used to cast the spell, 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, and up to two of the following effects of your choice:

- The target takes an additional 1d8 force damage
- You force a Large or smaller target make a Strength saving throw. If they fail, they are pushed 10 feet away from you.
- The target can't take reactions until the start of its next turn

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the additional force damage increases by 1d8 and the distance the creature is pushed increases by 5 feet for each slot level above 1st.

ARCANE RAZOR

3rd-level evocation

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a melee weapon made of metal worth at least 10 gp that deals slashing damage)

Duration: Concentration, up to 1 minute

Classes: Artificer, Faerie, Ranger, Sorcerer, Wizard

You infuse your weapon with arcane energy and whirl it in a circle, unleashing a wave of razor-thin magic out in all directions. Make a melee weapon attack roll. All creatures in a 15-foot radius whose AC is less than your attack roll suffer the attack's normal damage, and take an additional 3d10 slashing damage. The spell also damages any objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

AVYIE'S TEMPORAL TRICKERY

3rd-level transmutation

Casting Time: 1 action

Range: Self

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

Duration: Concentration, up to 1 minute

Classes: Artificer, Bard, Faerie, Wizard

You dislodge yourself from your current temporality, granting you a modicum of control over the flow of time. For the duration, you can use your bonus action to stop time until the end of your turn. While time is stopped, you are undetectable and other creatures cannot react to your actions. At the end of your turn, time resumes and everything you did during your turn happens simultaneously - any creatures that you damaged take that damage at the end of your turn, and any creatures that must make a saving throw to avoid an effect must so at the end of your turn. If you move on your turn, other creatures experience events as if you had teleported.

When the spell ends, your stolen time catches up with you. Until the end of your next turn, you cannot move or take any actions, and any attacks made against you have advantage.

BABAU SLIME

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a vial of *babau* blood worth at least 100 gp)

Duration: 1 hour

Classes: Artificer, Warlock, Wizard

Your flesh and equipment begin to weep hot red tears that quickly coats your body and equipment in a slimy layer of red jelly. For the duration, a creature that touches you or hits you with a melee attack while within 5 feet of you takes 3d6 points of acid damage.

Additionally, a creature is grappled you or has swallowed you must succeed on a Constitution saving throw or take 2d6 damage at the start of their turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

The *babau* is a fiend that appears in *Volo's Guide to Monsters* on page 136. If a DM wishes to include this spell but don't wish to involve the *babau*, consider altering the spell's material requirement to a sample of blood from another fiend whose CR is at least 3, or a sample of the remains of an appropriate ooze, such as a *black pudding*.

BLADE OF RESONANCE

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: S, M (a melee weapon made of metal worth at least 10 gp)

Duration: Instantaneous

Classes: Artificer, Bard, Faerie, Sorcerer, Wizard

You clang your weapon on a nearby surface, causing it to vibrate, and swing it with blinding speed, releasing a thundering shockwave in its wake. As part of the action used to cast this spell, you must make a melee attack with a weapon, otherwise the spell fails. All creatures in a line 30 feet long and 5 feet wide whose AC is less than your attack roll suffer the attack's normal damage, and take an additional 3d6 thunder damage. Additionally, the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

BLINDING GLITTER

4th-level evocation

Casting Time: 1 action

Range: 20 feet

Components: S, M (faerie dust)

Duration: Instantaneous

Classes: Artificer, Bard, Faerie, Sorcerer

A blinding flash of glittering dust explodes in 20-foot radius sphere centered on you, coating everything in range (except you), and glows dimly for 1 minute.

Creatures coated in glittering dust have disadvantage on Dexterity (Stealth) checks, and cannot benefit from being invisible. Creatures in range that can see you make a Constitution saving throw. If they fail, they are blinded, making a new saving throw at the end of each of their turns to end their blindness. A creature coated in glitter can use its action to remove the glitter from its body.

BODY SWAP

7th-level enchantment (ritual)

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M (a lock of hair or drop of blood from each target, and crushed diamond dust worth at least 1,000 gp all of which the spell consumes)

Duration: Concentration, 8 hours

Classes: Faerie, Warlock

You target two living creatures in range that you can see who are not in combat. Both targets must share the same creature type.

An unwilling target makes a Charisma saving throw. If a creature succeeds their saving throw, the spell is lost, the target(s) immediately awaken (if asleep), and are aware of your attempt and your location. If they fail, their essences are swapped.

Each body retains its racial modifiers and abilities, its Strength, Constitution and Dexterity scores. Memories, and enchantments upon or within them are transferred to their new body, which takes on the Intelligence, Wisdom and Charisma scores as well as the languages, skills, proficiencies, spells, and abilities of its new inhabitant until the spell ends or is dispelled.

At Higher Levels. If you cast this spell using a spell slot of 8th-level, the duration is 24 hours. At 9th-level, the targets do not need to share a creature type, and the spell lasts until dispelled. Using a spell slot of 8th-level or higher grants a duration that doesn't require concentration.

DMs may also wish to consider additional results of the body swap spell. For example, a wizard's magical abilities are derived from memory and knowledge, whereas a sorcerer's magic is tied to the bloodline of their body. Proficiencies too, might be complex: wielding a heavy weapon or armor in an unpracticed body, or using delicate tools might be more difficult until the inhabitant adjusts to their new body.

BRANCH TO BRANCH

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Ranger

You pound your chest in primal exuberance. For the duration, you gain the following benefits:

- You gain a climbing speed equal to your movement speed.
- You gain bonus to Dexterity (Acrobatics) checks you make equal to your spellcasting ability modifier.
- You can brachiate (swing from branches and vines) at your movement speed without needing to make an ability check.

BUDDING ROMANCE

6th-level enchantment

Casting Time: 1 minute

Range: 20 feet

Components: S, M (a lock of hair or drop of blood from the target(s), which the spell consumes)

Duration: Concentration, up to 1 hour

Classes: Bard, Faerie, Warlock

You forge a bond of love between up to two creatures. Designate up to two living creatures of the same that you can see within range who are not in combat. If the target is aware of your presence, it must not be hostile toward you, or else the spell fails.

Each target makes a Wisdom saving throw. If a target succeeds, they are unaffected, and become aware of your attempt and location, but not your identity. If they fail their saving throw, they are consumed by feelings of love for the other target of the spell. If you targeted only one creature, designate another living creature of the same type that both you and the target can see as the object of their affection.

For the duration, affected creatures are helpful in their actions and will do whatever they can to spend time near the object of their affections.

At Higher Levels. If you cast this spell using a spell slot of 7th-level, the duration is 8 hours. At 8th level the duration is 24 hours, and at 9th-level, the spell lasts until it is dispelled. Using a spell slot of 7th level or higher grants a duration that doesn't require concentration.

CELERITY

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Artificer, Bard, Faerie, Sorcerer, Wizard

Pieces of your body moves at a rapid rate. For the duration, your movement speed doubles, and you can use your bonus action on your turn to perform one of the following:

- **Extricate.** You take the Disengage action, and add half your spellcasting ability modifier, rounded up (minimum: 1) to your Armor Class and Dexterity saving throws until the start of your next turn.
- **Swift Hands.** You make a number of object interactions or Dexterity (Acrobatics, Sleight of Hand) ability checks equal to half your spellcasting ability modifier (minimum: 1),
- **Quickened Senses.** You make a number of ability checks equal to half your spellcasting ability modifier (minimum: 1), choosing from Intelligence (Arcana, Investigation, Nature), and Wisdom (Insight, Perception, Survival).

When your turn ends, roll a 1d20 and add your spellcasting ability modifier. On a roll of 11 or higher, you maintain your celerity. On a failure, the spell ends.

CHEETAH SPRINT

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

Classes: Druid, Faerie, Ranger

Until the end of your turn, your base walking speed and the distance you can make with a long jump double, and the first time you hit a creature with a melee weapon attack, the attack deals an additional 1d6 damage. At the end of your turn, your legs ache. Until the end of your next turn, your movement speed is halved.

CHOKING HANDS

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: S, M (a silk handkerchief tied in a knot)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

You create a pair of spectral hands that appear around the throat of Large or smaller creature within range. The target makes a Constitution saving throw. On a failure, the target takes 1d12 necrotic damage, and they are grappled and they are unable to speak until the end of their next turn. On a success, they take half the amount and they aren't grappled and can speak. Undead, constructs, and creatures that do not need to breathe are immune to the spell.

If the target moves, the hands stay wrapped around their throat, moving with them. On each of your turns after you cast this spell, you can use an action to tighten the hands again, forcing the target to make another saving throw or suffer the spells' effects again.

Alternately, you can use an action to move the hands up to 60 feet. If the hands enter another creature's space, you can cause that creature to become the target of the spell instead, forcing them to make a Constitution saving throw against the spell's effects.

If you reduce a creature to 0 hit points with this spell, you can elect to choke the creature unconscious for 1 minute instead of killing them.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

CLOUDBURST

2nd-level evocation (ritual)

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (a finely crushed quartz crystal)

Duration: Concentration, up to 10 minutes

Classes: Druid, Wizard

You cause clouds to gather, and a heavy rain begins to fall in a 150-foot radius centered on a point you can see within range. The spell fails if cast indoors, underground, underwater, or in extremely hot and dry climates.

For the duration, the area becomes lightly obscured, and any unprotected flames are extinguished. Soft earth is made into muddy, difficult terrain. The water created by the spell does not quench thirst, nor does it provide any nourishment to plants.

After the spell ends, the fallen rainwater quickly evaporates, leaving no trace of itself after 1 minute.

CONFESS

2nd-level enchantment

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Paladin, Warlock

You attempt to force a creature to answer truthfully. When you cast the spell, you ask the target creature a single question no more than ten words in length, for example “*Where does Strahd sleep?*”. At the start of the creature’s next turn, it must succeed on a Wisdom saving throw. On a failure, the creature must answer truthfully or suffer the effects of the spell. (although it can still be evasive in its answers as long as it remains within the boundaries of the truth). If it fails to answer the question in the same language the question was asked, it takes 1d8 psychic damage and becomes poisoned until the end of its turn. On a success, the creature takes 1d4 psychic damage and is not compelled to answer truthfully nor are they poisoned. Constructs, undead, and creatures that cannot speak or that have an Intelligence score lower than 4 are immune to the spell.

You receive no magical indications as to whether the answer they receive is truthful in nature. If you reduce a creature to 0 hit points with this spell, they are stable, but rendered unconscious for 10 minutes.



Illustration by Aleksei Vinogradov

CONJURE SHIELD

1st-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Concentration, up to 1 hour

Classes: Sorcerer, Wizard

You clench a fist and conjure a weightless shield made of shimmering force that adheres to your arm. You are proficient with the shield, and for the duration, you have a +2 bonus to AC.

If you unclench your fist or use your hand for any other purpose, the spell ends.



Illustration by Alexandra Tirado

CONDUIT

5th-level enchantment

Casting Time: 1 hour

Range: Touch

Components: V, S, M (metallic ink worth at least 100 gp for each spell slot level imbued, which the spell consumes, and the ammunition being imbued, which crumble to dust when this spell ends)

Duration: 1 hour

Classes: Artificer, Faerie, Cleric, Wizard

You touch up to five pieces of nonmagical ammunition and imbue them with spells of 1st-4th level that you know or have prepared, expending an additional spell slot for each spell you wish to imbue into the ammunition. Any additional decisions required by an imbued spell must be made as the time they added to the ammunition (for example, the exact instructions of a *suggestion* spell). Each piece of ammunition can only be imbued with one spell.

For the duration, the ammunition is magical for the purpose of overcoming resistance and immunity to nonmagical damage. If they are fired from a weapon, and the attack hits a creature or object, the imbued spell is released, targeting (or centering upon) the target of that attack.

If the imbued spell requires concentration, the creature that fired the ammunition must maintain concentration on the spell. If the imbued spell requires a saving throw, the DC is 11 + the imbued spell's level, or your spell save DC, whichever is lower.

CORROSIVE TOUCH

2nd-level transmutation

Casting Time: 1 action

Range: 5 feet

Components: S, M (a vial of lye)

Duration: Concentration, up to 1 minute

Classes: Artificer, Warlock, Sorcerer, Wizard

For the duration, your hands become corrosive to ferrous metal. If a nonmagical metal object isn't being worn or carried, you can use your action to touch it, destroying a one-inch cube of it, ending the spell.

If you target a nonmagical metal equipment being worn or carried by a creature:

- If targeting a shield or armor, make a melee spell attack. On a hit, the item takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.
- If targeting a weapon (for example, a longsword), the target makes a Dexterity saving throw. On a failure, the weapon takes a permanent and cumulative -1 penalty. If its penalty drops to -5, the weapon is destroyed.

If you target a construct made of metal, they make a Constitution saving throw at disadvantage, taking 3d6 acid damage on a failure, and half as much on a success.

Additionally, if a creature misses you with a melee weapon attack, you can use your reaction to attempt to touch your attacker, or one object they are wearing or carrying.

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

The cost of the *conduit* spell's material components goes up with each spell imbued, in accordance with the number and levels of spells being imbued, and that the spells and enchanted ammunition lost if they go unused or miss their target.

The spell creates a risk-reward scenario that rewards a group with a solid plan. It can also consume a large number of spell slots.

When the ammunition from the *conduit* spell is loosed, a rapid number of rolls and resolutions may arise for the DM to resolve. As such, the DM should incorporate or disallow this spell in their game accordingly.

Restricting this spell to only the artificer class results in it only appearing very late in the game's leveling structure, and reduces the spells the ammunition may contain to that list.

CREATE CAMPSITE

3rd-level conjuration

Casting Time: 10 minutes (ritual)

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Bard, Druid, Faerie

You summon a troupe of tiny fey servants who create a campsite for up to ten travelers. The fey follow your instructions, clear the area of debris, set up any tents or bedrolls if you have them (or prepare soft earth and plants to sleep upon), start a campfire, fetch fresh water, and prepare a bland meal of local flora.

The campsite is so skillfully prepared that it blends in with the surrounding terrain, such that beasts in the area have disadvantage on Wisdom (Perception) checks to notice its presence at all, and humanoid creatures in the area must make a Wisdom (Survival) check against your spell save DC to notice any alterations to the natural landscape.

CUPPY SNACKS

2nd-level conjuration (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S, M (100 gp, which the spell consumes)

Duration: 24 hours

Classes: Artificer, Bard, Sorcerer, Wizard

You travel through time and space to an eatery you are familiar with, purchase food, and send it back to yourself in a sealed magical cup with a paraffin paper lid, which preserves, shrinks and infuses the food with healing potential, becoming cuppy snacks.

Immediately, two snacks appear in your hand and last for the duration. A creature can use its action to peel back the lid and eat a snack. Eating a snack restores 2d4 + 2 hit points, and the snack provides enough nourishment to sustain a creature for one day.

The snacks lose their potency if they have not been consumed within 24 hours of the casting of this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the material cost increases by 50 gp and the spell produces one additional snack for each slot level above 2nd.

CURSORY WARD

Abjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Faerie, Sorcerer, Warlock, Wizard

You ward yourself from injury, granting yourself temporary hit points equal to 1d4 + your spellcasting ability modifier (minimum: 1). The temporary hit points last until the start of your next turn.

The number temporary hit points increase by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

DAZZLING STROBE

3rd-level evocation

Casting Time: 1 action

Range: 20 feet

Components: S, M (faerie dust)

Duration: Instantaneous

Classes: Bard, Cleric, Faerie, Paladin, Sorcerer

You emit a flickering light with wild intensity. Each creature in a 20-foot radius sphere centered on you that can see you makes a Constitution saving throw. If they fail, they are incapacitated until the end of their next turn, and any concentration effects they are maintaining are interrupted.

DEADLY LAHAR

8th-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

You cause a rushing torrent of liquid rock to burst from the ground, burying your enemies in an eruption of molten slurry. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 5d6 bludgeoning damage and 5d6 fire damage on a failure, or half as much on a success.

For the next 1 minute, the area is difficult terrain, and when a creature enters the area for the first time on a turn or starts its turn there, they take fire damage equal to your spellcasting ability modifier.

Additionally, creatures that failed their saving throw are restrained, buried by rubble and magma. At the start of each of their turns, a buried creature takes 3d6 fire damage. A creature can use an action to pull itself or another buried creature free by making a Strength check with a DC equal to your spell save DC.

DEFENESTRATION SPHERE

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Sorcerer, Wizard

You create a 15-foot radius sphere of violently swirling air centered on a point within range. The spell's area is difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must succeed on a Dexterity saving throw or take 3d8 bludgeoning damage.

On each of your turns after you cast this spell, you can use an action to move the sphere up to 60 feet in any direction.

Until the spell ends, you can use a bonus action on each of your turns to target one creature within the sphere. The target must make a Strength saving throw. On a failure, they take 3d8 bludgeoning damage and are knocked prone. On a success, they take half the amount and aren't knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage for each of its effects increases by 1d8 for each slot level above 4th.

DELAY AGONY

4th-level abjuration

Casting Time: 1 reaction

Range: 30 feet

Components: V, S, M (a sliver of lead)

Duration: Concentration, up to 1 hour

Classes: Artificer, Bard, Cleric, Paladin, Wizard

You react to incoming damage and warp reality around a creature you can see within range. Roll 8d8 and subtract the total from the triggering spell or attack's damage. Record the amount of prevented damage. Any remaining damage is passed onto the target as normal, and they are also subject to any additional effects described by the spell or attack. If you cast the spell with yourself as the target, you do not need to make a concentration check against the damage from the triggering attack. The target of this spell takes the prevented damage immediately after the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the prevented damage increases by 1d8 for each slot level above 4th.

DIMENSIONAL ANCHOR

4th-level abjuration

Casting Time: 1 reaction

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Wizard

You grasp at a creature's essence, and attempt to anchor it to the plane you are upon. The target makes a Charisma saving throw. On a failure, they are wreathed in a shimmering emerald field, shedding dim light in a 5-foot radius. The field prevents the creature from using or willingly participating in any form of extradimensional travel or teleportation.

Forms of movement blocked by the dimensional anchor include spells like *blink*, *dimension door*, *etherealness*, *gate*, *misty step*, *plane shift*, *teleport*, *teleport circle*, as well as class abilities like *shadow step* and *shadow walk*.

For the duration, if the target attempts to teleport or move themselves through time, they must make a Charisma saving throw, taking 4d10 force damage on a failure, or half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th. When you cast this spell using a spell slot of 5th level or higher, duration increases to 1 hour. If you use a spell slot of 6th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours and does not require concentration.

DIMENSIONAL RIFT

2nd-level conjuration

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Sorcerer, Wizard

You create an invisible and immobile rift which is 5 feet in diameter. The rift bridges the distance between that space and any point within 30 feet of it that you can see or specify by distance and direction (such as "30 feet straight up"). While next to the rift, you are considered to be next to the destination as well, and anything you put through the it (including any portion of your body) emerges at the destination. No sound passes through the rift, and only you can see it or move through it. It lasts until the end your next turn.

You cannot emerge from the rift if the space it exits to is occupied, but you might be able to move the creature or object blocking your path through other means.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, distance you can place the rift away from yourself increases by an additional 30 feet for each slot level above 2nd.



Illustration by Cindy Avelino

DIRGE OF THE EXORCIST

3rd-level abjuration (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a silver bell worth at least 50 gp)

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Paladin, Wizard

You cry out ancient words that create a painful ringing in the ears of your enemies. Choose a creature type: celestials, elementals, fey, fiends, or undead. Creatures of the selected type within 60 feet of you that can hear you must make a Constitution saving throw, taking 3d6 thunder damage on a failure, or half as much on a success. A creature that fails their saving throw by 5 or more is incapacitated until the end of their next turn.

On each of your turns, you can use your action to continue the dirge, repeating the spell's effects for creatures that share of selected type that can hear you. When you do, creatures in the area who are charmed, frightened or possessed by the chosen creature type can make a new saving throw to end the unwanted effect.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

A DM may wish to make several variant spells out of *dirge of the exorcist*, each of which targets a single creature type, rather than letting the caster of the spell choose.

DISCORDANT THRUM

2nd-level enchantment

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (faerie dust)

Duration: Instantaneous

Classes: Bard, Faerie

You emit an uncomfortable cacophony. Each creature in a 15-foot cone that can hear you makes an Intelligence saving throw. If they fail, they cannot communicate and have disadvantage on attack rolls until the end of their next turn. Creatures with an Intelligence score of 6 or lower are immune.

