

The Complete ARCANIST Handbook



By

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INTRODUCTION



THE COMPLETE ARCANIST HANDBOOK WAS written to expand the options available to you in your DUNGEONS & DRAGONS campaigns. It includes original archetypes for the bard, sorcerer, warlock, and wizard classes. These new archetypes give new fictional identities to explore in each of these classes. We hope these new player options help you play character concepts you've always wanted to and dream up all new ones!

In addition to the new archetypes, *The Complete Arcanist Handbook* introduces new spells and magic items. These original spells open avenues of power to spellcasters who master them. Among the magic items presented within this book are those from a new category of magic items: spell catalysts. These magic items can be expended when casting certain spells to enhance the effects of the spell. Spell catalysts work well as treasure found in adventures but Dungeon Masters may also find they are useful hooks for side quests.

Ross and I are proud to present *The Complete Arcanist Handbook*. We hope the archetypes, spells, and items found within make for exciting fodder for your campaign. Thanks for picking up *The Complete Arcanist Handbook*. Have fun with it!

—Benjamin Huffman

Don't miss the first books in the series, [The Complete Martialist Handbook](#) and [The Complete Devout Handbook](#), including 4 new archetypes each for Barbarian, Fighter, Ranger, and Rogue plus 17 new weapons, 18 new feats, and 36 new magic items for the former and 4 new archetypes each for the Cleric, Druid, Monk, and Paladin classes, 42 new spells, and 36 new magic items for the latter!

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CHAPTER 1: ARCANIST ARCHETYPES

The Complete Arcanist Handbook begins with a focus on the kinds of heroes it was written for: bards, sorcerers, warlocks, and wizards. Here you'll find new archetypes for those classes that broaden the scope of available character options in your D&D campaigns.

BARD

At 3rd level, a bard gains the Bard College feature. The following options are available to a bard, in addition to those offered in the *Player's Handbook*: College of Drama, College of Fortune, College of Pantomime, and College of Puppetry.

COLLEGE OF DRAMA

Bards of the College of Drama, usually referred to as actors, dedicate their lives to the stage, whether that stage be within a grand palace or on a wooden box on the side of a dirt road. They train to portray any character through deft costuming and impeccable impressions. They don't just tell tales, but delight audiences by performing them as one-man shows or as an ensemble with other bards of the college. These actors develop special techniques for drawing crowds and feeding off their audience's energy, becoming popular attractions in nearly any settlement they visit.

While near universally beloved by the common folk and community leaders, actors are regarded with some contempt by bards of other colleges, who see actors as attention-seeking narcissists who are either unwilling or unable to share the stage. An actor who arrives in a town where another bard is performing is often in for some not-so-good-natured competition.

METHOD ACTOR

Starting when you join the College of Drama at 3rd level, you gain proficiency in the Performance skill and with disguise kits, and you can use your voice as a spellcasting focus for your bard spells. Any spell you cast using your voice as a spellcasting focus gains a verbal component if it doesn't already have one.

Additionally, you can perfectly mimic the voice, speech, and mannerisms of any creature you've observed and heard speak for at least 1 minute.

STARRING ROLE

Also at 3rd level, whenever you make an ability check, attack roll, or saving throw, you can expend one use of your Bardic Inspiration to roll your Bardic Inspiration die and add it to the result. You can choose to do so after you roll, but before the DM tells you whether you succeed or fail.

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

MAGNETIC PRESENCE

Beginning at 6th level, you learn special techniques that allow you to draw the attention of others:

- Whenever you speak, you can cause your voice to boom up to five times as loud as normal.
- You can cast the *enthrall* spell once without expending a spell slot. You regain the use of this ability whenever you expend a spell slot of 3rd level or higher or when you finish a long rest.
- As an action, you can cause light to shine down upon you. Bright white light shines within a 5-foot radius, 20-foot-high cylinder centered on you, with dim light shining a further 5 feet beyond the radius. The cylinder remains centered on you as you move. The light disappears when you become incapacitated or when you choose to dismiss it on your turn (no action required).

TAKE A BOW

Starting at 14th level, you can bask in the adoration of your fans and allies. When a friendly creature sees you reduce another creature to 0 hit points or cast a spell of 6th level or higher, you can use your bonus action this turn to take a bow. When you do, you regain one expended use of your Bardic Inspiration.



COLLEGE OF FORTUNE

Bards of the College of Fortune prefer games with high stakes to soaring songs. These bards, sometimes called card sharks or high rollers, entertain with their rarely surpassed talent for games of skill and chance. Inside the casino or out, these bards push their luck to the breaking point and then a bit further.

Bards in this college have a reputation as instigators that isn't entirely justified. High rollers don't go looking for trouble, they just have a habit of provoking fellow party members into taking long shots that don't always pan out. Despite that, no bard has a better chance of helping their companions clutch victory from the jaws of the defeat than a card shark. The smart bet is always on the bard of the College of Fortune.



GAMBLER'S CONCEIT

When you join the College of Fortune at 3rd level, you gain proficiency with all gaming sets and your choice of one of the following skills: Deception, Insight, Perception, or Sleight of Hand.

In addition, you can use a gaming set (see "Equipment" in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your bard spells.

PUSH YOUR LUCK

Starting at 3rd level, you impart your affinity for risky wagers to your compatriots when you inspire them. After a creature you inspired rolls a Bardic Inspiration die, they can choose to roll an additional die of the same type (a d6 if your Bardic Inspiration die is a d6, for example). If the additional die result is lower than the Bardic Inspiration die, the roll loses the benefit of the Bardic Inspiration die. If the additional die result is equal to or higher than the Bardic Inspiration die, add the result of both dice to the roll and the creature gains temporary hit points equal to the total of both dice. In either case, the Bardic Inspiration die is lost.

POCKET ACE

At 6th level, when you complete a long rest, roll a die of the same type as your Bardic Inspiration die (a d8 if your Bardic Inspiration die is a d8, for example) and record the result as your pocket ace. After a creature you inspired rolls a Bardic Inspiration die, but before they choose to use your Push Your Luck feature, you can exchange the results of their Bardic Inspiration die with your pocket ace. When you do, the Bardic Inspiration die result becomes your new pocket ace. You must choose to replace the result before the DM announces if the roll succeeds or fails.

In addition, you can expend your pocket ace at any time to add its result to one of your own attack rolls, ability checks, or saving throws.

HIGH ROLLER

At 14th level, when a creature with one of your Bardic Inspiration dice makes an ability check, attack roll, or saving throw and rolls a 20 on the d20, you regain one expended use of your Bardic Inspiration feature. When a creature with one of your Bardic Inspiration dice makes an ability check, attack roll, or saving throw, and rolls a 1 on the d20, that creature can expend the Bardic Inspiration die to roll the d20 again and must use the new result.



Douglas Wright

COLLEGE OF PANTOMIME

Bards of the College of Pantomime, called mimes, are performers who believe that the purest form of entertainment does not require sound, but only immaculate use of facial expressions and body language. Mimes train to perfect this art of silent performance, and most take oaths to speak as little as possible and thereby make their craft and their life indistinguishable. A sufficiently skilled mime can even ascend their pantomime into minor reality warping, whether it be to eschew the verbal components of spells or to create invisible magical constructs with which they and others can interact.

As such a mime, other bards may consider your artform strange, but they cannot help but recognize and respect your skill, understanding just how difficult it is to master your craft and the extraordinary commitment it takes. Those who do not dedicate their lives to performance, however, will often view you as a distracting and somewhat silly oddity, though the novelty of your craft in comparison to other bards will likely turn some heads.

SILENT TREATMENT

Starting when you join the College of Pantomime at 3rd level, you are able to communicate your meaning through gestures, facial expressions, and body language. As long as a creature can see you, you can communicate simple ideas and phrases to it without speaking. You do not need to share a language with the creature for it to understand you this way, but it must understand at least one language.

Additionally, you can ignore your Bardic Inspiration's requirement that a creature must be able to hear you as long as it can see you, and you can ignore the verbal components of your bard spells. If a bard spell you cast would normally require you to speak for its effect, such as the *suggestion* spell, a target can still be affected by the spell as long as it can see you, it speaks at least one language, and you add a somatic component to the spell in the form of gestures, facial expressions, and body language.

PANTOMIME TRICKS

Also at 3rd level, you learn pantomime tricks that are given substance by your bardic magic. You learn two pantomime tricks of your choice, which are detailed below. You learn one additional trick of your choice at 6th and 14th level. Each time you gain a level in this class, you can replace one pantomime trick you know with a different one.

Some of your pantomime tricks require your target to make a saving throw to resist the trick's effects. The saving throw DC is equal to your spell save DC.

Box Trap. As an action, you can expend one use of your Bardic Inspiration and mime creating a box with your hands to magically trap a Large or smaller creature you can see within 30 feet of you in an invisible box until the start of your next turn. The box is a cube large enough to encapsulate each space the target occupies, and its sides are solid planes of force. When a creature attempts to pass through one of the cube's sides, it must succeed on a Strength saving throw or take force damage equal to a roll of your Bardic Inspiration die. A creature's speed becomes 0 until the start of your next turn if it takes force damage from this trick.

Empty Calories. Over the course of 1 minute, you can expend a use of your Bardic Inspiration and mime cooking and serving a meal to magically create invisible food. Roll your Bardic Inspiration die. A single creature can eat the meal, which has no taste but grants the creature temporary hit points equal to the result and enough nourishment to sustain it for a single day. If the meal isn't consumed within 10 minutes, it is lost.

Invisible Weapon. As a bonus action, you can expend one use of your Bardic Inspiration and mime holding a fearsome weapon to magically create an invisible simple melee weapon in your hand that lasts for 1 minute or until it leaves your hand. You are proficient with the weapon, which has the light property, deals force damage, and uses your Bardic Inspiration die as its damage die. You use your Charisma for the invisible weapon's attack and damage rolls, instead of your Strength.

Rope Pull. As an action, you can expend one use of your Bardic Inspiration and mime twirling and throwing a rope to attempt to magically lasso a creature or object you can see within 60 feet of you with an invisible rope. If the target is Large or smaller, it must make a Strength saving throw. On a failure, roll your Bardic Inspiration die and the

target is knocked prone and pulled a number of feet straight toward you up to 5 times the result.

If the target is Huge or larger or affixed to a creature or object of that size, roll your Bardic Inspiration die. You pull yourself a number of feet straight toward it up to 5 times the result.

Slippery Terrain. As an action, you can expend one use of your Bardic Inspiration and mime slipping around on ice to magically make the ground in a 10-foot radius around you incredibly slick for 1 minute or until you lose concentration (as though concentrating on a spell). The ground in the area becomes difficult terrain, and whenever a creature other than you walks into a space in the area for the first time each turn, it must succeed on a Dexterity saving throw or take bludgeoning damage equal to your Bardic Inspiration die and be knocked prone. The area does not follow you as you move.

Unseen Shield. When you are hit by an attack, you can use your reaction and expend one use of your Bardic Inspiration to place your hands out in front of you and magically block the attack with an invisible plane of force. Roll your Bardic Inspiration die and add the result to your AC until the start of your next turn, including against the triggering attack.

Trust Bridge. As an action on your turn, you can expend a use of your Bardic Inspiration and mime the construction of one end of a rope bridge to magically extend an invisible plane of force that is 5 feet wide straight out in front of you for 1 minute. The bridge's length can be a number of feet up to 5 x your bard level. Both ends of the bridge must connect to solid ground, otherwise the trick fails. For the duration, the bridge can be walked on as though it were flat ground, though it can only support a single creature at a time. Roll your Bardic Inspiration die. Once that number of creatures crosses the bridge, the bridge disappears.

Windy Day. As an action on your turn, you can expend a use of your Bardic Inspiration and mime walking against a strong wind to magically create an immense current of invisible wind in your space for 1 minute or until you lose concentration (as though concentrating on a spell). As you move, the wind accompanies you. When you make a ranged attack or a creature makes a ranged attack against you, you roll your Bardic Inspiration die and subtract the result from the attack roll. The wind also hedges out vapor, gas, and fog that can be dispersed by a strong wind.

MASTER MIME

Starting at 14th level, whenever you roll your Bardic Inspiration die for a pantomime trick, you can roll the die twice and use either result.

COLLEGE OF PUPPETRY

Bards of the College of Puppetry specialize in entertaining with puppets and marionettes. Not content to master exclusively mundane skills on their subject of interest, these bards, called puppet masters, learn to create their own animated marionette companion. Every companion is painted and decorated unique to its puppet master—most are whimsical, some are intimidating, and others are unsettling.