DISGUISE UNDEAD

2nd-level illusion

Casting Time: 1 minute

Range: Touch

Components: V, S, M (the cocoon of a moth)

Duration: 1 hour

Classes: Cleric, Wizard

You make one undead—including its clothing, armor, weapons, and equipment—look different until the spell ends or until you use your action to dismiss it. The spell also masks the scent of any decaying flesh that might emanate from the target creature. You can make the target seem 1 foot shorter or taller and it can appear thin, fat, or in between. You can't change its body type, so you must cause it to adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a zombie, objects pass through the hat, and anyone who touches it would feel nothing or would feel the zombie's rotting scalp beneath. If you use this spell to add flesh to a skeleton, someone who shakes the skeleton's hand might notice their own hand sink into the illusory flesh as they grasp its cold, boney fingers.

To discern that the target creature is disguised, a creature can use its action to inspect the target creature's appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can disguise one additional undead creature (creating a unique appearance for each) for each slot level above 3rd.

DOUBLESPEAK

2nd-level illusion (ritual)

Casting Time: 1 action

Range: 15 feet

Components: S, M (a snake's forked tongue)

Duration: Concentration, up to 10 minutes

Classes: Bard, Faerie, Wizard

You and up to five willing creatures of your choice within 15 feet of you have your words cloaked in secrecy, disguising your conversation.

For the duration, whatever you speak of amongst one another sounds to the casual observer like mundane conversation about the weather, the taste of the food, local politics, or other banal topics. The illusion also modifies your facial expressions and mouth movements to match the illusory words being spoken.

To discern the true nature of the conversation, a creature can use its action to eavesdrop and must succeed on a Wisdom (Perception) check against your spell save DC.

You and the other targets of the spell know the general topics your illusory voices discussed, but not any of the precise phrases or details they may have used.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, duration increases to 1 hour. If you use a spell slot of 4th level or higher, the duration is 8 hours. If you use a spell slot of 5th level or higher, the duration is 24 hours and does not require concentration.



Illustration by Gabriel Cassata



Illustration by Jenna Gangel

DRAW UPON HOLY MIGHT

1st-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin

You draw forth pure, holy power to bolster your physical stature. For the duration, when you fail a Strength, Dexterity, or Constitution ability check or saving throw, you can use your reaction to reroll the d20. You must use the new result.

In addition, once before the spell ends, when you make a weapon attack, you can add your spellcasting ability modifier to the attack and damage rolls of that attack. This attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.



Illustration by Concept 4

DRUNKARD'S BREATH

1st-level conjuration

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

Classes: Artificer, Bard, Faerie

You let out a tremendous, foul-smelling belch in a 15-foot cone. Creatures in the area must make a Constitution saving throw. On a failed save, a creature becomes poisoned for 1 minute, and spends its action on its next turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

An affected creature repeats its saving throw at the end of each of its turns, ending the effect on a success.

DRUNKEN REVELRY

4th-level enchantment (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a potable liquid held in a glass or flagon)

Duration: Concentration, up to 10 minutes

Classes: Bard, Faerie

You sing an enchanting drinking song that spurs those who can hear you into a drunken revelry. Humanoid creatures of your choice within 60 feet of you that can see and hear you must succeed a Wisdom saving throw or become charmed by you. A creature hostile to you, or in combat with you or your companions makes any saving throws the spell demands with advantage. A creature that succeeds its Wisdom saving throw against the spell becomes immune to its effects for 24 hours.

For the duration, the charmed individuals are compelled to partake of any food, alcohol or other intoxicants that are available to them. If intoxicants are unavailable to the affected creatures, the spell ends.

For each minute that you continue the song, the affected creatures make a new saving throw as determined by the following table, increasing their stage of revelry by 1 and adding additional conditions as specified on a failure, or decreasing their stage of revelry by 1 on a success.

If a creature's stage reaches 0 again, they may make a new Wisdom saving throw against the spell, becoming immune to it for 24 hours on a success. When the spell ends for a creature, it knows it was charmed by you.

Drunken Revelry

Stage	Saving Throw	Effects and Conditions
0	Wisdom	Charmed
1	Constitution	-2 to Dexterity, Wisdom and Intelligence ability checks and saving throws
2	Constitution	Poisoned for 1 minute
3	Constitution	Incapacitated
4	Constitution	Unconscious

A creature rendered unconscious by the spell remains so for 1 hour, until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

As the song unfolds over each minute, the activities of NPCs affected by drunken revelry should be considered by the DM. A person prone to violence under the effects of such intoxication might start a bar fight, or someone may begin to weep with great feeling, causing unexpected interactions.

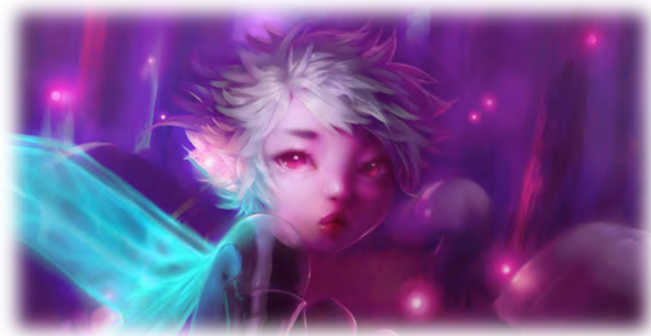


Illustration by XeronaEcho

DUST DASH

1st-level evocation

Casting Time: 1 action

Range: 5 feet

Components: S, M (faerie dust)

Duration: Instantaneous

Classes: Artificer, Faerie, Sorcerer, Wizard

You dash faerie dust wantonly upon a living creature within 5 feet of you, causing unpredictable effects. Make a melee spell attack against the target if it is unwilling. If you hit, roll a d20 to determine the dust's unpredictable effects from following table:

Dust Dash Effects

d20 Effects of Dust Dash

- | | |
|---|--|
| 1 | Up to 10 cubic feet of the target's body gain the effects of the <i>light</i> spell for a number of hours equal to your spellcasting ability modifier. |
| 2 | The dust is loud. Creatures within 10 feet of you (including you) make a Constitution saving throw. A creature that fails takes 1d6 thunder damage. |
| 3 | The target gains the effects of the <i>enlarge/reduce</i> spell, rolling a 1d2 to determine: reduced (1) or enlarged (2). |
| 4 | The target loses their reaction and makes a Constitution saving throw at disadvantage. If they succeed, they sneeze. If they fail, the sneeze casts the <i>color spray</i> spell in a random direction (as if you had cast the spell). |
| 5 | The target becomes cursed. Their hair, skin, scales and other pigmentations change to random new colors. |
| 6 | The target makes a Charisma saving throw. If they fail, their shadow escapes and attempts to flee. |
| 7 | The target's ears grow twice their natural size, giving them advantage on Wisdom (Perception) checks that rely on hearing, but also makes them vulnerable to thunder damage. A dispel magic or remove curse spell restores them to normal. |
| 8 | The target loses their reaction and expels a live frog from their mouth. If the target is of huge or larger size, the frog is a <i>giant frog</i> . If concentrating on a spell, the target loses their spell. |

- | | |
|----|---|
| 9 | The target makes a Wisdom saving throw at disadvantage. If they fail, they gain the effects of the <i>confusion</i> spell and are enraged for 1 minute. For the duration, they resist piercing, slashing and bludgeoning damage, and deal additional force damage equal to your spellcasting ability modifier with melee attacks. |
| 10 | The target makes a Constitution saving throw. If they fail, they fall asleep for 1 minute. If they are currently in combat with another creature, the target makes their saving throw with advantage. |
| 11 | The target takes 1d4 radiant damage and becomes cursed. Colorful, glowing bubbles appear from the target when they exhale. |
| 12 | The target becomes cursed. The target's body hair (scales horns, or other prominent features) grow, leaving them with an unruly mane. The affectations are so cumbersome that the target's movement speed decreases by 5 feet. |
| 13 | The target makes a Charisma saving throw. If they fail, they come under the effect of a <i>zone of truth</i> spell, and their inhibitions are lowered as if intoxicated for a number of hours equal to your spellcasting ability modifier. During this time, they can speak only their first language. |
| 14 | The target is infused with static. The next creature that touches or hits the target with a melee attack, or is touched by or hit by a melee attack the target causes a jolt of electricity that deals 4d6 lightning damage, divided between the target and themselves. |
| 15 | The target makes a Strength saving throw. On a failure, it takes 4d6 force damage and is knocked prone. On a success, it takes half the amount and isn't knocked prone. |
| 16 | The target becomes cursed. If they speak, read or hear your name, they must succeed a Wisdom saving throw or use their action on their next turn to attempting to remove an article of clothing they are wearing. |
| 17 | The target becomes invisible for 1 minute, or until it attacks or casts a spell. |
| 18 | The target gains a flying speed of 60 feet for 1 minute. |
| 19 | The target gains the effects of the <i>haste</i> spell for 1 minute. |
| 20 | The target's body becomes translucent, revealing their organs for 1 minute. Attack rolls against the creature made by those who can see it increase their critical threat range by 1. |

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you may add or subtract the number of additional spell levels above from your d20 roll. For example, if you cast the spell at 2nd-level and rolled a 10, you can then choose from anywhere between 9 and 11 on the table for the applied dust effect.

DUODIMENSION

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: S, M (a strip of fine paper bound into a mobius strip and a flat ivory likeness of yourself, which must be of finest workmanship, gold filigreed, and gem-studded worth at least 500 gp)

Duration: Concentration, up to 1 hour

Classes: Artificer, Sorcerer, Wizard

You fold your height, width or depth into the Astral Plane, reducing yourself to a two-dimensional form. For the duration, you gain the following effects:

- Attacks against you are made at disadvantage.
- You can Hide as a bonus action without any available cover,
- and you have advantage on Dexterity (Stealth) checks when
- you do, and you gain a +5 bonus to your armor class until the
- start of your next turn.
- You can move through any available space as long as your remaining two dimensions can fit through it.
- You become vulnerable to piercing and slashing damage.

When the spell ends, you immediately return to your three-dimensional form in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space and take 2d6 force damage.

While under the effects of this spell, inserting your body inside an extradimensional space created by a bag of holding, Heward's handy haversack, portable hole, or similar item instantly destroys the item and opens a gate to the Astral Plane. The gate originates where you were placed inside the extradimensional space. You, and any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Use of the *duodimension* spell can produce unexpected effects. Sending one of your dimensions into the Astral Plane may result in creatures that dwell there noticing your presence and seeking you out later, or even attacking the dimension of yourself that is in there.

Additionally, your two-dimensional form might be able to interact with other two-dimensional creatures upon the material plane that go otherwise unnoticed by three-dimensional creatures.

These additional effects and interactions are left entirely up to the DM.

ENTROPIC FIELD

3rd-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a dense metal sphere at least 1 inch in diameter)

Duration: Concentration, up to 1 minute

Classes: Artificer, Cleric, Sorcerer, Wizard

You slow the flow of time in a 15-foot radius, 40-foot-high cylinder centered on a point within range, which glows dimly for the duration. When a creature enters the area for the first time on its turn or starts its turn there, they must make a Strength saving throw. On a failure, their movement speed is reduced by half, they have -2 penalty to Armor Class when attacked by a creature outside the field, and can't use reactions in response to events that happen outside the field.

The field also affects objects and projectiles that pass its area:

- **Non-magical ranged weapons.** The attack is made at disadvantage.
- **Magical ranged weapons and spells.** The attack is made at a -2 penalty. If the attack is a spell cast at a higher level than the entropic field, it is not subject to this penalty.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the cylinder increases by 5 feet for each slot level above 3rd.

EUPHORIC CLOUD

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bone whistle)

Duration: Concentration up to 10 minutes

Classes: Artificer, Bard, Faerie, Sorcerer, Wizard

You create a 20-foot-radius sphere of intoxicating blue vapor centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Extreme heat also eliminates the vapors (for example, the heat from a *fireball* spell).

Creatures that enter the spell's area for the first time on a turn or start their turn there must succeed on a Wisdom saving throw or become charmed. A charmed creature is intoxicated by the vapor, becoming incapacitated, can speak only falteringly, and is unable to willingly leave the cloud's area.

Constructs, undead and creatures that don't need to breathe are immune to the spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the sphere increases by 20 feet for each slot level above 3rd.

FALLOW

2nd-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Up to 100 years

Classes: Druid, Faerie

You deposit your essence within a plant or a stone large enough to contain your body. You may also deposit yourself into a stone. For the duration, you are blinded. As you lie fallow, other effects set over time as noted on the following table.

You can rest comfortably in your hiding place, and are able to complete short or long rests. If you continue to remain undisturbed, you can remain in a fallow state for as long as your body is able to live. You can exit your hiding place using your action.

If your host plant or stone is uprooted, damaged or disturbed, you are immediately are expelled from your hiding place and fallow state, and take double the damage done to your host plant or stone. You then must then succeed a Wisdom saving throw against your own spell save DC or gain the effects of the *confusion* spell. You can make a new saving throw on each of your turns to end the effect.

At Higher Levels. You can immediately immerse yourself into a deeper fallow state by casting the spell using a higher-level spell slot as noted on the following table:

Fallow State

Spell Slot	Duration	Effects
3	1 minute	Your body doesn't need food or air.
4	1 hour	You can still hear muffled noises, and make any Wisdom (Perception) checks to hear words with disadvantage.
5	24 hours	You are deafened, but remain aware of the passage of time.
6	1 month	Your essence is invisible to the <i>detect magic</i> spell, and you age at half your normal rate.
7	1 year	You can cast the <i>dream</i> spell once each month, even if you don't know it. You age at one quarter of the normal rate.
8	10 years	Your essence is invisible to the Scrying spell, and you age at one tenth of the normal rate. Waking up from your fallow state is now difficult, and you must make a Wisdom saving throw against your own spell save DC to do so. If you fail, you must wait six months to try again.
9	100 years	You can cast the <i>astral projection</i> spell on yourself once a year. Your Wisdom saving throws to wake up are made at disadvantage.



Illustration by Alexandru Negoită

FENTON'S FLICKERING FISTS

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Bard, Sorcerer, Warlock, Wizard

Your hands blur, becoming able to strike a creature with devastating vibrations. Make a melee spell attack against the target. On a hit, the target takes 1d6 force damage, and they lose their reaction.

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

FLOURISHING BEANSTALK

2nd-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a handful of beans)

Duration: 1 minute

Classes: Artificer, Druid, Faerie, Wizard

You place the beans on the ground and cause them to sprout. When the spell is complete, they suddenly shoot upward, growing a network of vines that twist around one another, forming a mighty stalk that reaches into the sky. You must be outdoors to cast this spell. The vines rapidly grow into a 5-foot-radius, 500-foot-high cylinder, which lasts for the duration. You and creatures of your choice can climb the stalk as if you had a climbing speed equal to your movement speed.

Each 10-foot high section is a plant with 40 hit points and an AC of 15. It is immune to psychic damage, and vulnerable to slashing damage. If a section of the stalk is destroyed, all sections above it wither and disappear, causing any creatures above the destroyed section to fall.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius of the cylinder increases by 5 feet, the height increases by 500 feet, and the number of hit points for each section increases by 20 for each slot level above 2nd. If you cast this spell using a spell slot of 3rd level, the duration is 10 minutes. At 4th level the duration is 1 hour. At 5th-level, the duration is 24 hours. If you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled or the stalk is destroyed.

FOOL'S SPEECH

4th-level illusion (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bone whistle)

Duration: 1 hour

Classes: Bard, Faerie, Sorcerer, Wizard

You and up to six willing creatures of your choice within range gain the ability to speak a secret language that is incomprehensible to others. The targets of the must be touching you or at least one other target of the spell when the spell is cast. For the duration, the targets can speak normally or in their secret tongue. They can speak and understand this mysterious language fluently.

The language is not recognizable as any known language, nor does it resemble any to those who overhear it. A *comprehend languages* or *tongues* spell does not translate words spoken in it.

At Higher Levels. When you cast this spell using a spell slot of 5th level, duration increases to 8 hours. If you use a spell slot of 6th level or higher, the duration increases to 24 hours.

FORTIFY FAMILIAR

3rd-level conjuration

Casting Time: 10 minutes

Range: 10 feet

Components: V, S, M (20 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)

Duration: 24 hours

Classes: Wizard

You empower a familiar in your service, keeping its current form, or altering it to new one, choosing from the options in the *find familiar* spell, or another form the DM has approved. The fortified familiar gains these benefits:

- Your familiar uses your proficiency bonus rather than its own.
- Your familiar becomes proficient with all saving throws.
- For each level you have gained after 3rd, your familiar gains an additional hit die and increases its hit points accordingly.
- Your familiar's AC and damage rolls receive a bonus equal to your proficiency bonus minus 2.
- If you have gained the *Ability Score Improvement* class feature, your familiar's abilities also improve. For each of these features you have attained, your familiar can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. Your familiar can't increase an ability score above 20. Using the optional feats rule, you can forgo this feature to take a feat of your choice from the Familiar Feats list instead.
- In combat, your empowered familiar shares your initiative count, and takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you command it otherwise (no action required). Additionally, when you take the Attack action, you can forgo one of your own attacks to command your familiar to use its reaction to make one attack of its own.
- Your familiar remains empowered for the duration, after which it reverts to its usual state as described by the *find familiar* spell.

Additional forms for a DM to consider making eligible as familiars, as well as the Familiar Feats list are presented later in this document, as well as a revised Pact of the Chain for warlocks and mimics the effects of this spell.

A DM may wish to consider making this spell available to other spellcasters who have learned the *find familiar* spell through other features, for example, druids of the *Circle of the Sky* or Sorcerers who practice *Witchcraft*, or a bard who has learned the spell through their *Additional Magical Secrets*, or other spellcasters who have learned the spell through the *Magic Initiate* feat and who have a spell slot of appropriate level.

FRIGID WIND

3rd-level evocation

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

A line of strong, frigid wind 60 feet long and 10 feet wide blasts from you in a direction you choose. Each creature in the line must make a Constitution saving throw. A creature takes 8d6 cold damage on a failed save, or half as much damage on a successful one.

The wind disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. If the wind passes over open water, the water freezes to a depth of 6 inches for 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

FRIGIDIGITATION

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

Classes: Artificer, Druid, Faerie, Sorcerer, Wizard

You weave your frosty magics into a plethora of icy legerdemain. You create one of the following effects:

- You snuff out a candle, a torch, or a small campfire.
- You create an instantaneous, harmless effect such as a flurry of snowflakes, a shower of sleet, or a harmless spray of icy mist.
- You chill up to 1 cubic foot of nonliving material for 1 hour.
- You make frost appear on an object or a surface you touch for 1 minute.
- You freeze the water within a 5-foot cube, provided there are no creatures in it. The water unfreezes in 1 hour.
- You weave a nonmagical trinket or an illusory image of ice or snow that can fit in your hand that lasts for 1 minute.

If you cast this spell multiple times, you may have two of its non-instantaneous effects active at a time, and you can use an action to dismiss any effect it has produced.



Illustration by Emile Denis

GHASTLIGHT

2nd-level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (defiled oil worth at least 5 gp, which the spell consumes)

Duration: 1 hour

Classes: Cleric, Wizard

You touch an object, which alights with a sickly green flame that gives off no heat, shedding bright light in a 15-foot radius, and dim light for an additional 15 feet.

Undead creatures within 30 feet of the lighted object that can see it gain a bonus to saving throws against being frightened and effects that turn undead. The bonus is equal to your spellcasting ability modifier. A creature can only benefit from one such light at a time.

The flame cannot be extinguished by water or wind, but it can be covered and hidden, or overwhelmed by the *darkness* spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the bright and dim light increases by an additional 10 feet for each slot level above 1st. If you use a spell slot of 3rd level or higher, the duration is 8 hours. If you use a spell slot of 4th level or higher, the duration is 24 hours. If you use a 5th level spell slot or higher, the spell lasts until it is dispelled.

GHOST ARMOR

4th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a shard of battle-worn metal)

Duration: 1 hour

Classes: Sorcerer, Warlock, Wizard

You touch a willing creature and cause a haunting, magical force in the shape of a suit of armor to surround it. Until the spell ends, the target gains resistance to necrotic damage, and its AC cannot be less than 13 + your spellcasting ability modifier (minimum: 1).

A creature that touches the bearer of the armor or hits it with a melee attack while within 5 feet of it takes necrotic damage equal to 1d4 + your spellcasting ability modifier (minimum: 1).



Illustration by Daniel Jiménez Villalba

GHOST TRAP

5th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a scrap of tulle or lace)

Duration: Concentration, up to 1 minute

Classes: Artificer, Cleric, Paladin, Wizard

Supernatural ripples radiate from you in an aura with 60-foot radius. Until the spell ends, the aura moves with you, centered on you. Ethereal creatures in the area lose are transported to the plane you occupy, and are unable to return to the Ethereal Plane until the spell ends or they leave the aura's area.

GHOSTLY DISGUISE

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Artificer, Wizard

You make yourself—including your clothing, armor, weapons, and other belongings on your person—appear as if you were a ghost until the spell ends or until you use your action to dismiss it. You appear to hover ever so slightly off the surface you are standing upon, and your eyes appear sunken, and the edges of your form take on a wispy, tattered. Your voice takes on a ghostly echo. If you are already under the effects of a spell that alters your form, such as *disguise self* or *alter self*, the ghostly appearance adapts to it.

The spell doesn't confer any other benefits of etherealness, and actual ghosts can still detect your life force without any difficulty. You cannot fly, nor can you see or enter the Ethereal Plane. The changes wrought by this spell fail to hold up to physical inspection. For example, if a creature through a vase at you, it would bounce off your physical form.

To discern that your spectral appearance is an illusion, a creature within 15 feet of you can use its action to inspect your appearance and must succeed on a Wisdom (Perception) check against your spell save DC.

The spell ends if you attack a creature, including spells that require a spell attacks or cause damage of any kind.

GLAMOURED MAJESTY

2nd-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (faerie dust)

Duration: Instantaneous

Classes: Cleric, Faerie, Paladin, Warlock

You channel your glamour into your body, creating a terrifying, majestic appearance.

Creatures of your choice in a 30-foot radius sphere centered on you make a Charisma saving throw. Creatures that fail their saving throw have disadvantage on attacks they against targets within 30 feet of you until the end of their next turn.

GLAMOUROUS CRAFT

5th-level enchantment (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (faerie dust)

Duration: Concentration, up to 8 hours

Classes: Artificer, Bard, Faerie, Sorcerer, Wizard

Left uninterrupted to work, you can perform incredible feats of craftsmanship. Choose from the following two options:

Hasty Craft. Designate one artisan's tool with which you are proficient. You can use the tools as if under the effects of the Haste spell. Checks you make with the tool are made with advantage, and you add your spellcasting ability modifier as a bonus to the rolls. You might complete an intricate painting, or work a stack of leather into several pairs of high-quality shoes.

Masterwork. Alternately, the spell can enchant a mundane item you created. When you do, your spell slot is consumed, and is lost. The item becomes magical, and gains an enchantment of your choice made from the following spells: Blur, Enhance Ability, Elemental Weapon (if a weapon), Enlarge/Reduce, Fly, Gaseous Form, Haste, Invisibility, Magic Weapon (if a weapon), Major Image, Pass without Trace, or Tongues.

You cannot use your own masterwork item, and its command word is your name. A creature who becomes attuned to the item learns the command word (even if they do not recognize its significance), and can activate it, gaining the spell's effect, which are cast with your spell save DC. The item recharges after one day as long as you are still alive and on the same plane.

You can retract the item's boon if you can see or touch it using your reaction, recovering the spell slot when you complete your next long rest, and any creature under the effects of its magic loses it.

GLASS STRIKE

7th-level transmutation

Casting Time: 1 action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

You transform a target creature or object into glass. You can cast either of these two versions of the spell:

Glass Transmute. You transform up to 5 cubic feet of nonliving matter or a nonmagical object of equal or lesser volume into glass. Part of a larger object (such as a door or siege weapon) can be transformed by this spell. The object (or area)'s AC becomes 13, and it is vulnerable to bludgeoning and thunder damage.

Flesh to Glass. You target a Medium or smaller creature, which must make a Constitution saving throw. On a failed save, its flesh becomes transparent and brittle. Constructs, undead and creatures not made of flesh are immune to the spell.

For the duration, the target's movement speed is reduced by half, it has disadvantage on attack rolls, it is vulnerable to bludgeoning and thunder damage, it is immune to poison and necrotic damage, and cannot become diseased.

Additionally, any nonmagical equipment the creature is wearing or carrying is transformed. Unless it is wearing magical armor, its AC cannot be higher than 13. If the target rolls a 1 on an attack roll with a glass weapon, it shatters and can no longer be used.

If the creature is physically broken while in its glass form, it suffers from similar deformities if it reverts to its original state.

An affected creature can repeat its saving throw at the end of each of its turns, ending the effect on a success. If you maintain your concentration on this spell for the entire possible duration, the creature is turned to glass until the effect is removed by a *dispel magic* or *remove curse* spell.

GLASSTEEL

5th-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a small piece of crystal or glass)

Duration: Concentration, up to 1 hour

Classes: Artificer, Wizard

You touch an object or area of metal, stone, or wood, causing up to a 5-foot cube of material to become transparent as glass for the duration. Lead, gold and platinum cannot be not altered by the spell.

You decide how transparent or clear, opaque or diffuse the material becomes, and if creatures other than you can see through it at all. If only you can see through the material, no actual light passes through it. If you allow others to see through it, light passes through the material normally. Although the material may have the appearance of glass, it has the strength of the original material.

At Higher Levels. When you cast this spell using a spell slot of 7th level, the duration increases to 8 hours. If you use a spell slot of 8th level, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 8th level or higher grants a duration that doesn't require concentration.

GLOGALA'S PARADOX

8th-level conjuration

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Sorcerer, Warlock, Wizard

You disappear entirely, and you travel backwards in time up to one month earlier, and you become yourself at that moment in time, with all your memories of the following month. You subsume the senses and control of your past self, allowing you to make alterations to your own past. You can allow time to proceed exactly as it did, or make alterations of your choosing, which might affect the present. Such an event could be preparing one a different list of spells, purchasing an item, or showing mercy to a slain foe. If you have traveled through time in any other fashion in the past month, you can only return as far back as the end of your previous temporal journey.

When the spell ends, you return to the present at the location you cast the spell from. The Dungeon Master determines the totality of the effects of your changes, including any unintended consequences or the notification of beings attuned to such alterations.

At Higher Levels. When you cast this spell using a spell slot of 9th level, the duration extends to 1 day.

A DM may wish to devise a method that allows an artificer to create permanent glassteel through more complicated means, requiring additional time and/or materials and proficiency in alchemist's or smith's tools. As a suggested rule of thumb, glassteel is worth 500 gp for each cubic foot of the material that is produced. Diamonds make for a usable currency for magic of this level. As a material, glassteel has an AC equivalent to steel (19), or perhaps even higher (20).

GROUNDING

4th-level abjuration

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (an iron rod wrapped in a coil of copper wire)

Duration: Concentration, up to 1 minutes

Classes: Druid, Faerie, Sorcerer, Wizard

You create a deflection field that protects creatures in the area from electrical energy in a 30-foot-radius sphere centered on you.

For the duration, creatures within the area have resistance to lightning, and have advantage on saving throws against spells and other effects that would deal lightning damage to them.



Illustration by Glenn Porter



Illustration by David Nakayama

HAWKEYE

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

Classes: Druid, Ranger

You let out a cry resembling that of a hawk audible up to 60 feet away, enhancing your eyesight. For the duration, you gain the following benefits:

- You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your Wisdom (Perception) checks.
- The range at which you can make ranged weapon attacks before suffering disadvantage on the attack roll increases by a number of feet equal to $5 \times$ your spellcasting ability modifier.
- You gain a bonus to Intelligence (Investigation) checks you make equal to your Wisdom modifier.

HIRSUTISM

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an iron bar at least two inches long)

Duration: Concentration, up to 1 minute

Classes: Artificer, Bard, Faerie, Druid, Wizard

You cause hair to sprout from a target you can see within range. Constructs, celestials, plants and undead cannot be targeted by the spell. Choose from the following two versions of the spell:

Hirsute Blessing. You choose a willing target within range. The target then determines any amount hair growth they desire, including where it sprouts from, its density and texture. The spell results in a new hairstyle, beard, moustache or pouf of chest hair of their own design. The hair created by the spell lasts until shorn.

Hirsute Curse. You choose a target you can see, which makes a Charisma saving throw. On a failure, the target sprouts a copious amount of thick, unruly hair all over their body. On a success, the target is unaffected.

For the duration, an affected target is blinded by the hair, and their movement speed is reduced by half as the tangled masses of hair catch on their equipment and anything else near to them. At the start each of an affected creature's turns, they must succeed on a Strength saving throw or be restrained by the hair until the start of their turn.

A creature with an Intelligence score of at least 6 that is holding an appropriate implement (for example, shears or a dagger) can use its action to shear enough hair from an affected creature's eyes, to alleviate their blindness or restraints, but the grows so quickly that the spell's effects resume at the end of the affected creature's next turn.

The target makes a new Charisma saving throw at the end of each of its turns, ending the effect on a success. A *dispel magic* or *remove curse* spell ends the effects early. If you maintain your concentration on this spell for the entire possible duration, the hair growth becomes permanent until it is dispelled or the creature spends an hour with shears or other bladed weapon to remove the unwanted tangles of hair from their body (or half as much time if they have assistance from another creature).

A creature that normally cannot grow a beard might be able to through the use of this spell. If you can grow hair there, you can make it longer, thicker and more lustrous with this spell!

If an unwilling target of the spell doesn't have hair, such as a dragonborn or lizardfolk, they might instead grow extensions of horn, long curled nails or rigid, uncomfortable scales for the duration of the spell that produce similar effects.

HOLD PORTAL

1st-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an iron bar at least two inches long)

Duration: Concentration, up to 1 minute

Classes: Artificer, Wizard

You magically close and hold shut a nonmagical entrance you can see within range, holding any locking mechanisms it may have in place for the duration. The entrance must be a door, gate, window, or shutter made of wood, metal, or stone whose total area does not exceed 15 cubic feet. For the duration, the target object gains 1d8 temporary hit points and resists damage from nonmagical attacks.

A creature can attempt to force the door open by making a Strength ability check equal to your spell save DC, or the same DC the door would usually require to be forced open, adding your spellcasting ability modifier, as a bonus (minimum: 1), whichever is higher.

A more powerful *knock* or *dispel magic* spell opens the entrance and ends the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points increase by an additional 1d8 feet for each slot level above 1st.

Hold portal is a great spell to buy yourself some time while a group drinks a few much-needed potions, or to delay the final moments of a siege by invaders.

HUMANOID POSSESSION

7th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a fragment of an oyster's shell, and a piece of the target's body, such as hair, blood or a fingernail, which the spell consumes)

Duration: Concentration, up to 10 minutes

Classes: Faerie, Warlock

You touch one humanoid you can see within range, forcing it to make a Charisma saving throw. If the target is hostile to you, it makes its saving throw with advantage. If it succeeds, the spell is lost, and you have disadvantage on any saving throw the target forces you to make until the end of your next turn. If it fails, your body and essence enter the creature.

For the duration, you control the target's body, although target's consciousness remains aware of what its body is doing. You have total cover, and can't be targeted by any attack, spell, or other effect, except ones that turn fey. You retain your alignment and Intelligence, Wisdom, and Charisma scores, and the possessed body retains its Strength, Dexterity and Constitution scores.

You do not gain access to the target's knowledge, proficiencies, spellcasting or other abilities.

Maintaining constant control of a creature is extremely difficult, and the target's consciousness attempts wrestle control of itself back from you once every minute, making a new saving throw. If its body is in combat, its owner makes a new saving throw at the start of its turn, ending the effect early on a success.

The possession lasts for the duration, until the body drops to 0 Hit Points, or you are otherwise forced out by an effect like the *dispel evil and good* spell, or you end exit the body using a bonus action on your turn. If the possessed body takes damage, you take an equal as psychic damage and make a concentration saving throw to maintain the possession.

When the spell ends, you reappear in an unoccupied space within 5 feet of the target. The target becomes immune to your possession for 24 hours after succeeding on the saving throw or once the possession ends.

At Higher Levels. If you cast this spell using a spell slot of 9th level, the duration is 1 hour, and an affected target makes their saving throw to break the effect and reassert control over their body only once every ten minutes.

Humanoid possession is a great example of a spell that might make some players uncomfortable. DMs should be sure to be thoughtful about how they incorporate this spell into the game.

HUNTER'S MERCY

2nd-level divination

Casting Time: 1 bonus action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 round

Classes: Ranger

You are filled with the memories and experience of generations of hunters. Choose a beast (or a creature of a type that matches your *Favored Enemy* feature, if you have it) that you can see within range. Until the spell ends, you gain unique insight into the target's weaknesses. Until the end of your next turn, the first hit you make with a weapon attack against your designated target is a critical hit.

HYPOTHERMIA

4th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

You target a creature you can see within range, and an icy rime covers their body and equipment, draining heat away from them. The target makes a Constitution saving throw, taking 8d8 cold damage on a failure, or half as much on a success. Creatures resistant to cold damage or that are adapted to extreme cold as described in Chapter 5 of the *Dungeon Master's Guide* have advantage on their saving throw. Constructs and creatures immune to cold damage are immune to the spell. If the target is within 5 feet of a flame, they make their saving throw with advantage.

Creatures that fail their saving throw suffer an ongoing chilling sickness. Their movement speed is halved, and they have disadvantage on ability checks, attack rolls and Dexterity saving throws. An affected target can repeat their saving throw at the end of each of their turns, ending the effects on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

ICICLE

2nd-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Druid, Sorcerer, Wizard

You create several large, crystal-clear icicles on 5-foot diameter surface on a ceiling, doorway, or similar overhang within range. When a creature walks beneath the icicles, they fall, and the creature beneath them must make a Dexterity saving throw. On a failure, the creature takes 2d12 piercing damage and is restrained until the start of their next turn. On a success, they take half as much damage and aren't restrained.

Additionally, creatures within 5 feet of the creature that triggered the icicles' fall must also make a Dexterity saving throw, taking 2d6 cold damage on a failure or half as much on a success.

Creatures of your choice can safely traverse the overhang without triggering the spell. You can dismiss the icicles using your reaction.

To discern the presence of the icicles, a creature that can see them can use its action to inspect the area, and must succeed on a Wisdom (Perception) check against your spell save DC.

The icicles have an AC of 13 and 10 hit points, and are vulnerable to fire damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can elect to increase the piercing damage by 1d12, or the cold damage by 1d6 for each slot level above 2nd. Additionally, the number of hit points the icicles have increases by 5 for each slot level above 2nd.

ICY SHEET

3rd-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

You move 10 feet in any direction, up to a number of times equal to your spellcasting ability modifier (minimum: 1), creating a 5-foot-square, 1-foot thick sheet of ice in your wake. This movement does not provoke attacks of opportunity. You can end your movement on any side of the resulting sheet. If the sheet cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall of your choice. The ice can be clear or opaque (your choice), but each section must have the same opacity. The sheet lasts for 1 minute or until it is destroyed.

The sheet is an object that can be damaged and thus breached. It has AC 12 and 30 hit points per 10-foot section, and it is vulnerable to fire damage. Reducing a 10-foot section of sheet to 0 hit points destroys it, and if a section is destroyed that leave any other section unsupported or unsuspended, those sections are also destroyed.

A medium or smaller creature attempting to climb the sheet must succeed on a Strength (Athletics) check equal to your spell save DC or fall prone, even if the creature has a climbing or is under the effects of the *spider climb* spell.

A Medium or smaller creature attempting to climb the sheet as if climbing a wall must succeed on a Strength (Athletics) check equal to your spell save DC or fall prone, even if the creature has a climbing speed or is under the effects of the *spider climb* spell.

A Medium or smaller creature attempting to traverse the sheet's flat surface area for the first time on a turn or that starts its turn upon it must make a Dexterity saving throw. On a failed save, it falls prone.

IMMACULATE CONCEPTION

6th-level transmutation (ritual)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (a meal prepared by the spell's targets)

Duration: Special

Classes: Cleric, Faerie, Sorcerer, Wizard

You bind two willing creatures you can see within range together, comingling their essences, and calling forth a new life into the world, whose parents are the targets of the spell. This spell must be cast under a full moon. While the spell is cast, the targets must maintain physical contact with one another for the duration, and consume the meal they have prepared, feeding one another. During the spell, one of the targets must declare their intent out loud to carry the child to be created by the spell.

When the spell is cast, the DM rolls a d20 and adds the half the Charisma modifier of the creature who wishes to carry the child as a bonus to the roll. The DM makes this roll in secret, consulting the following table:

Immaculate Conception Results

d20	Results
1-5	Conception does not occur, and the targets must wait until the next full moon to make another attempt at conception using this spell.
5-18	A single child is conceived.
19-20	Twins are conceived.
21+	For each value in excess of 20, an additional child is conceived.

The spell can produce offspring from creatures that cannot normally produce offspring together. For example, a dwarf and a gnome, a dragon and a human, or a devil and an elf. Even an awakened bear and an awakened owl, if they consent to the spell, might produce an owlbear cub.

This spell also renders creatures that are not normally able to carry or deliver offspring able to do until such time as the child is born or lost. They grow a womb and any other required anatomy to deliver the child (or lay the egg). The gestation (and/or incubation) period and exact nature of the offspring are entirely up to the DM.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the spell can incorporate one additional parent whose essence contributes to the child's parentage for each slot level above 6th.



Illustration by Merwild

INDEFINITE SUSPENSION

7th-level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a hunk of amber with an insect preserved inside)

Duration: Instantaneous

Classes: Cleric, Sorcerer, Wizard

You touch a Large or smaller creature and attempt to suspend a them in time. The target makes a Charisma saving throw, taking 4d10 force damage on a success. On a failure, the creature begins to untether itself from the timeline and is stunned. At the start of its next turn, it is no longer stunned, and makes another Charisma saving throw. On a success, the spell ends. On a failure, the creature is suspended in time.

To determine the number of minutes the creature stays suspended, the Dungeon Master rolls a 1d10 in secret. For the duration, the creature is petrified, and nothing, not physical objects, energy, or other spell effects, can affect it. The creature is immune to all damage, and can't be damaged by attacks or effects originating from outside. A creature can choose to willingly fail any of these saving throws.

At Higher Levels. If you cast this spell using a spell slot of 8th level, the duration is measured in hours. If you cast this spell using a spell slot of 9th level, the duration is measured in days.

INFESTATION OF MAGGOTS

2nd-level necromancy

Components: V, S, M (several dried, dead flies)

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Classes: Druid, Warlock

You exhale a foul-smelling stench of decay, which winds its way onto a creature you can see within range. The target makes a Constitution saving throw. On a failure, the target is poisoned for 1 minute, and hundreds of writhing maggots burst forth from its flesh, dealing necrotic damage equal to 1d6 + your spellcasting modifier. Creatures that lack flesh (for example, a *skeleton* or *iron golem*) are immune to the spell. Creatures with immunity to poison only are only exempt from the spell's poisoning effects, and may still find their flesh devoured by the maggots (for example, a *flesh golem*).

For the duration, you can use a bonus action on your turn to inspire hunger in the maggots, dealing an additional 2d6 necrotic damage to an afflicted creature.

Creatures repeat their saving throw at the end of each of their turns, ending the effect on a success. The spell's effects end on a creature if it recovers any of its missing hit points.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage for each of its effects increases by 1d6 for each slot level above 2nd. If you use a spell slot of 3rd level or higher, you can target two creatures with the spell. If you use a spell slot of 5th level or higher, you can target three creatures with the spell. If you use a spell slot of 7th level or higher, you can target four creatures with the spell. If you use a spell slot of 9th level, you can target four creatures with the spell.



Illustration by Maxim Kaparulin

INVISIBLE TRICKERY

3rd-level illusion

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Faerie, Sorcerer, Wizard

You become invisible until the start of your next turn. Anything you are wearing or carrying is invisible as long as it is on your person. Your invisibility ends early if you use your reaction.

For the duration, roll a d20 at the end of each of your turns. On a roll of 11 or higher, you become invisible again at the end of your turn. Once the spell causes you to become invisible a number of times equal to your spellcasting ability modifier, the spell ends.

JINX

2nd-level enchantment

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (faerie dust)

Duration: Concentration, up to 1 hour

Classes: Bard, Faerie, Sorcerer, Warlock

You curse one creature you can see, jinxing them. Until the spell ends, each time the target takes the attack action or casts a spell, they must succeed a Dexterity saving throw or take 2d8 thunder damage. A creature can only suffer this damage once on their turn, but can be jinxed again if they cast a spell or make an attack of opportunity using their reaction.

Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. A *remove curse* or similar magic ends the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

LEEOCK'S LUCKY COIN

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S, M (a metal coin)

Duration: Instantaneous

Classes: Artificer, Bard, Faerie, Sorcerer, Warlock

You fling a coin toward an enemy you can see within range. Make a ranged spell attack, ignoring half cover against the target, and treating three-quarters cover as half cover. On a hit, the target takes 1d6 bludgeoning damage + your spellcasting ability modifier. At the end of your turn, the coin bounces back into your hand or pocket.