PUPPETCRAFT

When you join the College of Puppetry at 3rd level, you gain proficiency with painter's supplies, weaver's tools, and woodcarver's tools.

In addition, you can use a puppet or the control rod of a marionette as a spellcasting focus for your bard spells.

ANIMATED MARIONETTE

At 3rd level, you have learned to create a puppet companion. It is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the animated marionette stat block. You determine the creature's appearance, which has no effect on its game statistics.

In combat, the animated marionette shares your initiative count but it takes its turn immediately after yours. It can move and use its reaction on its own, but 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 the Dash, Disengage, Help, Hide, or Search action. You must be holding the marionette's control rod to use a bonus action to command it.

If the *mending* cantrip is cast on it and it has at least 1 hit point, it regains 2d6 hit points. If it has died within the last hour, you can use your woodcarver's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The animated marionette returns to life after 1 minute with a number of hit points restored equal to 2 x the level of spell slot expended.

While the animated marionette has one of your Bardic Inspiration dice, you can use your reaction to roll and expend the die when a creature within 30 feet of the marionette makes an ability check, attack roll, or saving throw. When you do, add the result of the Bardic Inspiration die to the roll. You can choose to use this ability after the d20 is rolled but must use it before the DM declares whether the roll was a success or a failure.

When you expend a 6th level spell slot or higher to cast a bard spell and your animated marionette has less than three uses of its tangled thread action, it regains a use of its tangled thread action.

At the end of a long rest, you can create a new animated marionette if you have your woodcarver's tools with you. If you already have an animated marionette from this feature, the first one immediately perishes.

MASTER OF PUPPETS

Starting at 6th level, while a creature who is not immune to being charmed has its movement speed reduced to 0 by your animated marionette's Tangled Thread, you can use a bonus action on your turn to command the creature to take one of the actions in its stat block or the Dash or Help action. When you do, the reduced movement speed condition ends and the creature immediately uses its reaction to take the commanded action targeting a creature or creatures of your choice if applicable.

STORM OF STRINGS

Starting at 14th level, when you command your animated marionette to use its Tangled Thread action, you can choose to target all creatures of your choice within 30 feet of the animated marionette, instead of one creature within 60 feet. Once you do, you can't use this feature again until you finish a long rest.

ANIMATED MARIONETTE

Tiny construct, unaligned

Armor Class 14 (natural armor)

Hit Points equal to the animated marionette's

Constitution modifier + your Charisma modifier + four times your bard level

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	8 (-1)	8 (-1)	13 (+1)

Saving Throws Dex +5, Cha +3

Skills Acrobatics +5, Performance +3

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses passive Perception 9

Languages understands the languages you speak

False Appearance. While the animated marionette remains motionless, it is indistinguishable from an ordinary puppet.

Magic Weapons. The marionette's weapon attacks are magical.

Might of the Master. The following numbers increase by 1 when your proficiency bonus increases by 1: the animated marionette's AC, its skill and saving throw bonuses (above), the bonuses to hit and damage of its pummel attack, and the saving throw DC of its tangled thread action (below).

ACTIONS (REQUIRES YOUR BONUS ACTION)

Pummel. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d4 + 3 bludgeoning damage.

Tangled Thread (3/Day). One creature the animated marionette can see within 60 feet must succeed on a Strength saving throw (DC 13) or its movement speeds are reduced to 0 for 1 minute. The target can make this saving throw again at the end of each of its turns, ending the effect on itself on a success.



SORCERER

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following options are available to a sorcerer, in addition to those offered in the *Player's Handbook*: Arcane Prodigy, Cursed Existence, Greenheart, and Reincarnated Warrior.

ARCANE PRODIGY

From your first attempt at casting a spell, you displayed an exceptional aptitude for magic. Since that time, the more you tried to learn magic through rote memorization and practiced study, the less your innate talent shone through. Sorcerers who are arcane prodigies eventually discover it's better to let their natural genius guide their magic than relying on an academic understanding. Arcane prodigies don't abandon the attempt to understand magic on a methodical level, but their prodigious talent for spellcasting relies on their unconscious grasp of the mystic laws that underpin all of existence.

ALTERNATIVE SPELLCASTING ABILITY

When you choose this sorcerous origin at 1st level, you can choose to use Intelligence, instead of Charisma, as your sorcerer spellcasting ability. If you choose to use Intelligence, all sorcerer features and Metamagic options that reference your Charisma ability modifier use your Intelligence modifier instead. You must make this choice when you gain this feature.

ARCANE EXTRAPOLATION

Starting at 1st level, you can extrapolate from your understanding of the mystic to cast a sorcerer or wizard spell you don't know. The spell must be of a level you can cast and you must expend a spell slot to cast the spell. If the spell is a wizard spell, it counts as a sorcerer spell for you for this casting. Once you use this feature, you can't use it again until you finish a short or long rest.

RARE GENIUS

At 1st level, you gain proficiency in the Arcana skill and Intelligence saving throws.

METAMAGIC PRODIGY

At 6th level, you gain a pool of prodigy points equal to half your level in this class. You can spend prodigy points instead of sorcery points to activate Metamagic options. You regain all expended prodigy points when you finish a long rest.

DYNAMIC METAMAGIC

At 14th level, you learn an additional Metamagic option.

In addition, when you finish a long rest, you can choose one of your Metamagic options and replace it with another Metamagic option.

STROKE OF GENIUS

Starting at 18th level, you experience moments of magical clarity that bring solutions just when you were out of options. You can use a bonus action on your turn to have a flash of magical genius. When you do, you regain all expended prodigy points, one expended spell slot of your choice of 5th level or lower, and the use of your Arcane Extrapolation if you've already used it. Once you use this feature, you can't use it again until you finish a long rest.



CURSED EXISTENCE

You or an ancestor were afflicted with a hereditary malediction, a horrible curse designed to cause misery. It may have been a punishment by a god for hubris, the work of a vengeful hag coven, or perhaps the result of a magical accident you happened to be caught in the middle of. No matter how the curse came to afflict you or your family line, you have discovered a method of accessing its powers, using it as a font of magical power.

Some who become sorcerers through harnessing the power of their curse have discovered how to entirely suppress their curse's magicks until such time as they want to afflict others with its properties, while others always suffer a modicum of its effects. The most common types of curses are transfigurations, the loss of physical health, and the sapping of fortune.

Most people dread the cursed, fearing that, through association, the curse will pass to them. As a cursed sorcerer, it is your choice whether those fears are confirmed.

CURSE MAGIC

You learn additional spells when you reach certain levels in this class, as shown on the Curse Spells table. Each spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. These spells can't be replaced when you gain a level in this class.

CURSE SPELLS

Sorcerer Level	Spells
1st	<i>evil eye</i> ^{CAH}
3rd	<i>blindness/deafness</i>
5th	<i>bestow curse</i>
7th	<i>polymorph</i>
9th	<i>bestow malediction</i> ^{CAH}

VILE AFFLICTION

At 1st level, you are afflicted with a grievous curse, but you have learned to suffer the curse's effects only when you want to make use of its power. Choose the nature of your curse from the following options.

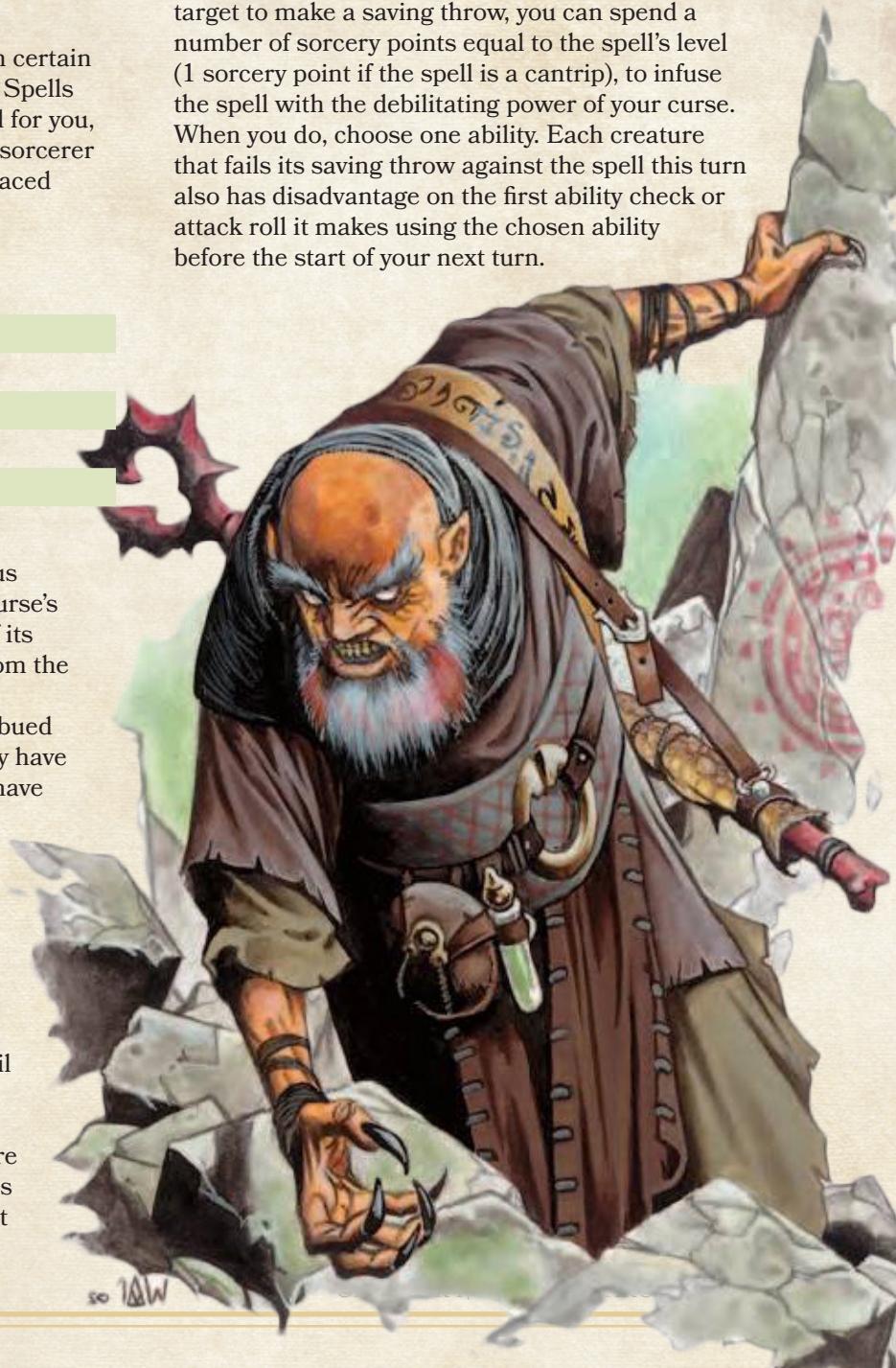
Mutation. You were once horrifically imbued with monstrous characteristics, which may have been a complete transformation or could have only manifested under certain conditions, such as being exposed to the light of a full moon. As an action, you increase your Strength and Dexterity scores by 2, to a maximum of 20. When you do, your Wisdom and Charisma scores decrease by an equivalent amount and you become vulnerable to damage from silvered weapons. The effects last 1 minute, or until you choose to end it as an action on your turn. Once you use this feature, you must finish a long rest before you use this feature again. If you have no remaining uses of this feature, you can instead expend a spell slot of 3rd level or higher to use it again.

Sickly. Your body was robbed of strength and vitality, causing you to almost constantly be sick and weak. Once during each of your turns when a spell you cast damages a creature that isn't an undead or construct, you can cause the creature's hit point maximum to be reduced by an amount equal to half the damage it took from the spell until it finishes a long rest. When you do, you have disadvantage on Constitution saving throws and can't regain hit points until the end of your next turn.

Unlucky. You once suffered misfortune in all aspects of life, in which anything that could go wrong seemed to always do so. When a creature you can see within 60 feet of you makes an ability check or attack roll, you can use your reaction to roll a d6 and subtract it from the creature's result. When you do, you subtract the same amount from your first ability check or saving throw imposed by a hostile creature, or from the next attack roll you make, within the next minute.

CURSE INFUSION

When you cast a spell that requires at least one target to make a saving throw, you can spend a number of sorcery points equal to the spell's level (1 sorcery point if the spell is a cantrip), to infuse the spell with the debilitating power of your curse. When you do, choose one ability. Each creature that fails its saving throw against the spell this turn also has disadvantage on the first ability check or attack roll it makes using the chosen ability before the start of your next turn.



BLESSING IN DISGUISE

At 14th level, you gain an additional benefit based on the curse you chose as your Vile Affliction.

Mutation. You learn the *alter self* spell. It doesn't count against the number of sorcerer spells you know, and you can cast it at will without expending a spell slot. When you cast the spell with this feature, you can choose only its Natural Weapons option. Additionally, when you use your Vile Affliction to increase your Strength and Dexterity scores, you can increase them by an amount up to your proficiency bonus.

Sickly. You learn the *ray of enfeeblement* spell. It doesn't count against the number of sorcerer spells you know, and you can cast it at will without expending a spell slot. Additionally, when you use your Vile Affliction, you can choose for the creature's hit point maximum to be reduced by an amount equal to the damage it took from the spell, instead of by half the damage.

Unlucky. You learn the *bane* spell. It doesn't count against your number of sorcerer spells you know, and you can cast it at will without expending a spell slot. Additionally, when you use the reaction granted by your Vile Affliction, you can choose to roll a d10, instead of a d6.

CURSE BOMBARDMENT

Beginning at 18th level, you can flood your enemies with the necrotic energies of your curse. As a bonus action, you can spend 5 sorcery points to cause a creature you can see within 30 feet of you to have disadvantage on all saving throws until the end of the turn.



GREENHEART

Born to a dryad parent, infused with the eldritch power of an enchanted forest you were raised in, or influenced by a primal enchantment in your mother's womb, the magic of the natural world runs through you. Unlike druids, you did not choose your connection to the natural world; the natural world chose its connection to you. Greenheart sorcerers often have dark brown and bright green features and smell of the native flora of their homelands. Sorcerers of this origin are exceptionally resilient and observant of their surroundings.

DRUIDIC SORCERY

At 1st level, your link to the natural world allows you to learn spells normally associated with the druid class. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the druid spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

VERDANT SOUL

Starting at 1st level, your hit point maximum increases by 2 and increases by 2 again whenever you gain a level in this class. Whenever you spend one or more sorcery points, you regain 2 hit points for every sorcery point you spent.

STRENGTH OF OAK

At 6th level, you can tap the endless resilience of the natural world to shake off debilitating effects. After you make a saving throw, but before the DM declares whether it's successful or not, you can use your reaction and spend 1 sorcery point to roll 1d4 and add it to the result.

ROOT & LEAF SPEECH

At 14th level, you learn the *speak with plants* spell. It is a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known.

Additionally, you can use an action and spend 3 sorcery points to cast the *speak with plants* spell. When you cast the spell in this way, moving through difficult terrain does not cost you extra movement for the duration of the spell.

GREENBLOOD

Starting at 18th level, you can use a bonus action on each of your turns to convert vitality into sorcery points. When you do, reduce your current hit points by 6 and regain 1 expended sorcery point.



REINCARNATED WARRIOR

Some legends are so widespread and revered that they will forever live on. Heroic warriors, in particular, capture the hearts and minds of the common folk, spurred by the songs and tales of bards across the world. Whether you know it or not, you are the soul of such a warrior born anew. You have a natural affinity for the tools of battle, and never feel more alive than when your blade is locked against another.

Unlike your first life, though, you have an innate magic born of the adoration of generations who have repeated your legend. You can channel this magic through your weapons and combine it with your martial prowess.

If you are aware of your reincarnation, a doubt may haunt your thoughts: Why now? Why after all this time have you been given new physical form? Perhaps a new destiny awaits you that requires a legend of your magnitude, and your legacy will ever grow.

SOUL OF ENDURANCE

Starting at 1st level, your body and soul sing when you are engaged in battle, granting you immense resilience. You gain the following benefits:

- While you wear no armor or you are under the effects of the *mage armor* spell, you can use your Charisma modifier, instead of your Dexterity modifier, to calculate your Armor Class. You can use a shield and still gain this benefit.
- Whenever you would take damage while you are conscious and within 5 feet of a hostile creature, you reduce the amount of damage you take by 1. The reduction increases when you reach certain levels in this class, increasing to 2 at 5th level, 3 at 10th level, 4 at 15th level, and 5 at 20th level.

MARTIAL INHERITANCE

Also starting at 1st level, you are supernaturally talented with martial implements. You are proficient with all melee weapons and with shields.

When you reach 2nd level in this class, you can spend 1 sorcery point as a bonus action to make a weapon you're holding a conduit for your magic for 10 minutes or until it leaves your hand. For the duration, you can use the weapon as a spellcasting focus for your sorcerer spells, and it is considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

WAR MAGIC

Beginning at 6th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

Once you reach 14th level in this class, when you use your action to cast a spell, you can make one weapon attack as a bonus action.

WARRIOR'S RESOLVE

Starting at 14th level, when you take damage that reduces you to half your maximum hit points or less, you can use your reaction to regain half of your expended sorcery points. When you do, the damage reduction granted by your Soul of Endurance is doubled for 1 minute.

Once you use this feature, you must finish a long rest before you can use it again.

LEGENDARY PROWESS

Beginning at 18th level, you can use your magic to fuel a furious flurry of strikes. When you take the Attack action on your turn, you can expend a spell slot to gain a number of additional attacks this turn equal to the level of the expended spell slot. Each of these additional attacks must use a melee weapon you're holding, and each attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

WARLOCK

At 1st level, a warlock gains the Otherworldly Patron feature. The following options are available to a warlock, in addition to those offered in the *Player's Handbook*: the Archmage, the Crone and the Great Trickster.

THE ARCHMAGE

Your patron is an incredibly powerful magical practitioner - such as Blackstaff, Elminster, Fistandantilus, Gromphe Baenre, Mordenkainen, or Vecna - one whose skill and strength in the arcane arts has made them tantamount to a god. Such a mage may require minions to aid them in unlocking the great secrets of the multiverse, or perhaps they just need a subject for their eldritch experiments.

No matter your patron's motivations, you have convinced them to take you on as an apprentice, being granted access to a modicum of their knowledge and power.

EXPANDED SPELL LIST

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

ARCHMAGE EXPANDED SPELLS

Spell Level	Spells
1st	<i>magic missile, shield</i>
2nd	<i>Melf's acid arrow, Nystul's magic aura</i>
3rd	<i>Leomund's tiny hut, Melf's minute meteors</i> ^{XGE}
4th	<i>Mordenkainen's faithful hound, Otiluke's resilient sphere</i>
5th	<i>Bigby's hand, Rary's telepathic bond</i>

ARCANE APPRENTICE

At 1st level, you can choose to use Intelligence, instead of Charisma, as your warlock spellcasting ability. If you choose to use Intelligence, all warlock features and Eldritch Invocations that reference your Charisma modifier use your Intelligence modifier instead. You must make this choice when you gain this feature.

Additionally, you learn the *detect magic* and *identify* spells. They count as warlock spells for you, and don't count against the number of warlock spells you know. Unless you learn either spell from another source, you can only cast it as a ritual.

ARCHMAGE'S EXCESS

Also starting at 1st level, your patron allows you to siphon off their excess reserves of magical power. As an action, you can regain one of your expended warlock spell slots. Once you use this feature, you must finish a long rest before you can use it again.

ELDRITCH EFFICIENCY

At 6th level, your patron teaches you how to use your reserves of magical power with greater finesse. As a bonus action, you expend one of your warlock spell slots to gain a number of lower-level warlock spell slots with total level equal to the spell slot

expended. For example, if you expend a 3rd-level spell slot this way, you can gain three 1st-level spell slots or one 1st-level and one 2nd-level spell slot.

When you regain your expended warlock spell slots at the end of a short or long rest, you lose any remaining spell slots created with this feature.

MAGIC RESILIENCE

Starting at 10th level, when you fail a saving throw you make against a spell or other magical effect, you can choose to succeed instead. If you use this feature to succeed on a saving throw against a spell that allows you to take half damage on a success, you instead take no damage from the spell.

Once you use this feature, you must finish a short or long rest before you can use it again.

ARCHMAGE ARCANUM

At 14th level, your patron allows you to draw further from their knowledge and magical power. When you finish a long rest, you can choose to replace one of your arcanum spells with a different spell of the same level from either the warlock or wizard spell list. A wizard spell you choose this way counts as a warlock spell for you until you choose to replace it.

Additionally, as a bonus action, you can regain the use of your 6th- or 7th-level arcanum spell. Once you regain the use of an arcanum spell this way, you must finish a long rest before you can use this bonus action again.





THE CRONE

Your patron is an elder force of the Feywild that veers capriciously between her maternal and destructive instincts. Such a creature smothers those she holds dear with doting attention and rejects those set against her with ruthless cruelty, often vacillating between these extremes seemingly without prompt. You have chosen a spiteful and suffocating patron, one whose nature you find yourself mimicking more and more. Beings of this sort include; Aradia, mother of witchcraft, Baba Yaga, the evil woman, and Hecate, queen of witches.

EXPANDED SPELL LIST

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

CRONE EXPANDED SPELLS

Spell Level	Spell
1st	<i>cure wounds, sleep</i>
2nd	<i>blindness/deafness, enhance ability</i>
3rd	<i>bestow blessing</i> ^{CAH} , <i>bestow curse</i>
4th	<i>conjure woodland beings, locate creature</i>
5th	<i>contagion, hallow</i>

BIND COVEN

Starting at 1st level, you learn a ritual that allows you to create a coven by mystically binding you and up to 12 other willing creatures of your choice within 30 feet together. This ritual takes 1 hour to complete.

When you cast a warlock spell, you can choose a willing member of your coven within 120 feet. That member of your coven can use their reaction to deliver the spell as if they had cast the spell, targeting themselves if the range of the spell is Self. If the spell requires an attack roll or saving throw, it uses your spell attack or spell save DC. If the spell requires concentration, you must maintain concentration on the spell.

If you perform the ritual again, the bonds of your previous coven are destroyed.

MOTHER TONGUE

At 1st level, you have the ability to comprehend and verbally communicate with hags and members of your coven even if you don't share a language.

BOND OF BLOOD

At 6th level, when you deliver a spell that causes a creature to regain hit points or that deals damage through a member of your coven, that creature can choose to sacrifice their own lifeblood to empower the spell. When they do, the creature rolls and expends a Hit Die, adding the result to the hit points regained or to the damage dealt to one target of the spell.

At 10th level, a member of your coven that isn't you can also use this ability when they cast a spell by expending your coven spell slot.

BOND OF SPIRIT

At 10th level, you gain a special coven spell slot. A creature in your coven within 120 feet of you can cast a spell you know of a level equal to or less than the coven spell slot, expending the coven spell slot to do so. The creature does not need to provide material components for the spell unless those material components have a cost associated with them. They use your warlock spell save DC and spell attack modifier if relevant and they must maintain concentration on the spell if the spell requires concentration.

If you expended your coven spell slot to cast a spell, you regain it when you finish a long rest. If any other member of your coven expended your coven spell slot to cast a spell, you regain it when you finish a short or long rest.

BOND OF FLESH

Beginning at 14th level, you can use a bonus action on your turn to chain the resilience of your coven to one another. When you do, you and each member of your coven within 120 feet of you that has at least 1 hit point share a pool of common hit points for 1 minute. This pool of hit points equals the total of all affected coven members' current hit points with maximum hit points equal to the total of all affected coven members' maximum hit points.

At the end of the minute, or when the common current hit point pool is reduced to 0 hit points, this effect ends. When the effect ends, each affected coven member's current hit points equals 1 + the remaining current hit points in the pool divided evenly between all coven members.

THE GREAT TRICKSTER

You have pledged your allegiance to a spirit of mischief who delights in misdirection and misappropriation. Despite an irredeemable reputation, such patrons are not necessarily evil or even selfish. Some tricksters use pranks to teach others important moral lessons or commit lesser wrongs to serve the greater good. Most, however, are motivated primarily by their own entertainment and self-satisfaction. Beings of this sort include Anansi, Eshu, Huehucoyotl, Loki, Pan, and Sun Wukong.

SPELLSWIPE

Starting at 1st level, as a reaction when you see a creature within 60 feet of you cast a spell, you can expend a spell slot to try to steal the spell. If the spell slot you expended was equal to or higher than the spell slot the creature used to cast the spell, its spell fails and instead produces a momentary harmless sensory effect of your choosing.