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



Illustration by Leandro Franci

LIFEBLOOM

4th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a fresh sprig of local flora, which the spell consumes)

Duration: Instantaneous

Classes: Faerie, Druid, Ranger

You draw pure life force from the Feywild, sharing it with your allies. Each creature of your choice in a 20-foot radius sphere restores 3d6 hit points and makes a DC 10 Charisma ability check. If they succeed, they add your spellcasting modifier to the amount healed. Beasts, fey and plants automatically succeed this check. This healing has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet and the healing increases by 1d6 for each slot level above 4th.

LLOYD'S BEACON

4th-level conjuration (ritual)

Casting Time: 1 minute

Range: 10 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Wizard

When casting the spell, choose from the following two options:

Light. You light a non-magical object, such as a candle, a lantern, lamp, brazier or torch with a magical flame, which gives off a bright light for 10 feet and dim light for an additional 10 feet. The flame provides no heat and does not consume the object's substance, burning silently for up to 1 year. If you light a second beacon, the first extinguishes itself.

Recall. The spell transports you and up to five willing creatures of your choice within range. You instantaneously appear within 30 feet of the beacon's location. You must be on the same plane as the beacon you have lit to use this option.

Lloyd's beacon is a useful spell for characters with a dedicated home base they regularly return to, but its lengthy casting time makes it inefficient to use in combat. It's also useful for setting up an escape for yourself and a few friends!



Illustration by Pavel Lapukhin

LONDYN'S DUET

2nd-level conjuration

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a length of rubber)

Duration: Concentration, up to 10 minutes

Classes: Bard, Faerie

You create a translucent duplicate of yourself, which shares your personality. You can use it to perform a duet or a two-person comedy routine together, or to support you and your allies in combat. The duplicate looks exactly like you, and has your equipment. You can determine the appearance of its clothing, but its face must be visible.

The duplicate knows all the japes, songs that you do, and shares proficiencies with musical instruments that you possess. While the duplicate is within 30 feet of you, you have advantage on Charisma (Performance) checks you make, and the duplicate accompanies and harmonizes with you.

- The duplicate has an AC of 11 + your spellcasting ability modifier. It is immune to the charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, and restrained conditions, and it is immune to attacks of opportunity and to psychic damage. If it is forced to make any saving throw, it uses your proficiency bonus and adds your spellcasting ability modifier to the roll.
- Your duplicate speaks and understands the languages that you do, and while it is within 1 mile of you, you can communicate with each other telepathically. If your duplicate takes damage, you take half the amount as psychic damage.
- Your duplicate cannot interact with objects other than its possessions that were created by the spell. It cannot make ability checks or cast spells.

You can use a bonus action on your turn to cause your duplicate to perform one the following:

- You command the duplicate to move up to 30 feet and make one weapon attack. The duplicate's weapon must have been upon you when you cast the spell, and it gains no bonuses from being magical. Make a melee or ranged spell attack that matches the *melee* or *ranged* properties of the weapon. If it hits, it deals force damage equal to the weapon's damage die + your spellcasting ability modifier.
- You expend a use of your *bardic inspiration*, granting the die to a creature within 60 feet of the duplicate that can hear it.
- You command the duplicate to take the Dodge action, or to move up to 60 feet.

If your duplicate travels more than 1 mile away from you, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, damage of its weapon attacks increases by 1d6 for each slot level above 2nd. If you use a spell slot of 3rd level, the duration increases to 1 hour. If you use a spell slot of 5th level or higher, the duration increases to 8 hours.

LONGLIMB

1st-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a length of rubber)

Duration: Concentration, up to 1 minute

Classes: Faerie, Sorcerer, Wizard

You touch a willing creature, causing one pair of limbs to grow two beyond their normal length and become flexible until the end of your next turn. Choose one of the following:

Arms. The target's reach is increased by 10 feet.

Legs. The creature's walking speed is increased by 15 feet, and their jump distance is tripled.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the target's reach or movement speed is increased by 5 feet for each slot level above 1st.

LUCK

3rd-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a four-leaf clover or rabbit's foot)

Duration: Concentration, up to 1 minute

Classes: Bard, Faerie, Sorcerer, Warlock

You touch a willing creature and imbue them with good fortune. The target gains 2 Luck points, which last for the duration. When the recipient makes an ability check, attack roll, or saving throw, they can spend a Luck point to gain advantage on the roll. They can also use their reaction to expend a Luck point to reroll a number of damage dice for a spell or weapon attack up to your spellcasting ability modifier (minimum: 1), and accept either result.

Once the target spends a Luck point, they cannot spend another until the start of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the target gains 1 additional Luck point for each slot level above 3rd.

The effects of the *alter fortune* and *luck* spells are already available through the halfling's *lucky* trait, and the *lucky* feat. A DM should take special note of how many incidences of rerolling are occurring in their game, and how often they end slowing down the game or draining tension out of a given situation.

LUNAR OCCULT

7th-level conjuration

Casting Time: 1 action

Range: Special

Components: V, S, M (a tiny pillow of fine quilted silk)

Duration: Concentration, up to 10 minutes

Classes: Druid, Faerie, Sorcerer, Warlock, Wizard

You cause an astral object to materialize high in the sky, interposing itself between the sun and the land. This spell must be cast during the day. The conjured object blocks sunlight in a 10-mile radius centered on the point where you cast the spell. Immediately, sunlight becomes dim light. After 1 minute has passed, the area is plunged into a darkness as the sun is eclipsed by the object.

A bright corona of sunlight is still visible around the object, and creatures who look directly at the object must succeed on a Constitution saving throw or be blinded until the end of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, duration is increased to 1 hour. If you use a spell slot of 9th level, the duration increases to 8 hours. Casting the spell using an 8th level spell slot or higher grants a duration that doesn't require concentration.

MAGIC MIASMA

7th-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a tiny pillow of fine quilted silk)

Duration: Concentration, up to 1 minute

Classes: Faerie, Sorcerer, Wizard

You create a 30-foot-radius, 10-foot-high cylinder of billowing, sparkling, purple mist centered on a point within range, emitting dim light in a 5-foot radius. The cylinder spreads around corners, and its area is heavily obscured. It lasts for the duration.

In addition to obscuring sight, the miasma is so thick that the area is difficult terrain. Melee attack rolls made from within it (or ranged attack rolls whose projectiles pass through it) whose results are less than your spell save DC are lost.

A creature or object that falls through the miasma is slowed, so that each 10 feet of the miasma that it passes through reduces falling damage by 1d6.

Additionally, the miasma disrupts spells cast by creatures that are entirely inside it. When a creature attempts to cast a spell from within the miasma, they must make a spellcasting ability check. If the results are lower than your spell save DC, the spell is lost.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the radius of the cylinder increases by 30 feet and the height increases by 10 feet for each slot level above 7th.



Illustration by Robert Katke

MAGNETISM

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a horseshoe-shaped piece of magnetic iron, coated in mithril worth at least 250 gp)

Duration: Concentration, up to 1 minute

Classes: Artificer, Wizard

You cause an object made of nonmagical stone or metal you can see within range to emit a powerful magnetic field. Up to 10 cubic feet of material can be affected (for example, a section of stone wall). For the duration, the object attracts all other nonmagical ferrous metals within a 60-foot radius.

When you cast the spell, and at the start of each of your turns, the object pulses with magnetic force. Any Large or smaller metal objects that aren't being worn or carried move 30 feet toward the magnet, and Large or smaller creatures in the area that are wearing metal armor or carrying metal weapons must make a Strength saving throw. On a failure, they fall prone, are disarmed of their metal weapons, and are pulled 30 feet toward the magnetized object. If they collide with a creature or object during this movement, they are treated as if they were falling the same distance.

On a successful saving throw, the target is unaffected, but their movement speed is reduced by half. A creature can use its action on its turn to prepare for the next pulse, gaining advantage on their next saving throw.

A creature wearing metal armor who touches the magnet is restrained for the duration of the spell, and such creatures are likewise affected if they are touching another armored creature who is touching the magnet.



Illustration by Daniel Kamarudin

MAGNETOKINESIS

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

Classes: Artificer, Wizard

You gain the ability to move or manipulate objects made of ferrous metal by thought. When you cast the spell, and as your action each round for the Duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch Targets, the prior target is no longer affected by the spell.

Creature. You attempt to grip a Large or smaller creature that is wearing armor or shield made of nonmagical ferrous metal. The target makes a Strength saving throw. If it fails, it is restrained, and you can immediately move the creature up to 30 feet in any direction, including upward, but not beyond the range of this spell. A creature lifted upward is suspended in mid-air by your grasp.

While the target remains in your grasp, you can use an action to crush its armor (or shield) and the target's body within, dealing 2d12 bludgeoning damage to the target. When you do, the target's armor (or shield) takes a permanent and cumulative -1 penalty to the AC it offers.

On each of its turns, the affected creature can use its action to attempt to escape your grip by making a new Strength saving throw, ending the spell early on a success.

Object. You can try to move an object made of nonmagical ferrous metal that weighs up to 250 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell.

If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell. You can exert fine control on objects you control, such as manipulating a simple tool, or pouring the contents from a goblet.

Any creature in the path of a Small or larger object you are moving must succeed on a Strength saving throw or take 1d12 bludgeoning damage and be knocked prone.

On subsequent turns, you can use your action to move the object again, or to crush it by making a ranged spell attack. If it hits, you deal 3d6 force damage to the object.

If the object is a weapon, you can use a bonus action on your turn to move the weapon up to 30 feet make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes damage equal to the weapon's damage dice + your spellcasting ability modifier. The damage type matches that of the weapon.

A creature within 5 feet of the object can use their action on their turn to make a Strength ability check against your spellcasting ability. If they succeed, they gain control of the object and the spell ends.

AC and hit points for various objects can be found in chapter 8 of the *Dungeon Master's Guide*.

MAJOR GLAMOUR

4th-level transmutation (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S, M (an uncut ruby, emerald or sapphire worth at least 500 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

Classes: Faerie, Sorcerer, Wizard

You transform yourself into a living creature. For the duration, you are fey and are also the creature type you transformed into. A hostile creature can use its action to make an Intelligence (Investigation) check against your spell save DC. If they succeed, you must make a concentration check to maintain your form. Choose one of following two creature types:

Glamorous Humanoid. You become a human, half-elf, halfling, gnome or elf (not a drow). You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. None of your statistics change. Additionally, you can become proficient in one skill, tool, armor or weapon proficiency of your choice for the duration.

Glamorous Beast. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. You become a tiny, small or medium beast of great beauty, perfectly suited to the target's aesthetics, such as a colorful bird, a white stag, or a silvery fish. You are able to cast the *message* cantrip at will with the target as a recipient, and make Charisma (Persuasion) and Charisma (Performance) checks against them with advantage. You gain the traits of your chosen form, and can fly, swim or breathe water as applicable, but cannot speak, cast spells, make attacks or use any class abilities. If you take damage, you must succeed a concentration check to maintain the transformation.

At Higher Levels. If you cast this spell using a spell slot of 5th-level, the duration is 8 hours. The duration is 24 hours at 6th-level, 72 hours at 7th-level, and one week at 8th-level. At 9th level, you can maintain your transformation indefinitely. Using a spell of 5th-level spell slot or higher grants a duration that doesn't require concentration, and use of a 7th-level spell slot or higher makes your transformation invisible to the effects of the Detect Magic spell.

No matter the spell slot expended, if you are damaged during your transformation, you must roll a concentration check to maintain it.

MASS DISTORTION

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a lead sphere at least 1 inch in diameter)

Duration: Instantaneous

Classes: Artificer, Faerie, Wizard

You touch one nonmagical object no larger than a 5-foot-cube, altering its apparent weight for you or for others.

The effect lasts for the duration. If you cast this spell on the same object every day for 30 days, placing the same effect on it each time, the spell's effects last until it is dispelled. When you cast the spell, choose one of the following effects:

- **Mass Decrease.** When handled by you, the apparent weight of the object is five times less, as are any contents that may be inside it (if the object is a container). Any other creature handling the object experiences its normal weight.
- **Mass Increase.** When handled by any creature other than you, the apparent weight of the object, and any contents that may be inside it (if the object is a container) are five times their normal weight.

MELF'S UNICORN ARROW

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a unicorn's horn or a nightmare's hoof worth at least 250 gp)

Duration: Instantaneous

Classes: Faerie, Sorcerer, Wizard

You fire a spectral arrow from your hand, which becomes the shimmering, transparent form of a unicorn or nightmare (your choice) as it rushes toward a creature of your choosing that you can see. Make a ranged spell attack, ignoring up to half cover, or dim light if the target is not fully illuminated by your vision.

On a hit, the target takes 5d12 damage and is pushed 15 feet away from you. The damage is radiant if the arrow becomes a unicorn and necrotic if the arrow becomes a nightmare.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd. When you cast this spell using a spell slot of 5th level or higher, you can create two arrows with it. If you use a spell slot of 7th level or you can create three arrows. If you use a spell slot of 9th level, you can create four arrows. Each additional arrow you create must target a different creature.

A DM might prefer to let a character learn only the *unicorn* or *nightmare* version of this spell, or bind the version they can cast to the material component used.

METAMORPHOSE LIQUID

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, M (a drop of the target liquid)

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Sorcerer, Wizard

You transmute up to one gallon of nonmagical liquid into an equal amount of a different, nonmagical liquid (for example, water into wine, blood into oil, or beer into urine). You must dip at least one finger into the target liquid for the spell to take effect. Liquid poisons may be neutralized through use of this spell. The liquid must not be inside a creature for the spell to take effect.

Alternately, you can dissolve a vial of magical liquid into harmless dust using the spell (for example, an undesirable potion) by making a spellcasting ability check of at least 13 when you cast the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level, you can transmute up to 15 gallons of liquid (a keg). If you use a spell slot of 3rd level, you can transmute up to 50 gallons of liquid (a barrel).



Illustration by Paul Tobin

MINOR GLAMOUR

3rd-level transmutation (ritual)

Casting Time: 1 action

Range: Self

Components: S, M (a hunk of jade or malachite worth at least 250 gp, which the spell consumes)

Duration: Concentration, up to 8 hours

Classes: Faerie, Sorcerer, Wizard

You transform yourself into an object up to one size category smaller than yourself. While in an object form, you cannot move, attack, or cast spells but you remain aware, and make any Wisdom (Perception) checks with disadvantage. If your object form is damaged, you immediately revert to your natural form, appearing prone in the nearest unoccupied space, and taking 2d8 force damage.

To discern that you are transfigured, a creature can use its action to make an Intelligence (Investigation) check against your spell save DC. If they succeed, you must succeed a concentration check to maintain your disguised form.

You can remain in your object form for the duration, or revert to your form on your turn (no action required).

Choose one the following two object types:

Mundane Object. You become a mundane object. For example, a bundle of rags if you are small, or a wooden chair or suit of armor if you are medium.

Glamorous Object. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. You become an object of great beauty, such as a jeweled statue. If the target sees you in your object form, they must make a Wisdom saving throw. If they fail, they are charmed, and are compelled to attempt to add you to their personal possessions.

At Higher Levels. If you cast this spell using a spell slot of 4th-level, the duration is 8 hours. The duration is 24 hours at 5th-level, 72 hours at 6th-level spell, one week at 7th-level, one month at 8th level, and one year at 9th level. Using a spell of 5th-level or higher grants a duration that doesn't require concentration, and you can complete a long rest while in your object form. Using a spell slot of 7th-level or higher makes you invisible to the effects of the *detect magic* spell.

MISSILE MAGNET

2nd-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, M (a sliver of magnetic iron)

Duration: Concentration, up to 1 minute

Classes: Artificer, Ranger, Warlock, Wizard

You curse a target, drawing projectiles toward it. The target makes a Wisdom saving throw. If it fails, it is wreathed in a nimbus of emerald light that sheds dim light in a 5-foot radius and attract projectiles.

For the duration, ranged attack rolls against the target have advantage, the target loses any benefits from half and three-quarters cover from ranged attacks, and it takes an additional 1d4 force damage from ranged attacks that hit it.

Additionally, ranged attack rolls that would hit creatures within 5 feet of the cursed target force it to make a Charisma saving throw. If they fail, they become the subject of the attack instead, and are hit by the attack, even if the attack roll is lower than their own AC.

At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. A *remove curse* spell or similar magic ends the effect early.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the additional damage from projectiles increases by 1d4 for each slot level above 3rd.

MISTY SLASH

3rd-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a melee weapon worth at least 10 gp that deals slashing damage)

Duration: 1 round

Classes: Faerie, Sorcerer, Warlock, Wizard

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see. Until the end of your turn, when you hit a creature with a melee weapon attack, it deals an additional 2d6 damage. At the end of your turn, you can return to the space you were in when you cast this spell. If you choose not to, until the start of your next turn, you can use your reaction to do so instead. If the space you were in when you cast the spell is occupied, you teleport to the nearest unoccupied space instead.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the additional damage from projectiles increases by 1d6 for each slot level above 3rd.

MOON BLADE

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a drop of wintergreen oil)

Duration: Concentration, up to 1 hour

Classes: Cleric, Druid, Faerie, Sorcerer, Warlock

You create a crescent-shaped sword of solidified moonlight in your hand. This magic sword lasts until the spell ends, shedding dim light in a 5-foot radius. It counts as a simple melee weapon with which you are proficient. It deals 2d8 radiant damage on a hit and has the finesse, light, and thrown properties (range 20/60).

When you use the sword to attack a shapechanger, you have advantage on the attack roll. If you hit a shapechanger with your moon blade, it must succeed on a Charisma saving or instantly revert to its original form. An affected shapechanger can't assume a different form until the end of their next turn.

When you use the sword to attack an undead creature, you gain a bonus to your attack and damage rolls equal to your spellcasting ability modifier (minimum: 1).

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 3d8. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 4d8. When you cast it using a spell slot of 7th level or higher, the damage increases to 5d8, and when you hit a target, you can use a bonus action to end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used. You can end a number of spells in this manner equal to your spellcasting ability modifier (minimum: 1).

The *moon blade* spell is a signature spell of the *Moon Domain* cleric presented earlier in this document. A DM should consider reserving this spell for characters who have some affinity with the moon (for example, a druid of the *Circle of Dreams*, a sorcerer whose origin lies in *Witchcraft*, or a warlock with an appropriate *Celestial*/otherworldly patron).

MUSHROOM RING

3rd-level conjuration (ritual)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (faerie dust and mushroom spores, which the spell consumes)

Duration: 1 hour

Classes: Druid, Faerie, Ranger

You enhance the fecundity of a 10-foot radius circle of bare rock, earth or soil that you can see in range, centered directly underneath you. At the start of your next turn, dimly glowing mushrooms appear at the edges of the circle.

When you cast the spell, choose one of the following: beasts, humanoids, or monstrosities. The ring affects a creature of the chosen type in the following ways:

- The creature attempting to enter the dome must first succeed on a Charisma saving throw.
- The creature has disadvantage on attacks against you while in the dome.
- Creatures within the cylinder can't be charmed or frightened by the creature.

The ring's effects extend in a 15-foot cylinder above and below the ring. While the ring exists, you can use your bonus action to invite a creature of the excluded type into the ring without penalty.

You can use your action to consume the ring in an explosion of spores, ending the spell. When you do, creatures other than you and those you have invited within 5 feet of the ring's circumference make a Constitution saving throw, taking 4d8 poison damage on a failed save, or half as much damage on a success.

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

The *moon blade* spell is a signature spell of the *Moon Domain* cleric presented earlier in this document. A DM should consider reserving this spell for characters who have some affinity with the moon (for example, a druid of the *Circle of Dreams*, a sorcerer whose origin lies in *Witchcraft*, or a warlock with an appropriate *Celestial* otherworldly patron).



Illustration by David Cornish

NATURE BOLT

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Faerie, Wizard

A handful of solid terrain you can reach crumbles at your touch, and you hurl the mass at a creature or object within range. Make a ranged spell attack against the target. If you hit, the target takes 1d8 of damage of a type based on the terrain, according to the following table:

Earthen Bolt Damage

Terrain	Damage
stone, dirt	bludgeoning
metal, wood	piercing
gravel, sand	slashing
swamp, marsh	poison
water, snow, ice	cold

This spell has no effect on terrain consisting of living or undead creatures, air, lava, or magical surfaces. Terrain removed with this spell must be located directly at your feet. It would take approximately one hour of continuous casting to remove a 5-foot cube of material from a surface using this spell.