In addition, you can add the spell to your spell vault. You can have a number of spells in your spell vault equal to your Charisma modifier (minimum 1). If adding a new spell to your spell vault would cause you to exceed this maximum, choose one spell from your spell vault to lose. All spells in your spell vault count as warlock spells you know, and don't count against your warlock spells known.

As a final benefit of this feature, you can cast a spell from your spell vault without expending a spell slot. When you do, you lose the spell from your spell vault immediately after you cast it. Once you cast a spell this way, you must finish a long rest before you can do so again.

THIEVES CANT

At 1st level, your connection to an entity of mischief personified allows you to understand thieves cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

TRICK IS TRADE

Also at 1st level, you can use a bonus action on your turn to magically conjure a disguise kit, forgery kit, or thieves' tools. You add your proficiency bonus to ability checks that use the conjured tool kit if you aren't already proficient with it. This tool kit remains until you use this feature again to conjure another tool kit.



STEAL FORTUNE

At 6th level, when a creature you can see within 30 feet makes an ability check, attack roll, or saving throw, you can use your reaction to give that roll disadvantage. When you do, one ability check, attack roll, or saving throw of your choice that you make within the next minute gains advantage. Once you use this trait, you can't use it again until you finish a short or long rest.

SKELETON KEY

At 10th level, you have advantage on saving throws against being restrained and ability checks made to escape a grapple. Additionally, you can cast the *knock* spell at will, without expending a spell slot.

TWO STEPS AHEAD

Starting at 14th level, you cannot be surprised. When you roll for initiative, you can use your reaction to position yourself for an ambush. When you do, add +20 to your initiative roll, you have truesight out to a range of 120 feet and turn invisible until the end of your next turn, and can immediately teleport to any unoccupied space within 120 feet. Once you use this feature, you must finish a long rest before you can use it again.

THE TITAN

Your patron is a being of unfathomable size, age, and strength, such as an astral dreadnought, an empyrean, a kraken like Slarkrethel, or a tarrasque. Titans such as these are quasi-deities created by gods, whether through the union of two deities, being manufactured on a divine forge, constituting from blood spilled from a god, or becoming manifested through divine will. Most often, the creators of a titan come to see it as a threat and imprison it with the intention of one day unleashing it on their enemies.

A titan who seeks a pact with a warlock is usually one who desires escape from its imprisonment, most often to take vengeance on its creator. However, captivity and solitude may instead cause madness to bloom in the titan, who may seek escape so that it can consume all of existence. In exchange for the breaking of its chains, the titan grants the warlock increased size and strength, often accompanied by its horrible hunger.

EXPANDED SPELL LIST

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

TITAN EXPANDED SPELLS

Spell Level	Spells
1st	<i>absorb elements</i> ^{XGE} , <i>earth tremor</i> ^{XGE}
2nd	<i>enhance ability</i> , <i>enlarge/reduce</i>
3rd	<i>erupting earth</i> ^{XGE} , <i>slow</i>
4th	<i>giant insect</i> , <i>stoneskin</i>
5th	<i>destructive wave</i> , <i>giantize</i> ^{CAH}

GIGANTIC

At 1st level, your patron grants you greater size and strength. If you are Medium or smaller, your size permanently increases by one category, multiplying your weight by 8. You choose how your dimensions alter to accommodate your new size and weight. When you gain this feature, your equipment and anything you're wearing or carrying grows to match your new size, but their statistics and value are otherwise unchanged. Each magic item you attune to also grows to accommodate your new size, where applicable, and returns to its normal size if you break your attunement with it.

Additionally, you can choose to use Strength, instead of Charisma, as your warlock spellcasting ability. If you choose to use Strength, all warlock features and Eldritch Invocations that reference your Charisma modifier use your Strength modifier instead. You must make this choice when you gain this feature.

GREAT HUNGER

Starting at 1st level, your appetite, like your patron's, becomes nigh impossible to satisfy. Your stomach becomes a portal to a demiplane, in which you can store objects. As an action, you can devour an object that is Medium or smaller and store it in the demiplane, or regurgitate an object stored within the demiplane. The objects in your demiplane must have a combined weight less than or equal to 20 pounds times your warlock level. If you attempt to store an object that would push the total weight beyond this number, you immediately regurgitate it and take 1d8 necrotic damage, which can't be reduced or prevented in any way.

The objects within your demiplane can't be accessed or detected by other creatures except through means that would allow them to access or view other planes, such as the *gate* spell.

When you die, you regurgitate everything stored within your demiplane.

WRATH OF THE TITAN

Beginning at 6th level, once per turn when you hit a creature with a melee attack, you can draw on your patron's strength and mass to cause the attack to deal an additional 2d6 force damage.

This force damage increases to 3d6 when you reach 10th level in this class, and to 4d6 when you reach 14th level in this class.



COLOSSAL

At 10th level, your patron gifts you a portion of its incredible resilience. Your hit point maximum increases by 20, and increases by 2 whenever you gain a level in this class.

Additionally, whenever you would take damage, you can use your reaction to reduce the damage by half your warlock level.

SWALLOW WHOLE

Starting at 14th level, as an action, you can attempt to swallow a creature within 5 feet of you that is your size or smaller. That creature must succeed on a Strength saving throw against your spell save DC or be swallowed into your demiplane. While within your demiplane, the creature is restrained, it can't perceive, affect, or be affected by anything outside your demiplane, and it takes 4d6 acid damage at the start of each of its turns. The creature's weight doesn't count against the maximum weight that can be stored within your demiplane. If the creature dies, the acid dissolves its corpse and you regurgitate all of the objects it was wearing and carrying onto the ground in your space.

On its turn, a creature within your demiplane can use its weapons and abilities to target you as though you are visible to it and within 5 feet of it. When you take damage from a creature within your demiplane, you must succeed on a Constitution saving throw with a DC equal to half the damage you took (minimum DC 10) or regurgitate the creature prone into the nearest unoccupied space to you. You also regurgitate the creature prone into the nearest unoccupied space if you fall unconscious or die.

Once you use this feature, you must finish a long rest before you can use it again.



NEW WARLOCK OPTIONS

Presented here are new pact boon and eldritch invocations for your warlock characters.

PACT BOONS

At 3rd level, a warlock gains the Pact Boon feature. Here are new options for that feature, in addition to the options in the *Player's Handbook*.

PACT OF THE CAULDRON

You have a magical cauldron granted by your patron.

You can use your cauldron to create a number of potions up to your Charisma modifier (a minimum of 1) over the course of 10 minutes. When consumed, you can use your reaction and expend a warlock spell slot to empower the potion, otherwise the consumer must succeed on a Constitution saving throw against your spell save DC or be targeted by the *disguise self* spell (you determine the consumer's new appearance). A creature can choose to fail this saving throw without rolling.

If you expended a spell slot, choose any warlock spell you know with a range of Self or Touch and the creature who consumed the potion is affected as if they were the target of the chosen spell.

Once you create a number of potions equal to your Charisma modifier (a minimum of 1) with this feature, you can't create any more until you finish a long rest. Potions made with your cauldron become inert and impotent after 8 hours.

If you ever lose your cauldron, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous cauldron. The cauldron melts into sludge when you die.

PACT OF THE SOLE

While you are not wearing footwear, you can use your action to create a pair of pact boots covering your feet. You choose the appearance of your pact boots. While you wear your pact boots, your base walking speed increases by 10 feet and you ignore nonmagical difficult terrain.

Your pact boots disappear if they are more than 5 feet away from you for 1 minute or more. They also disappear if you use this feature again, if you dismiss them (no action required), or if you die.

You can transform one magic pair of footwear, such as boots of striding and springing, into your pact boots by performing a special ritual while you hold or wear the footwear. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the magic footwear, shunting it into an extradimensional space, and it appears whenever you create your pact boots thereafter. You can't affect an artifact or sentient item this way. The magic footwear ceases being your pact boots if you die, if you perform the 1-hour ritual on a different set of magic footwear, or if you use a 1-hour ritual to break your bond to it. The footwear appears at your feet if it is in the extradimensional space when the bond breaks.

ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to the options in the *Player's Handbook*.

If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your level in this class.

CAULDRON COMPANION

Prerequisite: 5th level, Pact of the Cauldron feature

You can cast the *tiny servant* ^{XGE} spell targeting your cauldron without expending a spell slot. You can't do so again until you finish a long rest.

DOUBLE DOUBLE

Prerequisite: Pact of the Cauldron feature

When a creature consumes a potion you created with your cauldron, you can use your reaction to empower the potion as if you had expended a spell slot of a level equal to your pact spell slot level. You can't do so again until you finish a long rest.

LIGHTNING GREAVES

Prerequisite: 12th level, Pact of the Sole feature

While you wear your pact boots, you can take the Dash, Disengage, or Dodge action as a bonus action.

SNEAKERS

Prerequisite: Pact of the Sole feature

While you wear your pact boots, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

SWIFTFOOT BOOTS

Prerequisite: 7th level, Pact of the Sole feature

While you wear your pact boots, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

TOIL AND TROUBLE

Prerequisite: Pact of the Cauldron feature

When you empower a potion, you can choose which spell to target the consumer with from an expanded spell list based on your level in this class. These spells count as warlock spells you know when cast this way. Spells in this expanded spell list that have a range other than self or touch still work with your cauldron created potion.

TOIL AND TROUBLE EXPANDED SPELLS

Warlock Level	Spells
1st	<i>comprehend languages, inflict wounds, speak with animals</i>
3rd	<i>enlarge/reduce, lesser restoration</i>
5th	<i>feign death</i>



WIZARD

At 2nd level, a wizard gains the Arcane Tradition feature. The following options are available to a wizard, in addition to those offered in the *Player's Handbook*: the Grey Guild, the School of Fundamentals, the School of Golemancy, and Theurgy.

THE GREY GUILD

Wizards of the Grey Guild arcane tradition eschew a focus on one specific school of magic in favor of an arcane specialty in duplicity and espionage. In some worlds, all wizards of this tradition belong to one organization with its own overarching goals and schemes while in others, the Grey Guild is a methodology used by individual wizards and arcane organizations in competition with one another. Regardless of which is the case in your world, wizards of the Grey Guild have a bad reputation amongst wizards of other traditions given their proclivity for hoarding magical secrets from other spellcasters.



GRIMOIRE CODEX

Beginning when you select this school at 2nd level, you translate your spellbook into a code only you can understand. When you add additional spells to your spellbook, they are encoded as well. Other wizards cannot copy spells from your spellbook unless you assist them by translating your writing out of this coded language.

BONUS PROFICIENCIES

At 2nd level, you gain proficiency in two of the following skills of your choice: Deception, Insight, Investigation, Perception, Sleight of Hand, or Stealth.

ENCODED SPEECH

Also at 2nd level, you can use a bonus action on your turn to magically encode your speech for 10 minutes. When you do, choose a number of creatures you can see up to your intelligence modifier + your wizard level. Chosen creatures understand the encoded messages within your speech.

All other creatures hear you speaking about a subject of your choice and may make a Wisdom saving throw. On a success, they suspect you are speaking code but don't understand the message. On a failure, they are clueless to your subterfuge.

One you use this feature, you must finish a short or long rest to use it again.

ARCANE OCCULTATION

At 6th level, the Weave intervenes in the minds of others to obscure your comings and goings. When you interact with a humanoid for ten minutes or less, you can choose to force the creature to make an Intelligence saving throw against your spell save DC. Creatures who already know you personally have advantage on this saving throw. On a failure, the creature forgets all the details of the interaction as soon as it is over, including your identity and any of your identifying characteristics.

CONSPIRACY OF ONE

At 10th level, you have learned to trust no one but yourself. That would pose a problem for the agents of the Grey Guild except that they learn to form a conspiracy of one. As an action, you can expend a spell slot to create a number of conspirators equal to the level of the spell slot expended. Each conspirator appears in its own unoccupied space within 30 feet of you.

Conspirators are indistinguishable from one another and from you. Each conspirator has your Armor Class, saving throw proficiencies, and other attributes but evaporates into shadows and spiderwebs when it takes any damage. It is immune to all conditions. When you take an action, you can choose to take it as if you occupied the same space as any one of your conspirators.

While you have one or more conspirators, you can use a bonus action to swap places via teleportation with a conspirator of your choice who is on the same plane as you. As an action, you can sense

through a chosen conspirator's senses indefinitely until you choose to end the ability or the conspirator is destroyed. Your conspirators have the same senses as you. While you are sensing through a conspirator, you are blind and deaf in regard to your own senses.