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



Illustration from the *Monster Manual*

NECROMANTIC RECOMBINATION

5rd-level necromancy

Casting Time: 1 minutes

Range: 10 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Wizard

Prerequisite: ability to cast the *animate dead* spell

You create a more powerful undead servant out of lesser ones. You target three skeletons or zombies that you created by means of the *animate dead* spell and who are under your control, combining their mass into a single creature with the statistics of a *minotaur skeleton* (if you combined three skeletons) or *ogre zombie* (if you combined three zombies). The DM has the creature's game statistics.

You command the resulting creature in the exact same manner as outlined in the *animate dead* spell.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast the *animate dead* spell on the creature again before the current 24-hour period ends. A creature created by means of this spell counts as three undead for the purposes of the number of creatures you can maintain control of with the *animate dead* spell.

OTHERTIME

5th-level conjuration

Casting Time: 1 action

Range: Self

Components: S, M (a fold of fine fabric worth at least 10 gold, which is the spell consumes)

Duration: Concentration, 1 round

Classes: Artificer, Bard, Cleric, Faerie

You step into the future, to the start of your next turn. To other creatures, you appear to vanish altogether, only to reappear at a later point in time. Time continues to progress for everything except you.

At the start of your next turn, you reappear at that exact in the space you were in when you cast the spell, or in the nearest unoccupied space. The world around you remains frozen in time until the end of your turn. For the duration, you are completely unaffected and observed by your surroundings. For the duration, you can move, perceive the world, take actions, and cast spells that target only yourself. You cannot affect any creature or object while time remains frozen, nor do you trigger any traps, magical alarms or sensors. For example, you read a book at the page it was opened to, but could not turn to the following page.

When the spell ends, time resumes at its normal pace for both you and your surroundings. The spell ends if you move to a place more than 1,000 feet from the location where you cast it.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, you move 1 additional turn into the future for each slot level above 5th.



Illustration by Jessica Oyhenart

PALL OF TWILIGHT

3rd-level illusion

Casting Time: 1 action

Range: 120 feet

Components: S, M (a ball of cotton or wool, dyed grey or black)

Duration: Concentration, up to 1 minute

Classes: Bard, Faerie, Sorcerer, Warlock, Wizard

A creeping pall of grey mist manifests in a 30-foot radius sphere, muting sound and color alike.

This spell reduces bright light (including magical light created by spells of 2nd level or lower) in the area to dim light, and dim light to darkness. Additionally, creatures inside the area have disadvantage on Wisdom (Perception) check that rely on hearing.

Creatures with blindsense or tremorsense have these senses similarly affected, and they have disadvantage on Wisdom (Perception) checks they make while in the area.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the mist increases by 30 feet for each slot level above 3rd.

PAPERCUT

4th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: S, M (a sheet of parchment, which the spell consumes)

Duration: Instantaneous

Classes: Artificer, Bard, Sorcerer, Wizard

You tear a sheet of into dozens of fragments, and send them flying toward a creature you can see within range. The target makes a Dexterity saving throw, taking 10d8 damage on a failed save, or half as much on a successful one.

If you use a spell scroll as the material component for the spell, it deals additional damage equal to 1d8 times the spell level of the scroll. The additional damage matches the damage type the spell upon the scroll would deal. If the spell upon the scroll does not deal damage, the damage is force damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 2d8 for each slot level above 3rd.

PEAL OF NINE BELLS

Conjuration cantrip

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Faerie, Wizard

You create a beam of ringing sound that strikes at one creature of your choice that you can see within range. The target must succeed on a Strength saving throw or be pushed up to 10 feet in a straight line away from you, taking 1d6 thunder damage.

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

PERPLEX

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (faerie dust)

Duration: Concentration, 1 minute

Classes: Bard, Faerie, Wizard

You target one creature you can see within range, and attempt to wreak havoc among its thoughts. The target makes a Wisdom saving throw. On a failure, the target rolls a d6 at the start of its turn, taking the amount rolled as psychic damage, and subtracting that number from attack rolls, ability checks, and concentration checks it makes until the start of its next turn. The target repeats its saving throw at the end of its turn, ending the spell on a success. Creatures with an Intelligence score of 2 or lower are immune to this spell.

PLAGUEMASK

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, M (A white hankerchief)

Duration: 24 hours

Classes: Artificer, Bard, Faerie, Wizard

You touch up to three willing creature, making them appear sick or plagued. You decide the symptoms of the illusory disease, which could include a fever, runny nose, clammy hands, swollen extremities, and weeping sores. Each target must display the same symptoms.

For the duration, the targets gain advantage on Charisma (Performance) checks to convince others of the illusory disease.

A creature can make a Wisdom (Medicine) check at disadvantage against your spell save DC to determine if the symptoms are real. On a success, the illusion is immediately dispelled.

POLANDARA'S PETTICOAT POCKET

2nd-level conjuration

Casting Time: 1 action

Range: Self

Components: S, M (a fold of fine fabric worth at least 10 gold, which is the spell consumes)

Duration: Instantaneous

Classes: Artificer, Bard, Wizard

The spell creates a pocketed square of fabric, which immediately attaches to a location on a garment the caster is wearing. The spell slot used to create the pocket is consumed, and cannot be recovered until the pocket no longer exists.

The pocket has an opening no larger than a six-inch diameter, with an interior space considerably larger than its outside dimensions suggest: the pocket is to 10 feet deep. The pocket can hold up to 50 pounds, not exceeding a volume of 20 cubic feet. The pocket weighs 3 pounds, regardless of its contents. Retrieving an item from the depths of the pocket requires a bonus action.

If the pocket is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents scatter within 10 feet of the garment the pocket is attached to.

If the pocket is turned inside out, its contents spill forth, unharmed, but the pocket must be put right before it can be used again. Breathing creatures inside the pocket can survive up to a number of minutes equal to their Constitution modifier (minimum: 1), after which they begin to suffocate.

Placing another extradimensional space, such as a *Bag of Holding*, *Handy Haversack*, *Portable Hole*, or similar item instantly destroys both the pocket and the item and opens a gate to the Astral Plane. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

You can dismiss the pocket at any time with a bonus action, causing its contents to immediately scatter outside of its present location. You can then recover the spell slot the pocket consumed at your next available opportunity.

POWER WORD SILENCE

6th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

Classes: Bard, Faerie, Sorcerer, Warlock, Wizard

You speak a word of power that removes the ability to speak from one creature you can see within range. If the target has 150 hit points or fewer, it is enveloped in silence. No sound can reach nor escape from the target. It becomes immune to thunder damage, and it is deafened. Casting a spell that includes a verbal component becomes impossible for them.

The silenced target must make a Charisma saving throw at the end of each of its turns. On a successful save, the silencing effect ends.

PROBABILITY WARP

5th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a strong iron magnet)

Duration: Concentration, up to 1 minute

Classes: Bard, Faerie, Sorcerer, Warlock

A subtle field of favorable probability surrounds one creature you can see within 60 feet of you. For the duration:

- The target's attacks count as magical. Their attack rolls gain a bonus equal to half your spellcasting ability modifier (minimum: 1), and they score a critical hit on a roll of 19 or 20.
- You can use your reaction to apply your spellcasting ability modifier as a bonus to the target's Armor Class against a triggering attack, or to one saving throw they make (after the roll, but before the results are announced).

PUFF OF SMOKE

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Bard, Faerie, Sorcerer, Wizard

You create a 5-foot-radius, 15-foot-high cylinder of fog centered on a point within range. The smoke spreads around corners, and its area is heavily obscured. When created, the puff produces a dull thud which is audible out to 100 feet.

The smoke can be any color you desire, and you can cause it to shed dim light in a 5-foot radius in the same color. It lasts until the start of your next turn, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

PUNCTURE

Transmutation cantrip

Casting Time: 1 action

Range: 120 feet

Components: S, M (a steel needle)

Duration: Instantaneous

Classes: Artificer

A psionic needle streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage.

The spell creates more needles when you reach higher levels: two needles at 5th level, three needles at 11th level, and four needles at 17th level. You can direct the needles at the same target or at different ones. Make a separate attack roll for each needle.

PYROCLASM

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a shard of obsidian or pumice)

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

A cloud of volatile fumes and scorching lava erupts forth at a point you choose in range. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw, taking 2d8 fire damage and 2d8 poison damage on a failure, or half as much damage on a successful one.

After damage is dealt, the spell's area of effect is filled by the cloud of fumes and ash, lightly obscuring the area. At the start of your next turn, the cloud ignites. Each creature in the area must make a Dexterity saving throw. A target takes 4d8 fire damage on a failure, or half as much damage on a successful one. Afterwards, the cloud vanishes.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the initial fire or poison damage (your choice when you cast the spell) increases by 1d8 for each slot level above 3rd.

QUENTIN'S QUICKKLING SENSES

4th-level transmutation

Casting Time: 1 action

Range: Self

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

Duration: Concentration, up to 10 minutes

Classes: Artificer, Bard, Faerie, Sorcerer, Wizard

For the duration, you can a bonus to your armor class equal to your spellcasting ability modifier (minimum: 1), you ignore difficult terrain and are immune to attacks of opportunity. You have advantage on Dexterity, Intelligence and Wisdom checks and saving throws, and you cannot be surprised. In addition, attacks against you from sources you can see are made at disadvantage.

However, your quickening makes it difficult to engage with those moving at normal speed: you also have disadvantage on attack rolls, Charisma ability checks you make to influence others, and you must use an action to communicate non-telepathically with any creature with whom you share a language.

When the spell ends, you must succeed on a DC 14 Constitution saving throw or suffer one level of exhaustion.

RADIANT GLAMOUR

3rd-level evocation

Casting Time: 1 action

Range: 20 feet

Components: V, S, M (faerie dust)

Duration: Instantaneous

Classes: Cleric, Faerie, Paladin

You emit an intense light, searing nearby enemies. Each creature of your choice in a 20-foot radius sphere centered on you that can see you makes a Constitution saving throw. A creature takes 3d12 radiant damage on a failure, or half as much on a success. Fiends and undead have disadvantage on their saving throws, and if they fail, they are blinded until the end of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

RECALL AGONY

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Warlock

You draw upon a painful memory of one creature you can see within range and force them to relive the experience. The target makes a Charisma saving throw, taking 4d10 psychic damage on a failure, and half as much on a success.

If they fail their saving throw, they are become cursed. For the duration, whenever the target takes damage, you can use your reaction to force them to relive the experience, dealing half the amount as additional psychic damage to the creature.

Constructs, undead and creatures with an Intelligence score lower than 4 are immune to the spell's effects.

REJUVENATE

7th-level necromancy

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (an inscribed platinum egg worth at least 5000 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

Classes: Druid, Faerie, Sorcerer, Wizard

You touch a humanoid or beast, reversing its aging process. The target makes a Charisma saving throw. On a failure, roll 1d6 and subtract the results from the creature's age. You cannot reduce a creature's age below what it was at the moment of their birth.

For the duration, you can use your action on your turn to touch and rejuvenate the creature again, up to an additional number of times equal to your spellcasting ability modifier (minimum: 1).

Creatures repeat their saving throw at the start of each of their turns, ending the effect on a success. When the spell ends, the unnatural aging lingers, and the target gradually returns to their natural age over the course of a year, or until restored by a Greater Restoration spell or similar magic.

At Higher Levels. When you cast this spell using a spell slot of 8th level, the die is increased to 1d10, and its effects linger for a century. At 9th level, the die is increased to 1d12, and its effects are permanent.

REMINISCENCE

4th-level divination (ritual)

Casting Time: 1 minute

Range: Self

Components: V, M (a lens of glass worth at least 50 gp, which the spell consumes)

Duration: Concentration, up to 10 minutes

Classes: Cleric, Druid

Choose a span of time 1 minute or longer within the last century. Visions of your selected range of time fill your senses, and subsume all sensory input you experience in the present. For the duration, you are blinded and deafened.

You experience specified range of time from your present location, compressed proportionally into the duration of the spell. You view the events in reverse, from the vantage point of current position. You are unable to interact with the past in any way other than to witness it.

While viewing the past, you still have any special senses you possess, such as Darkvision. You can speak to others and move about normally in the present during the experience, but this may difficult in places where the placement of objects or your surroundings that have changed in the intervening time period.

RENDING DISTORTION

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Sorcerer, Warlock, Wizard

The spell causes the space and time around and inside a target creature or object to rapidly accelerate and decelerate in random patches, tearing their body as they attempt to move through the fluctuations. The target makes a Constitution save, taking 5d10 force damage on a failure and half as much on a success. If they fail their saving throw, they are restrained until the end of their next turn, and if they take an action on that turn, they are dealt an additional 2d10 force damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

REORIENT

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a leaden sphere)

Duration: Instantaneous

Classes: Artificer, Faerie, Wizard

You alter gravity's pull upon your person, causing yourself to fall in a direction of your choosing until the end of your turn, covering a distance up to 500 feet. If you collide with any objects during this movement, you take appropriate falling damage as determined by the DM.

At the start of your next turn, gravity reorients itself as is normal for the space you occupy, potentially causing you to fall again.

Foolish use of the *reorient* spell is extremely dangerous, especially at low levels, and a caster should take special note of their surroundings and assess any risks involved before casting it. Pairing it with the *feather fall* spell mitigates a significant amount of the risks created by it, but also slows the movement the *reorient* spell allows.

REVERSE PROJECTILES

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a tortoiseshell fragment)

Duration: Concentration, up to 1 minute

Classes: Artificer, Cleric, Faerie, Paladin, Wizard

You wrap yourself in a nimbus of lavender light which sheds dim light in a 5-foot radius and deflects projectiles.

For the duration, when you are hit by a ranged attack, the damage you take from it is reduced by 1d10 plus your spellcasting ability modifier. If the spell reduces the projectile's damage to 0, the missile is turned back upon the creature that attacked you.

The original attack roll is used to determine if the reversed projectile strikes your attacker, but the damage is rerolled using the original attacker's modifiers and bonuses.

If an attack bounces back toward a creature that is also protected by this spell, it is immediately reduced to 0 damage and the ammunition is destroyed or its magical energies dispersed.

You can also use this spell to dispel the effects of a *missile magnet* spell you have been affected by.

ROAR OF WAVES

3rd-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a seashell)

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Warlock, Wizard

You tap into the mind of a creature you can see within range, creating an illusory manifestation of rising ocean waters, visible only to the target, which must make a Wisdom saving throw. On a failed save, the target is overcome by the rising waters, lost in a nightmare of drowning alone at sea. Creatures with a swimming speed succeed their saving throw automatically.

For the duration, the creature's movement speed is halved, and is deafened and incapacitated, hearing only the sound of the waves and winds, as it desperately tries to swim to safety. Creatures within 30 feet of the affected target also hear the dull sound of ocean waves.

At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 4d4 psychic damage. On a successful save, the spell ends. The spell also ends if the target becomes the subject of a spell that allows them to escape the illusion, for example, the *alter self* (aquatic adaptation), *water breathing*, or *water walk* spells.

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

SANGUINE STRIKE

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 round

Classes: Bard, Cleric, Faerie, Sorcerer

You touch a willing target. Your magic grants them exceptional skill with their weapon. The target then designates a creature they can see within 30 feet of them. Until the end of their next turn, they gain advantage on the first attack roll they make against the designated creature, provided that this spell hasn't ended.

SEEKING

2nd-level divination

Casting Time: 1 minute

Range: 120 feet

Components: V, S, M (alchemical ink worth at least 25 gp, which the spell consumes, and the ammunition being imbued, which crumble to dust when this spell ends)

Duration: 1 hour

Classes: Artificer, Cleric, Faerie, Paladin, Ranger, Wizard

You touch up to 5 nonmagical pieces of ammunition. For the duration, the ammunition is magical for the purpose of overcoming resistance and immunity to nonmagical damage.

When a creature makes an attack with the ammunition, they do not make an attack roll, but instead declare the target of the attack to be a creature or object they can see within range of their weapon. As long as there is a pathway through which a projectile might reach the target, regardless of how winding, crooked or circuitous that path is, the attack hits it.

Attacks made with *seeking* ammunition do not add the ability modifier of the attacker to the damage roll of the attack, nor do they gain any other damage bonuses from any source, such as a class features or benefits usually conferred from a magical weapon.

SENSORY DEPRIVATION

4th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a chrysoberyl worth at least 20 gp and black silk cloth)

Duration: Concentration, up to 1 minute

Classes: Faerie, Sorcerer, Warlock, Wizard

You attempt to blot out the senses of a creature you can see within range. The target makes a Wisdom saving throw. On a failure, the target's senses are nullified for the duration, including their auditory, olfactory, taste, and visual senses. In addition to being blinded and deafened, an affected creature cannot benefit from blindsight or tremorsense while under the effects of the spell, and any Wisdom (Perception) checks they make that do not rely on touch automatically fail. The target retains any telepathic links it has with other creatures (for example, a *myconid* can still communicate through its rapport spores).

At the end of each of its turns, the target makes a Wisdom saving throw, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

SHAPE WOOD

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of sawdust)

Duration: Instantaneous

Classes: Artificer, Druid, Faerie

You touch a nonmagical wooden object of Large size or smaller or a section of wood no more than 10 feet in any dimension and form it into any shape that suits your purpose. For example, you might shape a trap door into a spear or quarterstaff, or you might shape a large wooden throne into a cage fit for a Medium creature.

SHATTERFLOOR

3rd-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a tuning fork)

Duration: Instantaneous

Classes: Artificer, Bard, Sorcerer, Wizard

You unleash a thrumming crescendo across a solid surface in a 60-foot cone. Creatures in the area must make a Constitution saving throw, taking 7d6 thunder damage on a failure, or half as much on a success. If the surface is made of nonmagical stone, wood, ice, or material with a hardness less than those, the floor is pulverized, becoming difficult terrain.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

SKIP DAY

5th-level evocation

Casting Time: 1 action

Range: 10 feet

Components: S, M (a handheld bronze sundial)

Duration: Instantaneous

Classes: Artificer, Wizard

You and up to six willing creatures within range are swallowed by a tear in space-time, traveling 24 hours into the future in what feels to you to be a mere instant. Creatures observing the spell from outside its range see you disappear in a momentary flash of bright, white light.

You and your companions arrive in the exact spaces they were when the spell was cast. If a creature's space is now occupied due to changing conditions in the intervening time, they are shunted to the nearest available space, taking 1d10 force damage for every 5 feet they are moved.

The travelers must succeed on a DC 12 Constitution saving throw or take one level of exhaustion.

SLIPSTREAM

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a length of silk)

Duration: Concentration, up to 1 minute

Classes: Artificer, Sorcerer, Wizard

A 15-foot wide, 60-foot long corridor of flowing space-time unfurls in a straight line in front of you, aiding or hindering travel along its length. You may choose whether the line flows towards or away from you. Creatures moving with the flow may move 2 feet for every one foot of spent movement, and those moving against it treat the area as difficult terrain.

For the duration, you can use your bonus action on your turn to reverse the polarity of the flow.

SNAKESTAFF

1st-level transmutation

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (a wooden quarterstaff or other similar length of wood)

Duration: Concentration, up to 1 hour

Classes: Druid, Faerie, Sorcerer, Wizard

You throw a wooden spear or quarterstaff up to 15 feet away from you, transforming it into a giant *snake poisonous snake*. The snake is friendly to you and your companions, and it obeys your commands.

In combat, the snake shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block or to take the Dash, Disengage, or Help action. The snake adds your spellcasting ability modifier as a bonus to its ability checks, attack rolls, and saving throws (minimum: 1).

The transformation lasts for the duration, or until the snake drops to 0 hit points or dies. When the spell ends, it becomes the object used to create it.

If the weapon used to create the snake has a bonus to attack rolls and damage rolls, those same bonuses are also conferred upon any snake created by the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can transform the staff into a *giant constrictor snake* or a *swarm of poisonous snakes*.

SNEEZING DUST

4th-level conjuration

Casting Time: 1 action

Range: 20 feet

Components: V, S, M (faerie dust)

Duration: Instantaneous

Classes: Bard, Druid, Faerie, Ranger, Wizard

You unleash a cloud of irritating dust in a 20-foot radius centered on yourself. Creatures of your choice in the area must succeed a Constitution saving throw or begin sneezing uncontrollably. Creatures that do not need to breathe succeed their saving throw automatically.

An affected creature is incapacitated and begins suffocating. As long as it remains conscious, a creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success. A *lesser restoration* spell also ends the effect.

SOLID FOG

2nd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a pinch of powdered animal hoof)

Duration: Concentration, up to 10 minutes

Classes: Druid, Faerie, Sorcerer, Wizard

You create a 20-foot-radius, 10-foot-high cylinder of dense, palpable fog centered on a point within range. The cylinder spreads around corners, and its area is heavily obscured. It lasts for the duration or until a strong wind (at least 30 miles per hour) disperses it.