After an hour, or 8 hours if you expended a spell slot of 6th level or higher to create your conspirators, all remaining conspirators are destroyed. Whenever a conspirator is destroyed or evaporates into shadows and spiderwebs, you can use a reaction immediately after to teleport to the nearest unoccupied space closest to where the conspirator was.

Once you use this feature, you must finish a long rest before you can do so again.

ETHEREAL INFILTRATOR

Starting at 14th level, while you are in dim light or darkness you can move through creatures and objects. If you end your turn inside a creature or object, you take 1d10 force damage for each 5 feet between you and the nearest unoccupied space, then you teleport to that space.

SCHOOL OF FUNDAMENTALS

The School of Fundamentals is comprised of wizards who believe that the greatest mages are those who have mastered the foundations. While other schools delve into study of a particular type of spell, you have focused your efforts on the building blocks of spellcasting: cantrips. Detractors of this school mock the fundamentalists as those who waste their time with the minutiae of spells that the most inexperienced of apprentices could cast. You know, however, that the ability to cast a spell shares little in common with the mastery required to cast it with precision and potency.

As a fundamentalist wizard, you give cantrips the respect that is their due, studying their every detail and fine tuning every aspect of their components as though they are 9th-level spells. You add them to your spellbook and prepare them like other wizards would only with their leveled spells, knowing that the perfection of these seemingly rudimentary techniques will lead to greater heights than the other schools could ever imagine.

CANTRIP SAVANT

Beginning when you select this school at 2nd level, you can copy cantrips into your spellbook in a similar manner to copying spells of 1st level and higher. When you find a wizard cantrip, you can add it into your spellbook by spending 2 hours and 50 gp. The cost represents material components you expend as you experiment with the cantrip to master it, as well as the fine inks you need to record it.

The three wizard cantrips you know from your Spellcasting class feature are automatically added to your spellbook without time or cost. When you learn an additional wizard cantrip upon reaching 4th and 10th level in this class, the spell you choose is also added to your spellbook without time or cost.

Additionally, you prepare cantrips from your spellbook in a similar manner to how you prepare your wizard spells of 1st level and higher. To do so, choose a number of wizard cantrips from your spellbook up to 2 + the number in the Cantrips Known column of the Wizard table for your level. You can change your list of prepared cantrips whenever you finish a long rest. Doing so requires you to spend 1 minute studying your spellbook.

AUGMENTED FUNDAMENTALS

Also starting at 2nd level, you can channel more of your magical power into a wizard cantrip you cast, causing it to have greater effects. When you cast a wizard cantrip, you can expend a spell slot to augment its effects in one of the following ways.

Empower. If the cantrip deals damage, the first damage roll you make for the cantrip this turn is increased by 1d8 per level of the expended spell slot.



Extend. If the cantrip has a duration longer than 1 round, its duration is extended based on the level of the expended spell slot: by 10 minutes for 1st through 3rd level, by 1 hour for 4th through 6th level, or by 8 hours for 7th level or higher.

Further. If the cantrip has a range other than Self, its range increases based on the level of the expended spell slot: by 30 feet per level for 1st through 8th level, or its range changes to Sight for 9th level.

Multiply. If the cantrip can target only a single creature or object, you can target an additional creature or object in range for each level of the expended spell slot. If the cantrip requires a spell attack, you make only one attack roll, which is then applied to each target.

ENHANCED CANTRIPS

Beginning at 6th level, your intensive study of cantrips enhances your ability to cast them. You gain the following benefits:

- You can add your Intelligence modifier to the first damage roll of any cantrip you cast during your turn.
- When you cast a cantrip that doesn't deal damage, you gain a number of temporary hit points equal to your Intelligence modifier (minimum 1). You lose these temporary hit points after 1 minute.
- You can cast cantrips from your spellbook that you don't have prepared. When you cast a cantrip this way, its casting time increases by 10 minutes.

SUBCONSCIOUS FOCUS

Starting at 10th level, you have such a comprehensive understanding of cantrips that you can concentrate on them with minimal mental effort. You can concentrate on up to two spells simultaneously, provided that one or both of them is a cantrip.

UNIVERSAL THEORY OF FUNDAMENTALS

Beginning at 14th level, your understanding of cantrips transcends the realm of purely arcane magicks. All cantrips count as wizard spells for you, allowing you to copy any cantrip you find into your spellbook.

Additionally, when you expend a spell slot of 2nd level or higher to use your Augmented Fundamentals, you regain one expended spell slot. The slot you regain must be of a level lower than the slot you expended and can't be higher than 5th level.

SCHOOL OF GOLEMANCY

Wizards of the school of golemancy strive to create artificial life and intelligence through purely arcane means. Though such golemancers see necromancy spells that bring the dead back to life or create undead as useful tools, they are unsatisfied with just restoring consciousness or creating a facsimile of life. They spend years studying consciousness, and weave enchantments that allow them to create a personality and persona.

As a golemancer, you have built a custom golem, carefully choosing its materials and components, installing specialized augments, and finally applying the persona you so precisely crafted. A golem is often a reflection of its creator, telling you much about their intentions and sensibilities. Clay is used to denote protection of people, flesh used in a creator's attempt to create humanoid life, iron used for guardians of its creator's person and belongings, and stone used for stewards of particular locations. No matter what materials and features your golem possesses, you have created a companion that will safeguard and fight alongside you for the remainder of your days.

GOLEM COMPANION

When you select this school at 2nd level, you construct a golem and imbue it with artificial life. It is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the golem companion stat block. You determine the golem's appearance and the materials from which it is constructed, neither of which have an effect on its game statistics.

In combat, the golem companion shares your initiative, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you otherwise command it. You can use your action to have it take one of the actions in its stat block or to have it take the Help action, or you can use your bonus action to have it take the Dash, Disengage, Hide, or Search action.

If the *mending* cantrip is cast on it, it regains 2d6 hit points. If it has died within the last hour, you can use an action to revive it, provided you are within 5 feet of it and expend a spell slot of 1st level or higher. The golem companion returns to life after 1 minute with all its hit points restored.

With 8 hours of work and the expenditure of 25 gp worth of arcane components and raw materials, you can create a new golem companion. If you already have a golem companion from this feature, the first one immediately perishes.

GOLEM COMPANION

Medium construct, neutral

Armor Class 12 + your Intelligence modifier (natural armor)

Hit Points equal to the golem companion's Constitution modifier + your Intelligence modifier + five times your level in this class

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	8 (-1)	10 (0)	4 (-3)

Saving Throws Str +5, Con +5

Skills Athletics +5

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Might of the Master. The following numbers increase by 1 when your proficiency bonus increases by 1: the golem companion's AC, its skill and saving throw bonuses (above), and the bonuses to hit and damage of its slam attack.

Immutable Form. Once you reach 10th level in this class, the golem is immune to any spell or effect that would alter its form. When you cast a wizard spell targeting your golem, you can choose for the spell to ignore this trait until immediately after the spell ends.

Magic Resistance. Once you reach 14th level in this class, the golem has advantage on saving throws it makes against spells and other magical effects.

ACTIONS (REQUIRES YOUR ACTION)

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 bludgeoning damage.

ARCANE AUGMENTATION

Also starting at 2nd level, you cannot help yourself but to try to improve your golem, seeking absolute perfection. Your golem companion gains two of the following augmentations of your choice. If an augmentation has prerequisites, you must meet them to choose it. You can choose the augmentation at the same time that you meet its prerequisites.

Your golem companion gains two additional augmentations of your choice at 6th level, and one additional augmentation of your choice at 10th and 14th level. Whenever you create a new golem, you can reselect its augmentations. When you do, you can't choose more than one augmentation that has a 10th-level prerequisite or more than one augmentation that has a 14th-level prerequisite.

Adamantine. You replace some of the materials used to construct your golem with adamantine, making it more resistant to devastating injuries. Any critical hit against your golem companion becomes a normal hit.

Linked. While you're within 60 feet of your golem companion, you can communicate with it and give it commands telepathically.

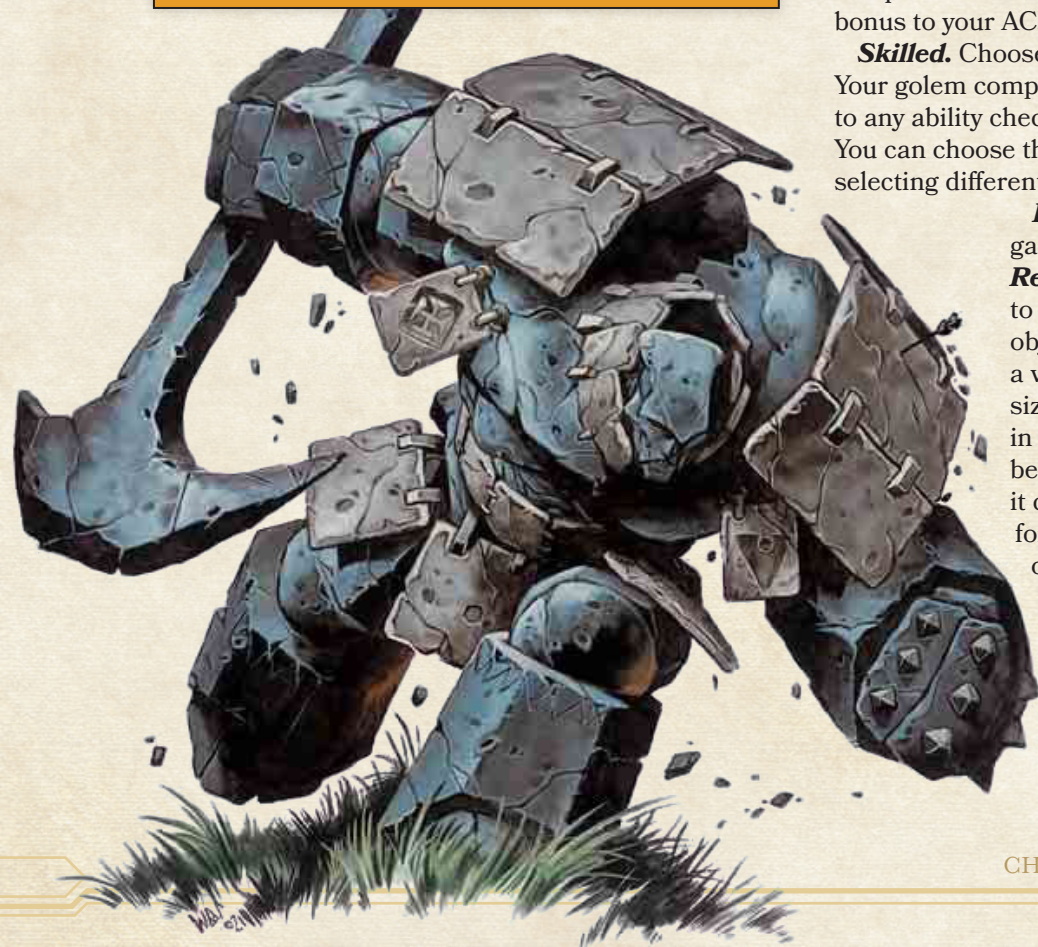
Scan. Your golem companion gains the following action: Scan. The golem magically analyzes a creature or object within 10 feet of it. If the target is a creature, you learn which ability score is the creature's highest (the DM's choice in the case of a tie), as well as if it has any damage resistances, damage immunities, or condition immunities and what those resistances and immunities are. If the target is an object, you learn the object's AC, as well as whether or not it is magical or under the effects of a spell, though not any further information about the object or spell's properties.

Shield. While you're within 5 feet of your golem companion and it isn't incapacitated, you gain a +2 bonus to your AC.

Skilled. Choose two skills other than Athletics. Your golem companion adds your proficiency bonus to any ability check it makes using the chosen skills. You can choose this augmentation multiple times, selecting different skills each time.

Replicate. Your golem companion gains the following action:

Replicate. The golem contorts itself to copy the form of any mundane object you have seen, such as a door, a wagon, or a statue. Its statistics, size, and weight remain the same in the new form, though its speed becomes 0 and the only action it can take is to return to its true form. If its new form has wheels or another property that would allow it to be easily pushed or dragged, a creature can do so without suffering the normal movement penalty of pushing and dragging it.



Resistance. Choose acid, bludgeoning, fire, lightning, piercing, psychic, or slashing damage. Your golem companion has resistance against the chosen damage type. For bludgeoning, piercing, and slashing damage, the resistance only applies against nonmagical weapons that aren't adamantite. You can choose this augmentation multiple times, selecting a different damage type each time.

Sentry. Your golem companion gains a +5 bonus to its passive Perception.

Tooled. Your golem companion gains proficiency with a tool kit of your choice, and you design a copy of that tool into the golem, allowing it to produce and use that tool at your command. You can choose this augmentation multiple times, selecting a different tool kit each time.

Magic Weapons (6th Level). Your golem companion's weapon attacks are magical.

Philology (6th Level, Scan augmentation). When your golem uses its Scan action on an object containing a written language you can't read, you can choose to have it analyze the text for 1 hour. If you do, it learns to read the language. You can have your golem translate the text of any language it can read to a different language it can read, given that you supply it with the ink and parchment required to do so. It takes 1 minute for the golem to translate each page. The golem doesn't decode secret messages in a text or glyph, and only provides the literal meaning of any text it translates.

Your golem can store a number of written languages you don't understand up to your Intelligence modifier (a minimum of one). If you have it store a written language beyond this number, you must choose a previously stored language for it to forget.

Responsive (6th Level). You can use a bonus action on each of your turns to command your golem companion to take one of the actions in its stat block or to take the Help action. You can't use your action and bonus action to command your golem on the same turn.

Spell Storing (6th Level). You can store spells within your golem companion. To do so, you must cast the spell on the golem, including providing and expending any components the spell normally requires. If it is a wizard spell of a level no greater than your wizard level divided by 4, you can choose for the spell to have no effect but become stored within the golem. When you command your golem to do so as an action or when a situation arises that you predetermined when you stored the spell, the golem casts the stored spell with any parameters you set, requiring no components. When your golem casts the spell or you store a new spell within it, any previously stored spell is lost.

Translation (6th Level, Linked augmentation). You design your golem companion to assimilate new languages. If your golem listens to a language spoken by a fluent speaker for at least 1 minute, you can choose for it to understand that language when it is spoken. As long as you are within 60 feet of the golem when it hears a language it understands but you do not, it telepathically translates the language

for you. Additionally while you are within 60 feet of the golem, you can choose to have it translate any language you are speaking into one it understands but you do not.

Your golem companion can store a number of spoken languages you don't understand up to your Intelligence modifier (a minimum of one). If you have it store a language beyond this number, you must choose a previously stored language for it to forget.

Analysis (10th Level, Scan augmentation). When your golem companion uses its Scan action, it gains further information about the target. If the target is a creature, you learn if it has any damage vulnerabilities and what those vulnerabilities are, as well as its AC and any saving throw bonuses it has. If the target is an object, you learn its current hit points, the school of any spell affecting it, its rarity, and whether or not it is cursed.

Blindsight (10th Level). Your golem companion gains blindsight out to a distance of 30 feet.

Bound (10th Level). When you take damage while you're within 60 feet of your golem companion and it has at least 1 hit point, you can choose to transfer half the damage, rounded up, to the golem.

Poison Breath (10th Level). Your golem companion gains the following action: **Poison Breath.** The golem exhales poisonous gas in a 15-foot cone. Each creature in the area must make a Constitution saving throw against your spell save DC, taking 5d8 poison damage on a failed save, or half as much damage on a successful one. When the golem uses this ability, it can't use it again until 1 minute has passed or until you cast a spell of 6th level or higher.

Absorption (14th Level). Choose acid, fire, or lightning damage. Whenever your golem companion is subjected to the chosen damage type, prevent the damage dealt to it. It instead regains a number of hit points equal to the damage prevented.

Multiattack (14th Level). Your golem companion gains the following action: **Multiattack.** The golem makes two slam attacks. If your golem has access to the Poison Breath action, it can replace one slam attack with its poison breath. The golem companion can't use its multiattack if it has used it since the start of its last turn.

Transformation (14th Level, Replicate augmentation). When your golem companion uses its Replicate action, it can assume the form of any air, land, or water vehicle you have seen, changing its size to be able to accommodate up to 10 Medium or smaller creatures. Its speed also changes based on the type of vehicle: it gains a flying speed of 30 feet while in the form of an air vehicle, its base walking speed becomes 40 feet while in the form of a land vehicle, and it gains a swimming speed of 40 feet while in the form of a water vehicle, though it can only use this swimming speed to move across the surface of a liquid. While in a vehicle form, it is able to take the Dash action or any action in its stat block, but no other actions beyond returning to its true form.

THEURGY

You have a deep faith in the transcendent nature of the multiverse. Although you may honor a particular god or goddess, you recognize them as manifestations of a divinity that suffuses all reality. You feel most in touch with this divinity when working magic, which you view as a sacred act between the fabric of existence and all living beings. Theurgists are often at odds with their more orthodox colleagues from other traditions who prefer studying the laws of reality to meditating on its inscrutable nature.

ARCANE APOSTLE

Beginning when you select this tradition at 2nd level, you can use a holy symbol (found in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your wizard spells. In addition, cleric cantrips count as wizard spells for you and when you prepare spells you can choose any combination of wizard spells in your spellbook and spells from the cleric spell list. Your wizard level determines the maximum spell level of cleric spells you can prepare in this way. These cleric spells count as wizard spells while you have them prepared, but you cannot copy them into your spellbook.

THEURGE CLERIC SPELL LEVEL

Wizard Level	Cleric Spell Level
2nd	1st
6th	2nd
10th	3rd
14th	4th
18th	5th



CHANNEL DIVINITY

At 2nd level, you gain the ability to channel divine energy directly from the multiverse. You start with two such effects: Divine Arcana and Supernal Sight.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect, the save DC equals your spell save DC.

Beginning at 10th level, you can use your Channel Divinity twice between rests. When you finish a short or long rest, you regain your expended uses.

CHANNEL ARCANA: DIVINE ARCANA

As a bonus action, you speak a prayer to control the flow of magic around you. The next spell you cast gains a +2 bonus to its attack roll or saving throw DC, as appropriate.

CHANNEL ARCANA: SUPERNAL SIGHT

As an action, you open your senses to the divine and arcane elements in the world, allowing you to detect their influence within 30 feet of you for the next minute. Within this range, you can sense the presence of magic and know if there is an aberration, celestial, elemental, fey, fiend, or undead (as well as where the creature is located). If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. In addition, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

This ability can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DAILY DEVOTION

At 6th level, choose three divine domains. As part of completing a long rest you can contemplate these facets of the divine, selecting one of the three chosen divine domains. Until you use this feature again, add the selected domain's 2nd level Channel Divinity effect to the options you can choose when using your Channel Divinity.

EMPYREAL RESILIENCE

Starting at 10th level, you have resistance to radiant damage.

RADIANT COUNTENANCE

At 14th level, you can use an action to shed your mundane form for a radiant countenance for the next minute. While you have a radiant countenance, you gain the following benefits:

- You shed bright light out to 150 feet and dim light out 150 feet beyond that.
- Attacks made against you by creatures without blindsight have disadvantage.
- When you cast a spell that deals damage you can choose for the damage to be radiant instead of its normal damage type.

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

CHAPTER 2: SPELLS

The character classes detailed in *The Complete Arcanist Handbook* are all spellcasters. This chapter provides new spells available to these classes and their archetypes. The Dungeon Master decides which of these spells are available in a campaign and how they might be learned.

SPELL LISTS

BARD

CANTRIPS (0 LEVEL)

Fool's gold (conjunction)

Illusory feint (illusion)

Misfortune's mark

(divination)

Pitifulness (enchantment)

Stupefying strike

(enchantment)

1ST LEVEL

Power chord (evocation)

2ND LEVEL

Emboldening march

(enchantment)

Enfeebling dirge

(enchantment)

Horror story (illusion)

3RD LEVEL

Bestow blessing (evocation)

Find vessel (conjunction)

Hastening minuet

(enchantment)

Holy hymnal (enchantment)

Misplace aggression

(enchantment)

Pleonexia's panoply of

personas (transmutation)

Tale of courage (illusion)

4TH LEVEL

War story (illusion)

5TH LEVEL

Tale of hope & woe (illusion)

6TH LEVEL

Aura of silence (illusion)

Ghostwalk (transmutation)

7TH LEVEL

Mob mentality

(enchantment)

Sensory deprivation

(necromancy)

Wall of wonder (illusion)

8TH LEVEL

Tale of legend (illusion)

9TH LEVEL

Seal fate (divination)

SORCERER

CANTRIPS (0 LEVEL)

Arcing arrow

(transmutation)

Illusory feint (illusion)

Mage ward (abjuration)

Prismatic bolt (evocation)

Rime strike (evocation)

Spell-shattering strike

(evocation)

Warden's rebuke (evocation)

1ST LEVEL

Drain (necromancy)

3RD LEVEL

Mage barrier (abjuration)

Pleonexia's panoply of

personas (transmutation)

4TH LEVEL

Chaos weapon

(transmutation)

5TH LEVEL

Arcane redirection

(abjuration)

Chaos wave (evocation)

Giantize (transmutation)

6TH LEVEL

Ghostwalk (transmutation)

Investiture of voltage

(transmutation)

7TH LEVEL

Mob mentality

(enchantment)

Sensory deprivation

(necromancy)

8TH LEVEL

Maximize/minimize

(transmutation)

9TH LEVEL

Orb of chaos (evocation)

WARLOCK

CANTRIPS (0 LEVEL)

Bloodletting bite

(necromancy)

Death shroud (necromancy)

Illusory feint (illusion)

Misfortune's mark

(divination)

Pitifulness (enchantment)

1ST LEVEL

Corpse mask

(transmutation)

Drain (necromancy)

Evil eye (necromancy)

Forsaken chains (evocation)

3RD LEVEL

Hex storm (necromancy)

Misplace aggression

(enchantment)

5TH LEVEL

Bestow malediction

(necromancy)

WIZARD

CANTRIPS (0 LEVEL)

Fool's gold (conjunction)

Illusory feint (illusion)

Mage ward (abjuration)

Pitifulness (enchantment)

Spell-shattering strike

(evocation)

Vortex dart (evocation)

1ST LEVEL

Aspir (evocation)

Corpse mask

(transmutation)

Drain (necromancy)

Evil eye (necromancy)

3RD LEVEL

Detect past (divination, ritual)

Find greater familiar

(conjunction, ritual)

Find vessel (conjunction)

Mage barrier (abjuration)

Misplace aggression

(enchantment)

Pleonexia's panoply of

personas (transmutation)

4TH LEVEL

Call spirit (necromancy)

Devilsight (transmutation)

Stolen life (necromancy)

6TH LEVEL

Bloodseize (transmutation)

Ghostwalk (transmutation)

Investiture of voltage

(transmutation)

7TH LEVEL

Mob mentality

(enchantment)

Sensory deprivation

(necromancy)

8TH LEVEL

Create vampire

(necromancy)

9TH LEVEL

Seal fate (divination)

Spell void (necromancy)

5TH LEVEL

Bestow malediction

(necromancy)

Devilsight (transmutation)

Giantize (transmutation)

Stolen life (necromancy)

6TH LEVEL

Bind familiar

(transmutation, ritual)

Bloodseize (transmutation)

Ghostwalk (transmutation)

Investiture of voltage

(transmutation)

7TH LEVEL

Mob mentality

(enchantment)

Sensory deprivation

(necromancy)

8TH LEVEL

Create vampire

(necromancy)

Maximize/minimize

(transmutation)

9TH LEVEL

Seal fate (divination)

Spell void (necromancy)

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ARCANE REDIRECTION

5th-level abjuration

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

Range: 60 feet

Components: S

Duration: Instantaneous

As you feel the arcane energies of a spell about to hit you, you attempt to steal the spell and redirect it at different targets. If the creature is casting a spell of 3rd level or lower, you choose new targets for the spell as though it were cast from your position. The stolen spell uses your spell save DC and spell attack modifier, as though you had cast it.

At Higher Levels. When you cast this spell using a spell slot of a level higher than 5th, you can steal a spell this way of levels higher than 3rd: you can steal a spell of up to 4th level when you cast this spell using a 6th-level spell slot, a spell of up to 5th level when you cast this spell using a 7th-level spell slot, a spell of up to 6th level when you cast this spell using an 8th-level spell slot, and a spell of up to 7th level when you cast this spell using a 9th-level spell slot.

ARCING ARROW

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, M (a ranged weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a ranged 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. On a miss, choose a second creature within range and make a ranged weapon attack with the same weapon against that creature. On a hit, the second creature takes lightning damage equal to your spellcasting ability modifier.

The spell's damage increases when you reach higher levels. At 5th level, the ranged attack deals an extra 1d8 lightning damage whether it hits the original target or the second creature. This extra damage increases by 1d8 at 11th level (2d8) and 17th level (3d8).