In addition to obscuring sight, the solid fog is so thick that the area is difficult terrain. Melee attack rolls made from within it (or ranged attack rolls whose projectiles pass through it) whose results are less than your spell save DC are lost.

A creature or object that falls through the solid fog is slowed, so that each 10 feet of the fog that it passes through reduces falling damage by 1d6.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius of the cylinder increases by 20 feet and the height increases by 10 feet for each slot level above 2nd.

SOLIPSISM

7th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Concentration, up to 1 minute

Classes: Bard, Faerie, Sorcerer, Warlock, Wizard

You manipulate the senses of one creature and attempt to convince them that they are the only real creature in all of existence and that everything around them is merely an illusion.

The target makes a Wisdom saving throw. On a failure, they become despondent and are stunned, watching the world around themselves with boredom or bemusement. Since they do not consider their surroundings to be real, they make no effort to interact with them or to defend themselves from any potential threat.

The target repeats its saving throw at the end of each of its turns, ending the effect early on a success.

SOUL WHIP

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Faerie, Sorcerer, Warlock, Wizard

You weave together threads of wrathful thought to create a whip of solidified enmity in your hand. This magic whip lasts until the spell ends. It counts as a martial melee weapon with which you are proficient. It deals 2d4 + your spellcasting ability modifier psychic damage on a hit and has the finesse, light, and reach properties. In addition, when you use the whip to attack a target that charmed or frightened by you, you make the attack roll with advantage.

If you drop the weapon or throw it, it dissipates as it leaves your hand. Thereafter, while the spell persists, you can use a bonus action to cause the whip to reappear in your hand.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 3d4 + your spellcasting ability modifier. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 4d4 + your spellcasting ability modifier. When you cast it using a spell slot of 7th level or higher, the damage increases to 5d4 + your spellcasting ability modifier.

SQUEAKING FLOOR

3rd-level abjuration (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a rusty iron hinge)

Duration: 8 hours

Classes: Artificer, Cleric, Wizard

You create a thin sheet of magical sensors along a stretch of even flooring or terrain with an area is up to 50 feet long and 50 feet wide. For the duration, if any creature weighing more than three pounds steps into the area, it emits loud, unmistakable squeaks that can be heard up to 100 feet away. The sound spreads around corners, and through 1 foot of stone, 1 inch of common metal, or 3 feet of wood blocks. Those who hear the squeaking automatically know the direction of the sounds.

Creatures capable of moving completely silently reduce the audible range of the squeaking they produce by half. Flying creatures and others that avoid direct contact with the affected surface do not inspire the spell's effects.

STUMBLE

1st-level divination

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a scrap of fruit skin or a drop of grease)

Duration: Concentration, up to one minute.

Classes: Bard, Faerie, Sorcerer, Warlock, Wizard

You curse a creature, causing them to suffer a humiliating fall. For the duration, if the target moves, more than 5 feet on their turn, you can use your reaction to force them succeed a Dexterity saving throw or fall prone and lose the rest of their movement.

Creatures using a flying or swimming speed for their movement are immune to this spell's effects.

SUSPENDED SILENCE

3rd-level enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S, M (A feather and a handful of gem dust worth 25 gp, which the spell consumes)

Duration: 24 hours

Classes: Artificer, Bard, Cleric, Ranger

You enchant an object weighing no more than 5 pounds, imbuing it with the *silence* spell. As you finish casting the spell, you assign a command word, which is inaudible to all but you, and is dragged inside the enchanted object. The object remains enchanted for the duration of the spell or until you speak the command word.

As a bonus action on your turn, you can speak the command word, and if your words are audible to the object, it immediately projects a silencing aura in a 20-foot-radius sphere centered on itself. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

If the object moves, the aura moves with it. The aura lasts for 1 minute or until the object is destroyed.

Synostodweomer allows spellcasters not normally able to cast healing spells to do so, although it increases the magical cost of doing so. All the same, if your game includes player characters for whom being a healer is their primary archetype and identity, it might be wise to not include this spell in your game at all.

SWITCHEROO

4th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (faerie dust)

Duration: Instantaneous

Classes: Bard, Faerie, Sorcerer, Warlock, Wizard

You attempt to exchange the positions of two creatures you can see within range. The targets must be of the same size category. If either target is unwilling, they make a Wisdom saving throw, and if they succeed, they are not eligible to participate in the switch. Constructs and undead cannot be moved by this spell.

Additionally, until the end of your next turn, you can use your reaction to teleport to the position you were at when you cast this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, you can target one additional creature for each slot level above 4th, exchanging each the positions of the targets as you desire.

SYLVAN VISION

1st-level divination (ritual)

Casting Time: 1 action

Range: 200 feet

Components: V, M (a fresh sprig of local flora, which the spell consumes)

Duration: Concentration, up to 10 minutes

Classes: Druid, Faerie, Ranger

For the duration, nonmagical foliage does not obscure your vision.

SYNOSTODWEOMER

3rd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

Classes: Sorcerer, Wizard

You channel the magical energy from a spell you know or have prepared into healing magic instead. Your hands glow with a golden curative radiance.

Until the end of your next turn, you can use your action to touch a creature and expend a spell slot of 5th level or lower, restoring a number of hit points to the target. The amount of hit points restored is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 6d8. This healing has no effect on yourself, undead or constructs.

TAIL SWEEP

4th-level evocation

Casting Time: 1 action

Range: 10 feet

Components: S

Duration: Instantaneous

Classes: Artificer, Druid, Faerie, Sorcerer, Wizard

A translucent, scaled tail uncoils from behind you and sweeps around you in a 10-foot radius, and then vanishes as quickly as it appeared.

Each creature within range, other than you, must make a Dexterity saving throw. On a failure, a creature takes 4d10 force damage and is knocked prone. On a success, they take half as much damage and aren't knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

TATTOOSION

Illusion cantrip

Casting Time: 1 action

Range: self

Components: S

Duration: 1 minute

Classes: Artificer, Sorcerer, Bard, Warlock, Wizard

This spell is a minor magical trick that novice tattooosionists use for practice. You create one of the following magical effects:

- You create lifelike animations of your tattoos, for example, causing a snake to slither in a spiral around your forearm, or re-arranging a series of letters or runes to spell something clever or vulgar.
- You cause one of your tattoos to emit sounds appropriate to their nature, audible up to 10 feet away from you, for example, making a snake hiss.
- You permanently relocate a tattoo, for example from your left cheek (face) to your left cheek (rump).
- You make a colored shape, an image, or a symbol appear on a willing creature for a number of hours equal to your spellcasting ability modifier.

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

TELEPATHY TAP

3rd-level divination

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 10 minutes

Classes: Cleric, Faerie, Sorcerer, Wizard

You can overhear the telepathic conversations of other creatures within 120 feet of you, and the contents of any *message* cantrips cast in the same area. You do not detect the uncommunicated thoughts of creatures, nor do you understand telepathic conversations spoken in a language you don't know.

In an area where numerous telepathic conversations are occurring at the same time, you must specify the specific creatures whose transmissions you wish to overhear, up to a number equal to your spellcasting ability modifier (minimum: 2).

Telepathy tap does not allow you to overhear the telepathic conversations of creatures protected by a *mind blank* spell, nor does it grant the ability to telepathically send telepathic messages of your own to other creatures.

TIME BOMB

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a working stopwatch)

Duration: Concentration up to 1 minute

Classes: Artificer, Sorcerer, Warlock, Wizard

You cause a well of pressure to build from within a creature you can see within range, turning them into a living bomb. The target must make a Constitution saving throw. On a failure, they take 3d6 force damage, and pressure begins to build up their body. On a success, they take half the amount and are otherwise unaffected. Creatures whose body is incorporeal or insubstantial (for example, a *fire elemental* or *ghost*) succeed their saving throw automatically.

For the duration, you can use an action on your turn to deal 3d6 force damage to the target.

If the target is reduced to 0 hit points, they explode, causing each creature within 15 feet of them to succeed on a Dexterity saving throw or take 4d6 bludgeoning damage.

Creatures repeat their saving throw at the end of each of their turns, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage for each of its effects increases by 1d6 for each slot level above 3rd.

Creatures immune to the *grappled* condition are often incorporeal or insubstantial.

TIME KNIFE

Conjuration cantrip

Casting Time: 1 reaction

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Sorcerer, Wizard

A magical blade of disruptive energy sails toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d6 slashing damage plus force damage equal to your spellcasting ability modifier.

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

TIME PARASITE

2nd-level abjuration

Casting Time: 1 reaction

Range: 30 feet

Components: V, S

Duration: 1 round

Classes: Bard, Faerie, Sorcerer, Warlock

You attempt to steal time from a creature you can see within range. The target makes a Charisma saving throw. On a failure, they become incapacitated until the end of their next turn, and you can an additional action, which expires at the end of your next turn.

TOWERING OAK

1st-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger

Your voice becomes deeper, rasping with the strength of earth. For the duration, you gain the following benefits:

- You grow a number of inches taller equal to your spellcasting ability modifier.
- You gain a bonus to Charisma (Intimidation) checks that you make equal to twice your spellcasting ability modifier.

TOXIC TONGUE

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Artificer, Druid, Faerie, Ranger, Warlock

Your mouth gains the ability to create a virulent poison for the duration. You can use your poison in two ways:

Poison Spit. As a bonus action, you can spray a stream of poison from your mouth, targeting one creature you can see within 30 feet of you. The target takes 3d10 poison damage unless it succeeds on a Constitution saving throw.

Poison Weapon. As a bonus action, you apply your poison to a melee weapon or piece of ammunition on your person or carried by a willing creature within 5 feet of you. The poison's potency lasts until the start of your next turn. If the poisoned weapon hits a creature, the target of the attack must make a Constitution saving throw, taking 3d6 poison damage on a failure, or half as much on a success.

The poison has no effect if ingested. If the spell ends, a poisoned weapon you have created loses its potency.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage of your poison spit increases by 1d10 and the damage of a weapon you poison increases by 1d6 for each slot level above 3rd.



Illustration by Barbora Kovacova

TREASURE SCENT

3rd-level divination

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: 1 hour

Classes: Artificer, Bard, Cleric, Faerie, Sorcerer, Wizard

A multihued mist appears in front of you before swirling up into your nose. For the duration, you can detect copper, silver, gold, platinum, and gems within 30 feet of you, as well as differentiate between types of valuables you sense.

When you detect valuables, their exact location is not revealed, only their presence and direction. When you come within 10 feet of treasure, you can pinpoint its exact location. This spell can't locate treasure if more than 5 feet of stone, 1 foot of common metal, or any thickness of lead, even a thin sheet, blocks a direct path between you and the treasure.

TREE STEED

2nd-level enchantment

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: 24 hours

Classes: Druid, Faerie, Ranger

You touch a wooden log at least one foot in diameter, and five to ten feet long, causing it to spring to life, sprouting four wooden legs. The steed takes on a form that you choose: a *brown bear*, *crocodile*, *elk*, *giant goat*, *ox* or *riding horse*. The steed has the statistics of your chosen form, though it is a plant instead of a beast. Additionally, your steed's wooden exterior grants it an AC of 16, and it is vulnerable to fire damage. It cannot speak, but understands sylvan and druidic, and when you cast the spell, you can give it the ability to understand one additional language you know. It is friendly to you and your companions, and obeys your commands.

The steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 hit points, its legs retract and it falls to the ground, becoming a normal log again. If it is slain by fire damage, the log is burned and cannot be used as a steed again.

You can't create more than one steed with this spell at a time. As an action, you can release the steed from your service, causing it to become a normal log again.

TWISTING INNARDS

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Artificer, Faerie, Sorcerer, Wizard

You cause the target's vital organs to writhe, shift, and move about, making it difficult to strike the target in a vulnerable area. For the duration, if the target is subjected to a critical hit or sneak attack, roll a 1d4. If the result is a 3-4, the target is unaffected by the extra damage caused by the sneak attack or critical hit.

This spell can't affect constructs, plants or undead.

At Higher Levels. If you cast this spell using a spell slot of 6th level, the additional damage from a critical hit or sneak attack is avoided on a roll of 2-4. If you use a spell slot of 7th level, the target is rendered immune to critical hits and sneak attacks.

UNBINDING

9th-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a pristine yellow diamond worth at least 5,000 gp, which the spell consumes)

Duration: Instantaneous

Classes: Cleric, Faerie, Sorcerer, Wizard

A burst of yellow-white energy erupts from your body in a 120-foot radius, dispelling certain spells of 7th level or lower (without regard to your wishes) as follows:

- Charmed creatures are released from their enchantments.
- Paralyzed creatures under the effect of the *hold person*, *hold monster* or similar magic are freed from their paralysis.
- Magical locking mechanisms such as *arcane lock* are opened, and a *magic mouth* speaks its message. The opening of locks or other closures immediately triggers any alarms or traps attached to them.
- Temporal alterations, such as *haste* and *slow* spells are ended.
- The *bestow curse* and *geas* spells are dispelled.
- Magical barriers such as wall of fire, wall of stone, wall of force, guards and wards, symbol and forcecage are dispelled.
- A *magic circle* that currently holds an imprisoned creature is dispelled. Any released creature may or may not be friendly to you or your allies.
- Ammunition enchanted by spells such as *conduit* and *seeking* lose their magic. A *ring of spell storing* releases its contents into the nearest unoccupied space. Spells bound by a *contingency immediately* release them into the nearest unoccupied space.
- A *magic jar* is shattered.

An unbinding is not without its limits:

- Protective spells such as *protection from evil and good*, *shield*, *globe of invulnerability*, *mage armor* and similar spells are not affected by the unbinding.
- Petrified creatures remain petrified.
- Individuals bound into service are not freed (including creatures such as familiars, summoned creatures, elementals or djinni).
- An antimagic field is not affected, nor does the unbinding affect anything inside held inside one.

UNCONSCIOUS COMMAND

6th-level enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 8 hours

Classes: Bard, Faerie, Sorcerer, Warlock, Wizard

You touch a creature's forehead, implanting a course of activity (limited to a sentence or two) deep into the recesses of their mind. You must share at least one language with the target. Creatures that can't be charmed are immune to the spell. You dictate the trigger for the command to take hold of the target, which must be worded in such a manner as to sound reasonable. You can cause the creature to attack another creature, even in the face of overwhelming odds, but not to cause direct harm to themselves (for example, "*When you are alone in a room with Lord Van Der Woodsen, then strangle him to death!*"). The target makes a Wisdom saving throw. On a failure, the target has no knowledge of the spell affecting them, and they fall unconscious (or if they are immune to sleep magic, are stunned) until the end of their next turn, at which time they lose all memory of the last 10 minutes.

For the duration, when the conditions you have set come to pass, the target is forced to single-mindedly attempt to fulfill your command. For the next hour, each time the target takes damage, it makes a new Wisdom saving throw against the spell, ending it on a success. When the spell ends, the target retains any memories of actions it took while under the spell.

The spell is detectable by the *detect magic* and *detect thoughts* spells, but the course of activity itself is not discernible. A *remove curse* spell ends the effect, but a *dispel magic* spell does not.

At Higher Levels. When you cast this spell using a spell slot of 7th level, the duration increases to 24 hours. If you use a spell slot of 8th level, the duration is 30 days. If you use a 9th level spell slot, the spell lasts until it is dispelled.

The *unconscious command* spell might be disruptive to group cohesion, whether the party is the target or the caster of the spell. When adding new mind-affecting spells to the game, ensure everyone playing is comfortable with the idea.



Illustration by Pontus Ullbors

UNDEAD ALACRITY

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Wizard

You imbue up to three undead creatures you can see within range with the speed of the living. For the duration, the targets' base walking speed is increased by 10 feet, and they gain a +1 bonus to their AC, Dexterity saving throws, and initiative rolls.

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

UNDEAD DETONATION

5th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Wizard

You cause a zombie under your control (or an available corpse of a Medium-sized creature, which becomes a *zombie*) that you can see to immediately move up to 40 feet and explode. Creatures in a 10-foot radius of the zombie must make a Dexterity saving throw, taking 6d6 necrotic damage and 6d6 thunder damage on a failed save, or half as much on a successful one. If the zombie is reduced to 0 hit points, it explodes immediately.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage of each of its effects increases by 1d6 for each slot level above 4th.

UNDEAD EMISSARY

4th-level necromancy (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a cold iron crown with mithril runes worth at least 500 gp, which the spell consumes)

Duration: 1 hour

Classes: Cleric, Wizard

You place the iron crown onto a willing undead creature in your service, empowering it as your emissary. For the duration, the target gains 3d8 temporary hit points, and has advantage on saving throws against being frightened and effects that turn undead, and its Intelligence and Wisdom scores increase by an amount equal to your spellcasting ability modifier (minimum: 1), and it can cast the *thaumaturgy* cantrip, allowing it to speak. Additionally, you can gift your emissary with the ability to speak one language you know that it did not know in life.

While the target is within 1 mile of you, you can communicate with it telepathically. As an action, you can perceive the world through its senses, seeing what it sees, hearing what it hears and you can speak with your own voice through your emissary. During this time, you are deaf and blind with regard to your own senses.

Additionally, on each of the target's turns, it can use a bonus action to mentally command any creature within 60 feet of itself that you created with the *animate dead* spell. While you are in possession of your emissary's sense, you can issue these commands yourself.

Finally, when you cast a spell with a range of touch, the target undead can deliver the spell as if it had cast the spell. The undead must be within 1 mile of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

If your emissary is turned or reduced to 0 hit points, your connection to it is severed, it loses any remaining temporary hit points it has, and the iron crown upon its head clatters to the floor, and the mithril runes carved into it disappear. You can't have more than one undead emissary at a time. If you cast this spell while you already have an undead emissary, the first loses its temporary hit points, its crown disintegrates.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the temporary hit points are increased by 1d8 for each slot level above 4th. If you use a spell slot of 5th level, the duration increases to 8 hours. If you use a spell slot of 6th level, the duration is 24 hours. If you use a spell slot of 7th level or higher, the spell and your control over the undead last until dispelled, even if the original spell used to animate the undead expires.

UNDEAD REGENERATION

3rd-level necromancy

Casting Time: 10 minutes

Range: 60 feet

Components: V, M (the freshly severed head of a Medium sized beast, which the spell consumes)

Duration: 24 hours

Classes: Cleric, Wizard

You reinforce the magic that keeps an undead animated. Up to six undead creatures of your choice that you can see within range each regain hit points equal to 2d12 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the healing increases by 1d12 for each slot level above 3rd.

Necromancers working in conjunction with one another can use spells like *animate dead*, *ghastlight*, *undead alacrity*, *undead emissary* and *undead regeneration* to create and maintain armies of powerful undead from a distance, keeping their location and identity a secret. These spells might be better suited for NPCs than for player characters.

VACANCY

4th-level illusion

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M (square of fine black silk embroidered with silver thread worth at least 100 gp)

Duration: 24 hours

Classes: Artificer, Faerie, Sorcerer, Wizard

You cause a structure (or part of a larger structure) no larger than a 50-foot cube to appear vacant, neglected, and unused. Those who enter the area see dust on the floor, cobwebs, dirt, and other conditions typical of a long-abandoned place, including when looking inside drawers or other shuttered spaces. When you cast the spell, you can cause furniture or other objects in the room to become hidden by the illusion, although they remain physically present.

If a creature passes through the area, they seem to leave footprints in the dust, and tear away cobwebs, and gain the olfactory stimulation of inhaling the illusory dust. Unless a creature comes into contact with an object hidden by the spell, the space appears empty.

When a creature comes into contact with an object hidden by the spell, they immediately make a Wisdom saving throw. On a success, the spell is lost. On a failure, they believe the hidden object to be invisible. Removing an object from the spell's area causes it to reappear and assume its normal appearance.

WALL OF PAIN

5th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (an length of viscera)

Duration: 24 hours

Classes: Cleric, Warlock, Wizard

You create a wall of twisting energy on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall itself is invisible, but the area is filled with dim green light. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Constitution saving throw. On a failed save, a creature takes 6d8 necrotic damage, or half as much damage on a successful save.

One side of the wall, selected by you when you cast this spell, deals 6d8 necrotic damage to each creature that ends its turn within 5 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

WATER WHIP

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: S, M (a waterskin)

Duration: Instantaneous

Classes: Druid, Faerie, Sorcerer, Wizard

You extend a whip of water, which lashes out at a target within range. Make a ranged spell attack against the target. If the attack hits, the creature takes 2d12 bludgeoning damage, and if the creature is Large or smaller, you can push or pull the creature up to 15 feet in a direction of your choice other than upwards. If the target is pulled to within 5 feet of you, you can use a bonus action to attempt to grapple it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12, and the distance the target is moved increases by 5 feet (to a maximum of 30 feet), for each slot level above 1st.