ASPIR

1st-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a blue ribbon)

Duration: Instantaneous

You drain the mystical energy of a spellcasting creature. Choose one creature you can see within range. That creature must succeed on an Intelligence saving throw or lose a 1st-level spell slot if it has any. If the creature loses a 1st-level spell slot, you regain an expended 1st-level spell slot.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, a creature that fails the saving throw loses the highest level spell slot it has up to the level of spell slot you expended to cast this spell, and you regain an expended spell slot of the level that the creature lost.

AURA OF SILENCE

6th-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You envelope yourself in an aura of deafening silence. For the duration, this aura of silence extends 20 feet from you. Creatures inside this aura are immune to thunder damage, are deafened, and can't cast spells with verbal components. You can choose to end or resume any of these effects on yourself or any other creature within the aura at any time, no action required by you.

BESTOW BLESSING

3rd-level evocation

Casting Time: 1 action

Range: Touch

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

Duration: 1 minute

You touch a willing creature and infuse it with a divine blessing. When you cast this spell, choose the nature of the blessing from the following options:

- Choose an ability score. While blessed, the target has advantage on ability checks and saving throws made with that ability score.
- While blessed, the first attack made against the target each turn is made with disadvantage.
- While blessed, whenever the target would regain hit points, it regains 1d8 additional hit points.

At the DM's option, you may choose an alternative blessing effect, but it should be no more powerful than those described above. The DM has final say on the blessing's effect.

At Higher Levels. If you cast this spell using a spell slot of 4th level, the duration is 10 minutes. If you use a spell slot of 5th or 6th level, the duration is 8 hours. If you use a spell slot of 7th or 8th level, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts for 1 week.

BESTOW MALEDICTION
5th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a shard of a mirror you broke)

Duration: Concentration, up to 1 minute

You touch a creature. That creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast the spell, choose the nature of curse from the following options:

- While cursed, the target has disadvantage on saving throws.
- While cursed, the target has disadvantage on ability checks and attack rolls.
- While cursed, all attacks and spells deal an additional 1d8 necrotic damage to the target.

If *remove curse* is cast on the target, the creature that cast *remove curse* must make an ability check using its spellcasting ability against your spell save DC. If it succeeds, the spell ends.

At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.



BIND FAMILIAR
6th-level transmutation (ritual)

Casting Time: 24 hours

Range: 10 feet

Components: V, S, M (100 gp worth of charcoal, incense, and herbs, as well as 1 liter of fresh blood from both you and the target, all of which must be consumed by fire in a brass brazier)

Duration: Instantaneous

You perform a ritual on a willing creature within range, binding your magic to its essence. The creature must remain within range for the duration of the ritual. Once the ritual ends, the creature becomes your familiar.

You can't have more than one familiar at a time, such as from the *find familiar* spell or similar magic. If the familiar dies, or if you cast a spell that creates a new familiar while you already have a familiar from this spell, your connection to the familiar is broken, and it is no longer your familiar.

While your familiar is within 100 feet of you, you can communicate to each other telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind to your own senses.

When you cast a spell with a range of Self or Touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet 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 the spell requires concentration, and the familiar is willing, you can choose to have the familiar maintain concentration on the spell.

Finally, you can use a bonus action and expend a spell slot to restore hit points to your familiar. Roll a number of d6 equal to the level of the expended spell slot. Add your spellcasting ability modifier to each roll, and then the familiar regains a number of hit points equal to the total result.

BLOODLETTING BITE

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, M (a weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a weapon attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, if the creature's current hit points are more than half its maximum hit points, the target suffers the attack's normal effects. If the creature's current hit points are equal to or less than half of its maximum hit points, the target suffers the attack's normal effects and takes an additional 1d12 necrotic damage.

The additional necrotic damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

BLOODSEIZE

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Until the spell ends, your blood vessels become strikingly visible beneath your skin, and you gain the following benefits:

- When you cast this spell, and as an action on a subsequent turn while this spell is active, you cure yourself of all diseases and neutralize all poisons affecting you.
- If a creature within 20 feet that you can see makes an attack roll against you for the first time on its turn, it must succeed on a Constitution saving throw or take 1d8 necrotic damage and lose the attack.
- If a creature is within 30 feet of you, you can use your action to attempt to control the blood within the creature's veins, forcing its body to move to your whims. The target must succeed on a Constitution saving throw or take 2d8 necrotic damage. If it fails its saving throw, you can move it up to 15 feet in any horizontal direction and have it make a weapon attack against a target you can see within range. A creature that is Huge or larger has advantage on the saving throw.

The benefits of this spell have no effect on creatures that don't have blood in them.

CALL SPIRIT

4th-level necromancy

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (the corpse of a humanoid that died no more than 1 hour ago)

Duration: Instantaneous

For the full casting time of the spell, you must remain within 10 feet of the corpse used as the material component. The spell, using the corpse as a focus, reaches into the beyond and drags the creature's spirit back into the realm of the living, creating a **shadow**. Once you create an undead with this spell, the corpse can't be used as a material component for this spell again. An undead created with this spell has double the hit points listed in its stat block, and retains the personality of the creature used to create it. Though it may or may not be friendly toward you depending on how it interacted with you prior to its death, it treats you as though you are its ally while you are in control of it.

On each of your turns, you can mentally command the undead created with this spell if it is within 60 feet of you (no action required by you). If the undead created with this spell created its own undead, you can command any or all of those creatures at the same time, issuing the command to each one. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it and becomes hostile to you and your companions. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over the creature, rather than animating a new one. If the undead created with this feature created its own undead, those undead are destroyed at the end of the 24-hour period, whether you reasserted control over the original or not.

If you cast the spell to create a new undead, any previous undead you've created with the spell is destroyed.

At Higher Levels. When you cast this spell using a 5th-level or higher spell slot, you can create or reassert control over an **indentured spirit** (*Guildmaster's Guide to Ravnica*) or **specter**. When you cast this spell using a 6th-level or higher spell slot, you can create or reassert control over a **poltergeist** or **will-o'-wisp**. When you cast this spell using a 7th-level or higher spell slot, you can create or reassert control over a **sword wraith warrior** (*Mordenkainen's Tome of Foes*). When you cast this spell using an 8th-level or higher spell slot, you can create or reassert control over a **banshee** or **ghost**. When you cast this spell using a 9th-level spell slot, you can create or reassert control over an **allip** (*Mordenkainen's Tome of Foes*) or **wraith**.

CHAOS WAVE

5th-level evocation

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S

Duration: Instantaneous

You hurl a wave of undulating, chaotic energy in a line 100 feet long and 15 feet wide in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d8 damage on a failed save, or half as much on a successful one. A creature also becomes subject to an additional effect on a failed save. The spell's damage type and additional effect are determined by which number appears most on the damage dice after the roll; if two or more numbers are tied, you choose one damage type and one additional effect from among the tied numbers' possibilities. For example, If you roll four 1s and four 8s for the spell's damage roll, you can choose for the spell to deal either acid or thunder damage, and for every creature who failed its saving throw to be either stunned or deafened until the start of your next turn.

Number	Damage Type	Additional Effect
1	Acid	A creature that fails its saving throw is stunned until the start of your next turn.
2	Cold	A creature that fails its saving throw is restrained until the start of your next turn.
3	Fire	A creature that fails its saving throw is frightened by you until the start of your next turn.
4	Force	A creature that fails its saving throw takes an additional 1d8 force damage and is knocked prone.
5	Lightning	A creature that fails its saving throw is blinded until the start of your next turn.
6	Poison	A creature that fails its saving throw is poisoned until the start of your next turn.
7	Psychic	A creature that fails its saving throw is charmed by you until the start of your next turn.
8	Thunder	A creature that fails the saving throw is deafened until the start of your next turn.

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.

CHAOS WEAPON

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (5 gp worth of blackpowder or alchemist's fire, which the spell expends)

Duration: Concentration, up to 1 hour

You imbue a weapon you touch with volatile magic. If the weapon isn't already a magic weapon, it becomes one for the duration. Until the spell ends, the weapon emits bright light in a 5-foot radius and dim light for an additional 5 feet. In addition, weapon attacks made with it score a critical hit on a roll 19 or 20 on the d20, and the first time each turn a creature scores a critical hit using the weapon, an explosion of arcane energy bursts from the point of impact. Each creature other than the weapon's wielder within 10 feet of the weapon must make a Dexterity saving throw. A creature takes 2d8 damage on a failed save, or half as much on a successful one. Choose one of the d8s. The number rolled on that die determines the explosion's damage type as shown below. If you roll the same number on two or more of the d8s, the explosion's radius increases to 20 feet.

Number	Damage Type	Number	Damage Type
1	Acid	5	Lightning
2	Cold	6	Poison
3	Fire	7	Psychic
4	Force	8	Thunder

At Higher Levels. When you cast this spell using a spell slot of 6th or 7th level, weapon attacks made using the weapon score a critical hit on a roll of 18-20 on the d20, and the explosion's damage increases to 3d8. When you use a spell slot of 8th or 9th level, weapon attacks made using the weapon score a critical hit on a roll of 17-20 on the d20, and the explosion's damage increases to 4d8.

CORPSE MASK

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You touch the corpse of a humanoid creature and transform your physical appearance - including your clothing, armor, weapons, and other belongings on your person - to look like the corpse did in the minutes preceding its death. You retain all of your own ability scores, features, traits, and other abilities.

While disguised as the dead you instinctively mimic its mannerisms. Creatures familiar with the deceased humanoid can attempt to ascertain if you are, in fact, the deceased by using its action to make an Intelligence (Investigation) check against your spell save DC.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the duration increases to 8 hours. When you cast this spell using a spell slot of 5th level or higher, the duration increases to 24 hours.

CREATE VAMPIRE

8th-level necromancy

Casting Time: 8 hours

Range: 10 feet

Components: V, S, M (a collection of rubies worth at least 1,000 gp and a liter of blood, both of which the spell consumes, as well as the fang of a vampire, a wooden stake, and a desecrated holy symbol)

Duration: Instantaneous

You can cast this spell only at night. If it becomes daytime while you cast the spell, the spell fails. When you begin casting the spell, a willing humanoid within range dies. When you finish casting the spell, that creature returns to life as a vampire and gains the benefits of a long rest. It retains its personality traits, alignment, hit points, racial traits, class features, and ability scores, though it changes in the following ways:

- Its creature type becomes undead (shapechanger), and it loses its other creature types.
- It no longer requires air.
- If its Strength score is lower than 16, it becomes 16.
- Drinking a liter of blood provides it enough nourishment and hydration to sustain it for a full day.
- Its true form is considered to be its vampire form for the purpose of spells and other magic effects.
- It can't enter a residence without an invitation from one of the occupants.
- It takes 20 acid damage if it ends its turn in running water.
- It takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

- If a piercing weapon made of wood is driven into its heart while it is incapacitated, it is paralyzed until the stake is removed.
- It can climb difficult surfaces, including upside down and on ceilings, without needing to make an ability check.
- If it has consumed a liter of blood within the last 24 hours, it has at least 1 hit point, and it isn't in sunlight or running water, it regains 10 hit points at the start of each of its turns. If it takes radiant damage or damage from holy water, this benefit doesn't function at the start of its next turn.
- While it isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or back into its vampire form. While in bat form, it can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to vampire form if it dies.
- Its bite becomes a natural weapon, which it can use to make unarmed strikes. If it hits with its bite, it deals piercing damage equal to 1d6 + its Strength modifier and 3d6 necrotic damage, instead of the bludgeoning damage normal for an unarmed strike. The target's hit point maximum is reduced by an amount equal to the necrotic damage dealt, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest, and dies if its hit point maximum is reduced to 0. The vampire can use this bite attack no more than once each turn.

You can cast this spell targeting a willing vampire created with it to revert all of the changes caused by the spell and return it to its humanoid form.



DEATH SHROUD

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You make a hand sign of endings and focus your will on a creature within range. That creature gains a death shroud. When you deal damage to that creature with an attack, you can discard the death shroud to deal an additional 2d4 damage.

The additional damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

DETECT PAST

3rd-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a pocket watch or other timekeeping device that can be wound backward)

Duration: Instantaneous

When you cast this spell, you must specify a type of event, such as a murder, a clandestine meeting, a battle, a celebration, or a tragedy, though you are not limited to only these options. You detect any such event that has happened in the past 1 hour within 30 feet of you. You can choose up to one event you detected and view it in its entirety as though you bore witness to it when it happened. The duration of the event and what you see are determined by the DM.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can detect events that have happened further in the past depending on the slot level: in the past 8 hours with a 4th-level slot, in the past 24 hours with a 5th, in the past 7 days with a 6th, in the past 30 days with a 7th, in the past year with an 8th, and in the past 100 years with a 9th-level slot.