WAYPOINT

9th-level abjuration

Casting Time: 1 hour

Range: 30 feet

Components: V, S, M (an ornately inscribed platinum stake costing at least 5000 gp, which the spell consumes)

Duration: 24 hours

Classes: Wizard

You pound an ornate stake into the ground, magically anchoring your essence to the current coordinates of timeline, creating a waypoint for your eventual return. Once cast, for the duration, you may return to your waypoint using your action.

You can also set conditions that would trigger a return to your waypoint (for example, your death, the failure of a particular objective, or a spoken command word).

Returning to your waypoint consumes it, undoing everything that happened since its creation. Only you retain any memory of the undone time.

The waypoint immediately disappears if you travel through time in any way, move to a different plane, or after 24 hours passes.

WHELM

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

Classes: Bard, Cleric, Faerie, Sorcerer, Warlock, Wizard

You thrust your arm forward with your palm open and fingers splayed, targeting a creature you can see within range, and attempt to overwhelm its mind. The target makes a Wisdom saving throw, taking 1d6 points of psychic damage on a failure, or half as much on a success. Constructs, undead, and creatures with an Intelligence score of 4 or lower are immune to the spell.

If the spell reduces a creature to 0 hit points, they are unconscious, but stable. They remain unconscious for 1 minute, or until someone uses an action to shake or slap them awake, at which time they gain 1 hit point.

If the creature takes damage while they are unconscious, they lose their stability and must begin to make death saving throws as normal.

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

The *whelm* spells is a good option for players that prefer to subdue rather than kill their enemies.



Illustration by Tomas Navikas

WILD FLIGHT

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (faerie dust)

Duration: Instantaneous

Classes: Cleric, Faerie, Sorcerer

You become a swirling orb of magical energy. You double your remaining movement speed. Until the end of your turn, you can use your movement speed to move freely through creatures. Your velocity is so high that you can only change direction every 10 feet you move.

Each creature you move through must make a Dexterity saving throw, taking 4d6 radiant damage on a failure, or half as much on a success. A creature takes an additional 1d6 damage for every size category beyond Medium (for example, a Large creature takes an additional 1d6 damage). A creature can only be damaged by your travel path once.

If you end your turn in a space occupied by another creature, you take 2d6 force damage and are shunted to the nearest available space.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

WILD RUNNER

4th-level transmutation

Casting Time: 1 minute

Range: Self

Components: V, S, M (a fragment of the hoof from a cloven animal)

Duration: Concentration, up to 1 hour

Classes: Druid, Faerie, Ranger

You alter your form, and your legs become hoofed, and you grow a second pair of hoofed legs behind you, complete with tail. This growth increases your size by one category—from Medium to Large, for example. Your equipment adapts to your new form, and you can still use any of your usual abilities while maintaining it.

For the duration, your creature type changes to monstrosity, and you gain the following benefits:

- Your strength cannot be less than 18, and your Dexterity and Constitution cannot be less than 14.
- Your base walking speed becomes 50 feet.
- You gain a set of natural weapons, choosing from hooves (which deal 2d6 bludgeoning damage) or antlers (which deal 2d6 piercing damage).
- If you move at least 30 feet straight toward a target and hit it with a weapon attack on the same turn, the target takes an additional 2d6 damage. You can deal this additional damage only once per turn.
- You can comfortably carry a rider one size category smaller than you.

WIND AT OUR BACKS

5th-level divination (ritual)

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M (a brass talisman with inlaid amethyst crystals worth at least 500 gp, which the spell consumes)

Duration: 24 hours

Classes: Cleric, Druid, Faerie, Paladin, Ranger

You bless up to ten willing creatures you can see within range with good fortune as they travel. Difficult terrain doesn't slow the group's travel, and they can't become lost except by magical means.

Alternately, you can bless one vessel that travels by sea or air, doubling its travel pace. The spell does not affect the vessel's speed in combat.

For the duration the blessed target(s) travel at double the normal pace, provided they are all traveling together in the same direction.

Additionally, any rolls the DM make that result in ill fortune or undesirable weather for the group, the DM rolls a 1d2. If the result is a 2, the results do not affect the group (or vessel) in any way.

WITNESS

3rd-level divination

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

Classes: Bard, Sorcerer, Wizard

You touch a willing creature, creating a magical link from their senses to your own that functions over any distance. For the duration, you can use your action to experience the world through the target's senses, including sight, sound, touch, smell and taste, and any special senses such as *darkvision*. While doing so, you are blinded, deafened, and restrained, and your own senses of taste, smell and touch are suspended. You can speak normally, but the only actions you can take are to make Wisdom and Intelligence ability checks, or to cast a spell that allows you to communicate with the target (for example, *message* or *sending*). You can return to your own senses as a bonus action.

Additionally, if the target takes damage while you are experiencing its senses, you take half the amount as psychic damage.

The spell ends if the target leaves the plane of existence you are on.



Illustration by Graey Erb

WIZEN

6th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (desecrated gem dust worth at least 1000 gp, which the spell consumes)

Duration: Concentration, up to 10 hours

Classes: Cleric, Sorcerer, Warlock, Wizard

A jet-black beam fires from your hand and ages one humanoid or beast you can see within range. The target makes a Charisma saving throw. If they fail, you curse the target, roll a 1d6 and deal the results in necrotic damage to the target, and age them by an equivalent number of years.

For the duration, you can use your action to repeat the aging process on your turn, up to an additional number of times equal to your spellcasting ability modifier (minimum: 1). Each additional time you age the target, it must succeed a Constitution saving throw or take one level of exhaustion.

The target can repeat its saving throw at the start of its turns, ending the spell on a success. The unnatural aging lingers after the spell ends, and the target gradually returns to their natural age over the course of a year, or until removed by a *remove curse* spell or similar magic.

A creature aged past its maximum natural lifespan must begin to make death saving throws.

At Higher Levels. When you cast this spell using a spell slot of 7th level, the die is increased to 1d8, and its effects linger for a decade. At 8th level, the die is increased to 1d10, and its effects linger for a century. At 9th level, the die is increased to 1d12, and its effects, including any exhaustion applied by the aging process, are permanent.

The *wizen* spell is especially devastating to short-lived races like aaracockra, goblins, kenku, orcs, and turtles.

WOOD ROT

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: S, M (a live termite)

Duration: Instantaneous

Classes: Artificer, Druid, Faerie, Wizard

You touch a plant creature or nonmagical wooden object, and an insidious rot immediately taints it.

If the target is a nonmagical wooden object that isn't being worn or carried, you can destroy up to 5 cubic feet of it, ending the spell.

If the target is nonmagical wooden equipment being worn or carried by a creature:

- If targeting a shield or armor, make a melee spell attack. On a hit, the shield or armor becomes brittle, and the next time a creature hits the creature with an attack, the shield or armor is destroyed.
- If targeting a weapon (for example, a club or quarterstaff), the target makes a Dexterity saving throw. On a failure, the weapon becomes brittle, and the next time the target makes a damage roll with the weapon, the result is reduced by an amount equal to your spellcasting ability modifier and the weapon is destroyed.

If the target is a plant creature, they make a Constitution saving throw, taking 4d6 points of necrotic damage on a failure or half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 and you can destroy 5 additional cubic feet of wood for each slot level above 1st.

WORMHOLE

9th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A platinum hourglass filled with diamond dust worth at least 5,000 gp. The dust is consumed.)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

You conjure a portal linking an unoccupied space you can see within range to the same location in a different time of your choice. The destination must be at least 24 hours apart from your current location in time.

The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration.

The portal has a front and a back at each time where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other time, appearing in the unoccupied space nearest to the portal.

Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains.

WRACK

4th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

You target a creature you can see within range with an painful curse. The target makes a Constitution saving throw. On a failure, the target's body blisters with weeping sores, and its eyes cloud with blood, rendering it blind for the duration of the spell. Constructs, undead, and creatures immune to disease succeed their saving throw automatically.

For the duration of the spell, you can use an action on your turn to deal 3d10 necrotic damage to the target, which must succeed a Strength saving throw or fall prone.

The target can repeat its saving throw at the end of each of its turns, ending the effect early on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

XORN MOVEMENT

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a pristine fold of xorn hide worth at least 500 gp)

Duration: Concentration, up to 1 minute

Classes: Artificer, Druid, Sorcerer, Wizard

A yellow glow spreads over your entire form, shedding dim light in a 5-foot radius. For the duration, you burrow through nonmagical, unworked earth and stone at your movement speed. While doing so, you don't disturb the material you move through, and you can breathe normally while entombed in earth and rock. The spell ends if you cast another spell or attack a creature.

When the spell ends, if you have not emerged into a space large enough to contain your body, you are shunted to the nearest unoccupied space, taking 1d6 points of bludgeoning damage for every 5 feet you are moved.

I can only offer one small piece of advice on the subject of time travel: Don't do it. Whatever you think you stand to gain, the multiverse will have its due, and then some. Time travel, in the end, is a rather lonely enterprise. I suppose it's true what they say: you can never go home again.

~Old Gus



Illustration by Martin Sobr

ZAP

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Faerie, Sorcerer, Wizard

A thrum of chaotic magic streaks out of you toward one creature of your choice that you can see within range.

Make a ranged spell attack. If it hits, roll a d8 to determine the type of damage, then deal 1d8 of that type to the creature.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8). Each time the damage dice increase, you can modify the results of your damage type's roll by an additional ± 1 .

Zap Damage Type

d8	Damage Type
1	Fire
2	Cold
3	Acid
4	Lightning
5	Thunder
6	Radiant
7	Force
8	Psychic

ZONE OF SELF-IMMOLATION

5th-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a fragment of charred tree bark)

Duration: Concentration, up to 1 hour

Classes: Druid, Faerie, Sorcerer, Wizard

You create a 30-foot radius sphere centered on a point you can see within range where magical fire twists back to burn its creator. The zone is invisible, but smells of ash and sulfur, which is perceptible with a successful Wisdom (Perception) check against your spell save DC.

For the duration, nonmagical flames are immediately extinguished in the area. If a creature in the area attempts to cast any spell of 4th level or lower cast that would create magical flame, the spell backfires and they (and only they) become the target of the spell instead.

If the spell requires an attack roll and the result would hit the caster, it does so. If the spell requires a saving throw, the caster may make a saving throw against their own spell save DC to avoid its effects.

The breath weapons of dragons are exempt from the backfire effects created by the spell.

Additionally, creatures in the area have resistance to any fire damage that they did not cause themselves.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 10 feet for each slot level above 5th. Additionally, the zone causes spells of one level higher for each slot level above 4th to backfire for each slot level above 5th.



Illustration by Martin Sobr



Illustration by Jarrod Owen

FAMILIARS

A familiar is a constant companion of a spellcaster, and just as this document presents additional forms for familiars that might suit a character or campaign setting better than options listed in the *find familiar* spell.

The familiars presented in this document exceed the utility of forms mentioned in the *find familiar* spell. A Dungeon Master may wish to restrict a character to a single form best suited to their character concept (for example, a *skull servant* for a wizard whose arcane tradition is necromancer, or a *blink pup* for a warlock whose patron is an archfey). A Dungeon Master may also make obtaining the service of such a familiar the subject of a quest.

WARLOCKS

An optional revision to the *Pact of the Chain* feature allows for more powerful familiars to be created and maintained.

WIZARDS AND OTHER SPELLCASTERS

For wizards and other spellcasters capable of casting *find familiar* spell, the *fortify familiar* spell (presented earlier in this document), offers the ability to create more powerful familiars, on a temporary or ongoing basis.

PACT OF THE CHAIN, REVISED

You learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known. When you cast the spell, you can choose one of the normal forms for your familiar, an *imp*, *peusdodragon*, *quasit*, *sprite*, or any other form the DM has approved. Your familiar gains these benefits:

- Your familiar uses your proficiency bonus rather than its own.
- Your familiar becomes proficient with all saving throws.
- For each level you gain after 3rd, your familiar gains an additional hit die and increases its hit points accordingly.
- Your familiar's AC and damage rolls receive a bonus equal to your proficiency bonus minus 2.
- Whenever you gain the *Ability Score Improvement* class feature, your familiar's abilities also improve. Your familiar can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. Your familiar can't increase an ability score above 20. Using the optional feats rule, you can forgo this feature to take a feat of your choice from the *Feats for Familiars* list instead.

In combat, your familiar shares your initiative count, and takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you command it otherwise (no action required). Additionally, when you take the Attack action, you can forgo one of your own attacks to command your familiar to use its reaction to make one attack of its own.

Before the Summoning...

To ensure a pleasurable experience at the gaming table, the DM and the player should discuss the following:

Roleplaying and Rolls. Who will be playing the familiar's role in dialogue? Who will manage its character sheet, actions and rolls? Is each different form the familiar takes inhabited by the same consciousness, or are they different?

Selecting Familiar Forms. Is there a limit the number of forms an empowered familiar can take? This could be as low as 1, half or all of the summoner's spellcasting ability modifier, or unlimited.

Familiar Death. Death for a familiar might be banishment to their otherworldly realm of origin where they await their master's call via the *find familiar* spell, or a true death, requiring the summoner to bind a new familiar to service.

Calculating Familiar Improvements. All creatures listed as eligible to become a familiar have a proficiency bonus of +2. Review the monster statistics section in the *Basic Rules* to help you calculate the changes to the familiar's attack and damage rolls and any DCs of spells or abilities! Perform a close reading to determine the ability score from which an attack or DC is derived.

FEATS FOR FAMILIARS

MAGIC RESISTANCE

The familiar gains resistance to piercing, slashing and bludgeoning damage from nonmagical attacks that aren't silvered.

RELENTLESS SERVICE

When the familiar is reduced to 0 hit points but not killed outright, it drops to 1 hit point instead. If their master is within 100 feet of the familiar, they can spend a number of their own hit dice equal to their spellcasting ability modifier, and use the total amount to heal the familiar.

Once a familiar uses this feature, it can't use it again until their master finishes a long rest.

SKILLED FAMILIAR

The familiar gains proficiency in two skills or tools of your choice. If you select a skill the familiar is already proficient with, its proficiency bonus is doubled for any ability check it makes that uses the chosen proficiency.

SUPERIOR TELEPATHY

The distance over which the familiar can maintain telepathic contact (and share its senses) increases to number of feet equal to 100 × the master's spellcasting ability modifier (minimum: 200 feet).

WARDED FAMILIAR

The familiar gains advantage on saving throws against spells and other magical effects.

FAMILIAR PERSONALITIES

Your familiar need not share your alignment, although it is bound to obeys your commands. It may have its own a personality trait, ideal and a flaw.

Familiar Traits

d8	Personality Trait
1	Obsequious. I suck up to my master at every turn. (Lawful)
2	Resentful. I might be a servant, but I don't like it, and will complain when given orders. (Chaotic)
3	Bumptious. I'm self-aggrandizing know-it-all. (Any)
4	Cryptic. I speak in naught but riddle or rhymes. (Any)
5	Gluttonous. I'm always hungry. (Neutral)
6	Spiteful. I delight in cruelty and malice, and love to laugh at others' failures. (Evil)
7	Jealous. I like to be the center of my master's attention, and respond poorly to anyone competing for it.
8	Curious. I enjoy the company of the creatures of the Material Plane, and lose myself in conversation with strangers.

Familiar Ideals

d8	Ideal
1	Helping others is its own reward. (Good)
2	Life is a game. Sometimes you're ahead, sometimes you're behind. (Neutral)
3	I may be a servant now, but someday I will master my own destiny– and maybe yours, too. (Evil)
4	Our patron is the supreme power in the universe, and we both serve the same master. (Any)
5	To serve is my reason for existence. (Lawful)
6	The pleasures of the flesh are what make life worth living. I take every opportunity to enjoy food, drink and cuddles when I can. (Neutral)
7	I want nothing more than my freedom and the ability to make my own choices with what to do with my life. (Chaotic)
8	I just want to watch the world burn. (Chaotic)

Familiar Flaws

d8	Flaw
1	I take every opportunity to cause mischief.
2	I have an attraction to shiny objects, and love to steal them.
3	My sharp tongue gets my master into hot water on a regular basis.
4	I do my best to follow orders, but I often misunderstand commands given to me.
5	I'm lazy. When not under orders, I prefer to sleep.
6	I'm a coward.
7	My competitive nature lands me in over my head.
8	I can't keep a secret.



Illustration by Rachel Denton



Illustration by Kerem Beyit

AMETHYST WYRMLING

Tiny dragon, neutral

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 15 ft., fly 35 ft.

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

Damage Resistances force, thunder

Senses darkvision 60 ft., passive Perception 13

Languages Draconic

Challenge 1 (200 XP)

Innate Spellcasting. The wyrmling's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast a number of spells, requiring no material components:

At will: *mage hand*, *mold earth*^{XGE}

1/Day: *shield*

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 2 piercing damage.

Gem Lozenge (2/Day). The wyrmling exhales a gem lozenge up to 60 feet to a point it can see within range, which shatters on impact in a 5-foot radius. Creatures in the area must make a DC 11 Dexterity saving throw, taking 2d6 piercing damage on a failure, or half as much on a success.

ANQA

Tiny monstrosity, unaligned

Armor Class 13

Hit Points 4 (2d4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	11 (+1)	14 (+2)	12 (+1)

Skills Acrobatics +4, Perception +4

Senses darkvision 60 ft., passive Perception 12

Languages any four languages

Challenge 1/4 (50 XP)

Innate Spellcasting. The anqa's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast a number of spells, requiring no material components:

At will: *prestidigitation*

1/Day: *color spray*

Glider. The anqa has a thin membrane between its limbs that can slow its fall and allow it to glide. When it falls and isn't incapacitated, it can subtract up to 100 feet from the fall when calculating falling damage, and can move up to 2 feet horizontally for every 1 foot it descends.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 2 (1d4 - 1) piercing damage.



Illustration by Michelle Tolo

AWAKENED TOME

Tiny construct, any alignment

Armor Class 13 (natural armor)

Hit Points 4 (2d4)

Speed 5 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	10 (+0)	17 (+3)	14 (+2)	12 (+1)

Skills Arcana +5, History +5

Damage Vulnerabilities fire

Damage Resistances bludgeoning

Senses darkvision 60 ft., passive Perception 12

Languages any four languages

Challenge 1/4 (50 XP)

False Appearance. While the tome remains motionless, it is indistinguishable from a normal book.

Flyby. The tome doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Drop Knowledge. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4 + 1) bludgeoning damage, and the target must succeed on a Wisdom saving throw or take 2 (1d4) psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

Dispense Advice (2/Day). The tome searches the knowledge held within its pages and dispenses helpful advice to a creature within 30 feet of it that can hear it. Within the next 1 minute, the target can roll 2d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check.



Illustration by Anastasia-berry



Illustration by Melody Nejad

BASILISK YOUNGLING

Tiny monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	2 (-4)	9 (-1)	7 (-2)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 2 (1d4) poison damage.

Petrifying Gaze (2/Day). The basilisk forces a creature within 30 feet of itself that it can see and that can see it to make a DC 13 Constitution saving throw. On a failed save, the creature's flesh hardens becomes rigid and inflexible. The target is then restrained for up to 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on a success. Creatures immune to petrification succeed their saving throw automatically.

BLINK PUP

Tiny fey, lawful good

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages understands Sylvan but can't speak

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The pup has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 2) piercing damage.

Teleport (2/Day). The pup magically teleports, along with any equipment it is wearing or carrying, up to 40 ft. to an unoccupied space it can see. Before or after teleporting, the pup can make one bite attack.



Illustration by Kyle Sewnarain



Illustration by Anne-Lise Loubière

BUBBLUMPH

Tiny aberration, lawful good

Armor Class 12

Hit Points 5 (2d4)

Speed 5 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (0)	12 (+1)	12 (+1)	11 (+0)

Skills Insight +3, Investigation +3, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, telepathy 30 ft.

Challenge 0 (0 or 10 XP)

Advanced Telepathy. The bubblumph can perceive the content of any telepathic communication used within 30 feet of it, and it can't be surprised by creatures with any form of telepathy.

Telepathic Shroud. The bubblumph is immune to any effect that would sense its emotions or read its thoughts, as well as all divination spells.

ACTIONS

Psychic Bubbles. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 1 psychic damage, and the target has disadvantage on the first attack it makes on its next turn.



Illustration by Sandra Dieckmann

BUMBLEBEAR

Tiny beast, lawful neutral

Armor Class 13

Hit Points 4 (1d4 + 2)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	12 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Acrobatics +5, Perception +3

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

CACTOOR

Tiny plant, unaligned

Armor Class 14 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	10 (+0)

Skills Perception +3

Senses tremorsense 5 ft. passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Desert Dweller. The cactoor is acclimated to deserts. It is also naturally adapted to extreme heat, as described in chapter 5 of the *Dungeon Master's Guide*.

False Appearance. While the cactoor remains motionless, it is indistinguishable from a tiny cactus.

Prickly. A creature that touches the cactoor takes piercing damage equal to its proficiency bonus (2).

ACTIONS

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Barrage (2/Day). The cactoor unleashes a barrage of spines to a point within 30 feet of itself it can see. Creatures within a 5-foot radius of that point must make a DC 12 Dexterity saving throw, taking 2d6 piercing damage, or half as much on a success.

Create Water (1/Day). The cactoor can create up to 1 gallon of clean water within 5 feet of itself.



Illustration by Julia Kvaivdze

CARBUNCLE

Small monstrosity, unaligned

Armor Class 12

Hit Points 5 (1d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	12 (+1)	11 (+0)	14 (+2)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Innate Spellcasting. The carbuncle's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast a number of spells, requiring no material components:

At will: *blade ward*, *light*

1/Day each: *mislead*, *shield*

Treasure Scent. The carbuncle can detect the presence and direction of precious metals and gems within 30 feet of itself. It can't locate treasure if more than 5 feet of stone, 1 foot of common metal, or any thickness of lead, even a thin sheet, blocks a direct path between it and the treasure.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.

Hit: 1 (1d4 - 1) piercing damage.



Illustration by Sofia Uhr



Illustration by Slotopaint

CHERUB

Tiny celestial, chaotic good

Armor Class 13

Hit Points 6 (2d4 + 1)

Speed 20 ft., fly 25 ft.

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

Skills Acrobatics +5, Persuasion +4

Damage Resistances radiant

Senses darkvision 60 ft., passive Perception 11

Languages Common, Celestial

Challenge 1/2 (100 XP)

Innate Spellcasting. The cherub's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast a number of spells, requiring no material components:

At will: *friends*

1/Day each: *charm person*, *suggestion*

ACTIONS

Heartwood Bow. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 4 (1d2 + 3) piercing damage. As a bonus action, the cherub can cast *charm person* or *suggestion* upon the target (if available). A target makes their saving throw as if they were in combat with the cherub.

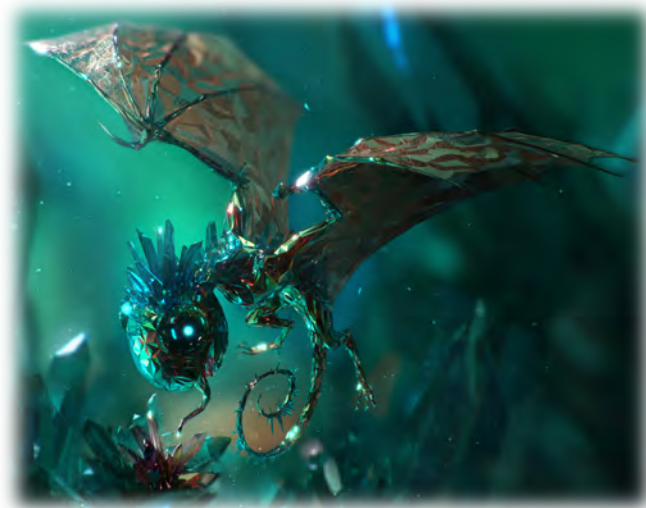


Illustration by Paolo Giandoso

EMERALD WYRMLING

Tiny dragon, lawful neutral

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 15 ft., fly 35 ft.

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

Skills Arcana +4, Perception +4

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 13

Languages Draconic

Challenge 1 (200 XP)

Innate Spellcasting. The wyrmling's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast a number of spells, requiring no material components:

At will: *prestidigitation*

1/Day: *fog cloud*, *detect thoughts*

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 2 piercing damage.

Sonic Breath (2/Day). The wyrmling exhales a cone of sonic energy in a 10-foot cone. Creatures in the area must make a DC 11 Constitution saving throw, taking 7 (2d6) thunder damage on a failure, or half as much on a success.

FLUTTERING OCULUS

Tiny aberration, unaligned

Armor Class 13 (natural armor)

Hit Points 2 (1d4)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	10 (+0)	12 (+1)	16 (+3)	5 (-3)

Skills Investigation +3, Perception +5

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages —

Challenge 1/8 (25 XP)

Vigilant. The fluttering oculus can't be surprised.

Telepathic Bond. While the fluttering oculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Eyebeam. *Ranged Spell Attack:* +3 to hit, range 15/30 ft., one creature. *Hit:* 4 (1d6 + 1) force damage.

Holograph (1/Day). The fluttering oculus scans the area around itself to a distance of 30 feet and stores the image in its memory. It can later use this ability to project the stored image as a transparent illusion. The fluttering oculus can only store one such image in its memory at a time.



Illustration by Terry Maranda

Emerald dragons are nearly extinct, but their eggs can last indefinitely, buried in a caldera or the cone of a dormant volcano. They are preternaturally paranoid and incredibly slow to trust.

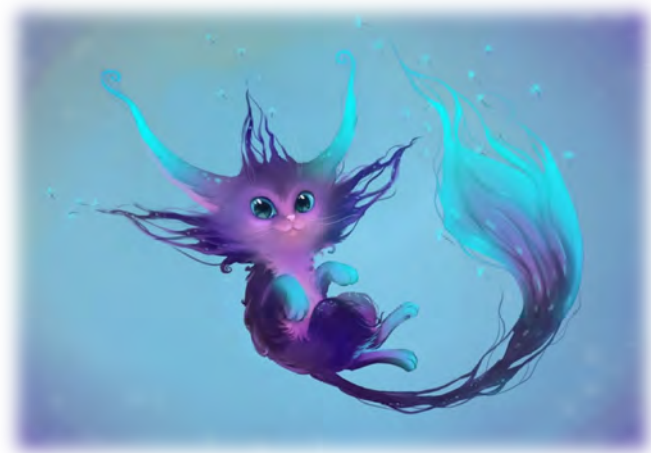


Illustration by Alexandra Mansvetova

GILI-GELI

Tiny fey, chaotic neutral

Armor Class 14

Hit Points 5 (2d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	11 (+0)	13 (+1)	14 (+2)

Skills Perception +3, Stealth + 6

Senses passive Perception 13

Languages Sylvan

Challenge 1/8 (25 XP)

Flyby. The gili-geli doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Innate Spellcasting. The gili-geli's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast a number of spells, requiring no material components:

At will: *gust*^{XGE}, *misty step*, *vicious mockery*

1/day each: *expeditious retreat*, *gust of wind*, *gaseous form*

ACTIONS

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Gili-geli are airy fey that resemble long-tailed cats. They are curious, and enjoy playing pranks, especially knocking objects off of shelves or other hard-to-reach places.

GRIFFON CHICK

Tiny monstrosity, unaligned

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 25 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.



Illustration by Elisabeth Kiss

INFECTIOUS PROTOZOAN

Tiny aberration, unaligned

Armor Class 13

Hit Points 9 (2d4 + 4)

Speed 0 ft., fly 35 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Flyby. The protozoan doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 2 poison damage.

Infect (2/Day). The protozoan expels an infectious goo onto a creature it can see within 10 feet of itself. The target makes a DC 12 Constitution saving throw. On a failed save, the creature is poisoned for 24 hours. For the duration at the start of each of its turns it rolls a d4. On a 1, it spends its action that turn coughing and retching. Creatures that are immune to poison automatically succeed their saving throw.



Illustration by Aaron Miller



Illustration by Accie Sullivan

IKKRIPPE

Tiny monstrosity, unaligned

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	13 (+1)	4 (-3)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +5

Damage Resistances piercing, bludgeoning

Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 12

Languages —

Challenge 1/8 (25 XP)

Keen Sight. The ikkrippe has advantage on Wisdom (Perception) checks that rely on sight.

Spider Climb. The ikkrippe can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Sickening Gaze. *Ranged Spell Attack:* +4 to hit, range 30 ft., one creature. Hit: 4 (1d4 + 2) necrotic damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 minute.



Illustration by Peter Boehme

KODAMA

Tiny plant, neutral

Armor Class 16 (natural armor)

Hit Points 9 (2d4 + 4)

Speed 25 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	14 (+2)	4 (-3)	15 (+2)	8 (-1)

Damage Vulnerabilities fire

Damage Resistances piercing, bludgeoning

Senses darkvision 60 ft., passive Perception 12

Languages Common, Druidic, Elvish, Sylvan

Challenge 1/8 (25 XP)

Innate Spellcasting. The kodama's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast a number of spells, requiring no material components:

At will: *druidcraft*

ACTIONS

Shillelagh. *Melee Spell Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 (1d6 + 2) bludgeoning damage.



Illustration by Gage Wood

JELLICAT

Tiny monstrosity, unaligned

Armor Class 13

Hit Points 5 (2d4)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	4 (-3)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +5

Damage Resistances piercing

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/8 (25 XP)

Keen Sight. The jellicat has advantage on Wisdom (Perception) checks that rely on sight.

Invisibility. The jellicat magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the jellicat wears or carries is invisible with it.

ACTIONS

Stinging Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 3) poison damage, and if the target is of Tiny size, it is grappled (escape DC 9).

MECHANICAL WYRMLING

Tiny construct, lawful neutral

Armor Class 13 (natural armor)

Hit Points 6 (2d4 + 2)

Speed 20 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	8 (-2)	9 (-1)	5 (-3)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 0 (0 or 10 XP)

Axiomatic Mind. The mechanical wyrmling can't be compelled to act in a manner contrary to its nature or its instructions.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 3 (1d4 + 1) piercing damage.

Flame Jet. The mechanical wyrmling exhales fire in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 10 (4d4) fire damage on a failed save, or half as much damage on a successful one.



Illustration by Yigit Koroglu



Illustration by Michael Jaecks

MIMIC INFANT

Tiny monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 4 (2d4)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	6 (-2)	12 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Adhesive. The mimic adheres to creatures that touch it. A creature can remove the mimic from itself using its action. The mimic has advantage on attack rolls against a creature it is adhered to. The mimic can adhere itself to a Small or larger creature by moving into its space.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary tiny object.

Shapechanger (1/Day). The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 3 (1d4 + 1) piercing damage.

MINIDRONE

Tiny construct, lawful neutral

Armor Class 13 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	12 (+1)	12 (+1)	10 (+0)	5 (-3)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages can understand the languages of its creator but speaks only preprogrammed responses

Challenge 0 (0 or 10 XP)

Axiomatic Mind. The minidrone can't be compelled to act in a manner contrary to its nature or its instructions.

Spell Storage. The minidrone can store one spell of 1st level, which its master instills it with by casting the spell into the minidrone's reactor. As an action, the minidrone can cast the spell, which has a spell save DC of 13 and an attack bonus of +5.

ACTIONS

Beam. *Ranged Spell Attack:* +3 to hit, range 10/20 ft., one target. *Hit:* 3 (1d6) force damage.



Illustration by George REDreev



Illustration by Murdelli

MOTE OF EARTH

Tiny elemental, neutral

Armor Class 14 (natural armor)

Hit Points 11 (3d4 + 3)

Speed 15 ft. (30 ft. when rolling, 60 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., tremorsense 5 ft., passive Perception 11

Languages Terran

Challenge 1/2 (100 XP)

Rolling Charge. If the mote rolls at least 20 ft. straight toward a target and then hits it with a slam attack on the same turn, the target takes an additional 1d6 bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

False Appearance. While the mote remains motionless, it is indistinguishable from a normal tiny rock.

Siege Monster. The mote deals double damage to objects and structures.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

MOTE OF FIRE

Tiny elemental, neutral

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	6 (-2)	14 (+2)	7 (-2)

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 1/4 (50 XP)

Fire Form. The mote sheds dim light in a 5-foot radius, and can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the mote takes 1 fire damage. If the mote enters a creature's space and stops there, the creature takes 1 fire damage.

Illumination. The mote sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Water Susceptibility. If the mote is submerged in water, it takes 1d4 cold damage.

ACTIONS

Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d4 + 2) fire damage, and the target catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d4) fire damage at the start of each of its turns.



Illustration by Sephiroth Art



Illustration by Kurt Daninger

MOTE OF ICE

Tiny elemental, neutral

Armor Class 13

Hit Points 5 (2d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+1)	5 (-3)	14 (+1)	8 (-1)

Damage Immunities cold, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses tremorsense 5 ft. passive Perception 13

Languages Aquan, Auran

Challenge 1/4 (50 XP)

Death Burst. When the mote dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 12 Dexterity saving throw, taking 3 (1d6) cold damage on a failed save, or half as much damage on a successful one.

ACTIONS

Freeze. *Melee Spell Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 5 (1d6 + 2) cold damage.

Frostbite (2/day). The mote expels a blast of freezing air onto a Medium or smaller target it can see within 10 feet of itself. The target must succeed a DC 11 Constitution saving throw or half their movement speed reduced by half and have disadvantage on the next attack roll it makes before the end of its next turn. Creatures resistant or immune to cold damage succeed their saving throw automatically.

MOTE OF LIGHT

Tiny celestial, neutral

Armor Class 13

Hit Points 5 (2d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	5 (-3)	12 (+1)	14 (+2)

Skills Insight +3, Perception +3

Damage Immunities radiant, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses passive Perception 13

Languages understands Celestial but can't speak

Challenge 1/4 (50 XP)

Luminescent Form. The mote can move through a space as narrow as 1 inch wide without squeezing. The mote emits bright light in a 5-foot radius and dim light for an additional 5 feet. As a bonus action, the mote can intensity the light to up to 20-foot radius (shedding dim light for an additional 20 feet), or dim the light to shed dim light in a 5-foot radius. The mote's light is overpowered by the *darkness* spell.

ACTIONS

Flare. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) radiant damage.

Dazzle (2/day). The mote flashes in a dazzling display at one creature within 10 feet of the mote that can see it. The target must succeed on a DC 11 Wisdom saving throw take 5 (1d10) radiant damage and be blinded until the end of its next turn. Creatures without eyes succeed this saving throw automatically.



Illustration by Aaron Nakahara



Illustration by Mataknight

MOTE OF SHADOW

Tiny fiend (demon), neutral

Armor Class 13

Hit Points 5 (2d4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	5 (-3)	10 (+0)	14 (+2)

Skills Stealth +5

Damage Immunities necrotic, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 11

Languages understands Abyssal but can't speak

Challenge 1/4 (50 XP)

Devil's Sight. Magical darkness doesn't impede the mote's darkvision.

Shadow Form. The mote can move through a space as narrow as 1 inch wide without squeezing.

Shadow Step (2/Day). When in dim light or darkness, the mote can use a bonus action to teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Spider Climb. The mote can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Spell Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage.

Extinguish. The mote extinguishes a small nonmagical light source within 5 feet of itself, such as a candle, torch or campfire.

OOZELING

Tiny ooze, unaligned

Armor Class 9

Hit Points 11 (3d4 + 3)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	8 (-1)	12 (+1)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +0

Damage Resistances acid, cold, fire

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

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

Languages —

Challenge 1/2 (100 XP)

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

False Appearance. While the oozeling remains motionless, it is indistinguishable from an oily pool or wet rock.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage plus 3 (1d6) acid damage. This attack can corrode metal objects that aren't being worn or carried. If the target is nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. If the target is a nonmagical metal weapon, it takes a permanent and cumulative -1 penalty to damage rolls. If a weapon's penalty drops to -5, the weapon is rendered useless. The oozeling can eat a four-inch diameter hole through 1-inch-thick, nonmagical metal in 1 hour.



Illustration by Anastasia Ciolac



Illustration by Rita Lux

OTAK

Tiny beast, unaligned

Armor Class 13

Hit Points 5 (2d4)

Speed 35 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	3 (-3)	12 (+1)	6 (-2)

Damage Immunities Perception +2, Stealth +5, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 0 (0 or 10 XP)

Keen Smell. The otak has advantage on Wisdom (Perception) checks that rely on smell.

Nimble Escape. The otak can take the Disengage or Hide action as a bonus action on each of its turns.

Otak Nimbleness. The otak can move through the space of any creature that is of a size larger than itself.

ACTIONS

Savage. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d2 + 3) piercing damage.

Otak are generally not sociable creatures, preferring their wooded treetop nests and high, grassy plains, where they hunt mice and other rodents. The teeth and retractable claws of an otak are incredibly sharp, and so most folk avoid them as a matter of course.

PAPER DRAKE

Tiny construct, neutral

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 15 ft., fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	12 (+1)	17 (+3)	16 (+3)	14 (+2)

Skills Arcana +5, History +5, Perception +5

Damage Vulnerabilities fire

Senses darkvision 120 ft., passive Perception 13

Languages Common, Draconic

Challenge 1/2 (100 XP)

Innate Spellcasting. The drake's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast a number of spells, requiring no material components:

At will: *comprehend languages*, *vicious mockery*
1/Day: *legend lore*

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 slashing damage.

Sleep Breath (2/Day). The drake exhales sleep gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.



Illustration by Hugo Solis



Illustration by Illia Tsiushkevich

PHOENIX HATCHLING

Tiny elemental, neutral

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	2 (-4)	16 (+3)	12 (+1)

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Death Burst (1/day). When the phoenix dies, it explodes in a burst of fire. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 3 (1d6) fire damage on a failed save, or half as much damage on a successful one.

Fire Form. The phoenix sheds bright light in a 5-foot radius and dim light for an additional 5 feet. A creature that touches the phoenix takes 1 fire damage. If the phoenix enters a creature's space and stops there, the creature takes 1 fire damage. With an action, the phoenix can also ignite flammable objects that aren't worn or carried.

ACTIONS

Fiery Talons. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 fire damage.



Illustration by Antonio José Manzanedo

SKULL SERVANT

Tiny undead, lawful evil

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	12 (+1)	12 (+1)	11 (+0)	8 (-1)

Skills Arcana +3, History +3

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages all the languages it knew in life

Challenge 1/4 (50 XP)

Death Burst. When the skull dies, it explodes into jagged bone fragments. Each creature within 5 feet of it must make a DC 12 Dexterity saving throw, taking 3 (1d6) slashing damage on a failed save, or half as much on a success.

False Appearance. While the skull remains motionless, it is indistinguishable from an ordinary skull.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Scare (1/Day). One creature of the skull's choice within 20 feet of it must succeed on a DC 11 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SPORELING

Tiny plant, neutral

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	8 (-1)	12 (+1)	5 (-3)

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 1/4 (25 XP)

Sporelinguist. The sporeling knows if *myconids* or other spore-based creatures within 120 feet of itself, and can communicate telepathically with them if within 30 feet.

ACTIONS

Spore Cloud. *Melee Spell Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (2d4 + 1) poison damage.

Rapport Spores (1/day). A 5-foot radius of spores extends from the sporeling. For the next 1 hour, the spores grant willing creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elemental can the ability to communicate telepathically with one another while within 30 feet of each other.



Illustration by Madeline Buanno



Illustration by Piper Thibodeau

WINGED PIGLET

Small fey, unaligned

Armor Class 12 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	10 (+0)	14 (+2)	8 (-1)

Skills Acrobatics +2, Investigation +2, Survival +4

Senses passive Perception 13

Languages understands Common but can't speak

Challenge 0 (0 or 10 XP)

Epicurean. While resting in a wilderness, the piglet can assist a creature forage for food during a short or long rest, roll a d20, and use its results to determine the following:

1-10: Results as normal.

11-15: They find twice as much food as they normally would.

16-19: They find medicinal herbs. Creatures that partake of the fresh herbs and spend hit dice during the rest heal an additional hit point for each hit dice they spend.

19-20: They find rare and valuable plants or ingredients, such as truffles or mandrake root.

Innate Spellcasting. The dragon's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast a number of spells, requiring no material components:

At will: *gust*^{XGE}, *mold earth*^{XGE}

Keen Smell. The piglet has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target
Hit: 5 (1d4 + 1) piercing damage.

WINGED MONKEY

Tiny beast, unaligned

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 30 ft., climb 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	5 (-3)	12 (+1)	10 (+0)

Skills Acrobatics +4, Performance +2, Sleight of Hand +4

Senses passive Perception 11

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

Pack Tactics. The winged monkey has advantage on an attack roll against a creature if at least one of the monkey's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target
Hit: 5 (1d6 + 2) piercing damage.



Illustration by Jim Pearson