DEVILSIGHT

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a vial of blood from a devil worth at least 100 gp, which the spell consumes)

Duration: 8 hours

You touch a willing creature and grant it the ability to see through magical darkness. For the duration, that creature has darkvision out to a range of 120 feet. Magical darkness doesn't impede this darkvision.

DRAIN

1st-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a red ribbon)

Duration: Instantaneous

Stretching out your hand and pointing your finger at a creature within range, a flash of negative energy briefly connects you to the target. It must succeed on a Constitution saving throw or take 3d4 necrotic damage, and you gain a number of temporary hit points equal to the damage dealt. You lose any temporary hit points granted by this spell after 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

EMBOLDENING MARCH

2nd-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (a musical instrument worth at least 1 gp)

Duration: Concentration, up to 10 minutes

You play a lively march that emboldens your companions. When you cast this spell, you gain a number of spell-song points equal to your spellcasting ability modifier. Before the duration of the spell elapses, you can expend spell-song points (no action required) when certain conditions are met to weave your melodic magic into the action:

- When a creature within 30 feet who can hear you makes a weapon attack, you can expend a spell-song point to roll 1d6 and add the result to the attack roll. You must choose to do this after the roll is made but before the DM declares whether the attack is successful or not.
- When a creature within 30 feet who can hear you deals damage with a weapon attack, you can expend a spell-song point to cause the attack to deal an additional 1d6 damage.
- When a creature within 30 feet who can hear you starts its turn, you can expend a spell-song point to embolden them. The creature gains 1d6 temporary hit points.

Until the spell ends, you can take a special action on your turn to gain up to your spellcasting modifier in spell-song points. You can only take this special action twice each casting of this spell. You lose all remaining spell-song points immediately when this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can take the special action to gain spell-song points one additional time per slot level above 2nd.

ENFEEBLING DIRGE
2nd-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a musical instrument worth at least 1 gp)
Duration: Concentration, up to 10 minutes

You play a grim dirge that causes your enemies to perseverate on their mortality. When you cast this spell, you gain a number of spell-song points equal to your spellcasting ability modifier. Before the duration of the spell elapses, you can expend spell-song points (no action required) when certain conditions are met to weave your melodic magic into the action:

- When a creature within 30 feet who can hear you takes damage, you can expend a spell-song point to cause the creature to take 1d6 necrotic damage. When you do, it can't regain hit points until the end of its next turn.
- When a creature within 30 feet who can hear you regains hit points, you can expend a spell-song point to roll 1d12 and subtract that from the hit points regained (to a minimum of 0 hit points regained). If this brings the total hit points regained to 0, the creature is frightened of you until the end of its next turn.

Until the spell ends, you can take a special action on your turn to gain up to your spellcasting modifier in spell-song points. You can only take this special action twice each casting of this spell. You lose all remaining spell-song points immediately when this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can take the special action to gain spell-song points one additional time per slot level above 3rd.

EVIL EYE
1st-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 hour

Choose a creature within range and release a minor curse on them. That creature must succeed on a Wisdom saving throw or gain one of the following afflictions of your choice for the duration of this spell.

Misfortune. Before the duration of this spell has elapsed when the creature makes an ability check you can choose to give that roll disadvantage. If the creature fails that ability check this spell ends.

Night Terrors. The creature is plagued by paranoia and anxiety, unable to relax or rest. The creature cannot gain any benefits from finishing a short or long rest for the duration.

Outcast. The creature provokes distrust and disdain in all it meets while afflicted by this spell and has disadvantage on all Charisma ability checks for the duration.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher the spell's duration increases. With a 3rd- or 4th-level spell slot the duration becomes 8 hours. With a 5th- or 6th-level spell slot the duration becomes 24 hours. With a 7th-level or higher spell slot the duration becomes permanent until undone by a *remove curse* spell.

FIND GREATER FAMILIAR
3rd-level conjuration

Casting Time: 8 hours
Range: 10 feet
Components: V, S, M (100 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)
Duration: Instantaneous

You gain the service of a familiar, a spirit that takes a form you choose: blink dog, dust mephit, giant centipede, giant octopus, giant poisonous snake, giant spider, ice mephit, imp, magma mephit, mud mephit, myconid sprout, pseudodragon, smoke mephit, or steam mephit.

Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of its normal creature type.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again. While your familiar is on the same plane as you, you can communicate with it telepathically.

Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time, including a familiar created by this spell or by *find familiar*. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. You must be able to see your familiar, 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.



FIND VESSEL

3rd-level conjuration

Casting Time: 10 minutes

Range: 120 feet

Components: V, S

Duration: Instantaneous

You summon a spirit that assumes the form of a waterborne vessel. Appearing in an unoccupied space within range, the spirit takes the form you choose: keelboat or rowboat. The vessel has the statistics provided in the *Dungeon Master's Guide* for the chosen form. Additionally, the vessel is immune to nonmagical bludgeoning, piercing, and slashing damage.

You have advantage on ability checks you make to steer the vessel. While you are aboard the vessel, it responds to your verbal commands, allowing you to ignore the minimum crew number required to operate the vehicle. The vessel's speed, cargo weight limit, and hit points are all doubled. While you have the vessel summoned, you can cast this spell again to restore it to its maximum hit points.

The vessel disappears when it drops to 0 hit points or when you dismiss it as an action. When the vessel disappears, it leaves behind any creatures or objects it was carrying. You cannot have more than one vessel summoned by this spell at a time.

At Higher Levels. When you cast this spell with a spell slot of 5th level or higher, you can choose from two additional waterborne vessel shapes for the summoned spirit: longship or sailing ship. When you cast this spell using a spell slot of 7th level or higher, you can choose from another two additional waterborne vessel shapes for the summoned spirit: galley or warship.

FOOL'S GOLD

Conjuration cantrip

Casting Time: 1 action

Range: Touch

Components: M (1 gold coin)

Duration: Concentration, up to 24 hours

When you cast this spell, you enchant the coin you used as the material component for this spell. At any point before the duration of this spell elapses, you can summon the coin back to your hand. Doing so ends the spell.

FORSAKEN CHAINS

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a length of chain)

Duration: Concentration, up to 1 minute

You gesture at a creature within range and three ghostly manacles and chains spring from the ground, latching onto the creature. Each time the creature moves 5 feet, one of the chains breaks and the creature takes 1d12 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, two additional chains latch onto the creature per spell slot above 1st level.

GHOSTWALK

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Until the spell ends, you become translucent, taking on an ethereal appearance, and you gain the following benefits:

- If you are grappled or restrained, you can use your bonus action to escape the effect.
- Whenever you would take damage other than force or psychic damage from a source you can see, you can use your reaction to become intangible for a single moment. When you do, you take no damage from the triggering effect. If the attack hit or you failed your saving throw against the spell or ability, you still suffer its other effects.
- You can use your action to become intangible until the end of your turn. While you are intangible, you are immune to all damage except force damage and psychic damage. Creatures can still perceive you, but can't interact with you, unless a special ability or magic has given them the ability to do so. You ignore all objects and physical effects while you're intangible, allowing you to move through normally solid objects. At the end of your turn, you become tangible again in the spot you currently occupy. If you occupy the same space as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

GIANTIZE

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of a giant's toenail)

Duration: Concentration, up to 1 minute

You imbue a willing creature you can see within range with the size, endurance, and power of a giant. The target gains 30 temporary hit points. If any of these remain when the spell ends, they are lost.

In addition, the target's size - and the size of each object it is wearing and carrying - quadruples in all dimensions, and its weight is multiplied by sixty-four. An item dropped by an affected creature returns to normal size at once. This growth increases the target's size by two categories - from Medium to Huge, for example - up to a maximum of Gargantuan. If there isn't enough room for the target to quadruple its size, the creature and its equipment attains the maximum size possible in the space available. A creature or object occupying a space required for the creature's size to expand is shunted to the nearest unoccupied space.

Until the spell ends, the target also gains a +4 bonus to its Strength score, to a maximum of 30. While any of its weapons are enlarged, the target's attacks with them deal an extra 1d10 damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, for each slot level above 5th, the target gains 10 additional temporary hit points and the bonus to the target's Strength score increases by +1, but this bonus still can't increase its Strength score above 30.



HASTENING MINUET

3rd-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (a musical instrument worth at least 1 gp)

Duration: Concentration, up to 10 minutes

You play a spritely tune that puts a skip in the step of your companions. When you cast this spell, you gain a number of spell-song points equal to your spellcasting ability modifier. Before the duration of the spell elapses, you can expend spell-song points (no action required) when certain conditions are met to weave your melodic magic into the action.

- When a creature within 30 feet who can hear you starts its turn, you can expend a spell-song point to double their movement speed until the end of this turn.
- When a creature within 30 feet who can hear you takes the Attack action or casts a spell on their turn, you can expend a spell-song point to allow them to use a bonus action to take the Dash, Disengage, or Use an Item action on the same turn.
- When a creature within 30 feet who can hear you is targeted by an attack, you can expend a spell-song point to give the creature a +2 to AC until the end of the turn.

Until the spell ends, you can take a special action on your turn to gain up to your spellcasting modifier in spell-song points. You can only take this special action three times each casting of this spell. You lose all remaining spell-song points immediately when this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can take the special action to gain spell-song points an additional time per slot level above 3rd.

HEX STORM

3rd-level necromancy

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S, M (a hairball from a black cat that has crossed your path)

Duration: Concentration, up to 1 minute

You surround yourself with crackling necrotic power, and unleash it in a tempest of dark lightning around you. Choose one ability when you cast this spell. Each creature in a 20-foot radius sphere centered on you must succeed on a Dexterity saving throw or take 3d6 necrotic damage and become cursed until the spell ends. A creature that succeeds on its saving throw takes half as much damage and isn't cursed. A creature cursed with this spell takes an extra 1d6 necrotic damage whenever you hit it with an attack and has disadvantage on ability checks it makes with the chosen ability.

A *remove curse* cast on a target ends this spell's effects on that target.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, for each slot level above 3rd, the damage increases by 1d6 and the radius increases by 10 feet.

HOLY HYMNAL
3rd-level enchantment

Casting Time: 1 action
Range: Self
Components: V, S, M (a musical instrument worth at least 1 gp)
Duration: Concentration, up to 10 minutes

You play a soulful song of praise that emboldens your companions and rings like a cacophony in the ears of the unholy. When you cast this spell, you gain a number of spell-song points equal to your spellcasting ability modifier. Before the duration of the spell elapses, you can expend spell-song points (no action required) when certain conditions are met to weave your melodic magic into the action.

- When a creature other than an undead or construct that can hear you starts its turn within 30 feet of you, you can expend a spell-song point to restore them. The creature regains 1d4 hit points.
- When a creature deals damage to a fey, fiend, or undead who can hear you within 30 feet of you, you can expend a spell-song point to make the attack deal an additional 1d8 radiant damage.
- Before a creature who can hear you within 30 feet of you makes a saving throw, you can expend a spell-song point to roll 1d6 and add the result to the saving throw.

Until the spell ends, you can take a special action on your turn to gain up to your spellcasting modifier in spell-song points. You can only take this special action three times each casting of this spell. You lose all remaining spell-song points immediately when this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can take the special action to gain spell-song points an additional time per slot level above 2nd.

HORROR STORY
2nd-level illusion

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Concentration, up to 1 minute

You look straight into the face of one creature you can see within range, and begin bellowing a nightmarish tale audible to 300 feet that hits the creature like a shockwave. Make a ranged spell attack against the target. The target being within 5 feet of you doesn't impose disadvantage on the attack roll. On a hit, the target takes 3d8 thunder damage, and, if it can hear you, it must succeed on a Wisdom saving throw or become frightened of you until the spell ends. On a miss, the target takes half damage and isn't frightened.

A target frightened this way can repeat the saving throw at the end of each of its turns, ending the effects on itself on a success. It has disadvantage on the saving throw if you're within 5 feet of it.

At Higher Levels. When you cast the spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

ILLUSORY FEINT
Illusion cantrip

Casting Time: 1 action
Range: 10 feet
Components: V, M (a melee weapon)
Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects. On a miss, you make a second melee weapon attack with the same weapon against the target. On a hit, the target takes psychic damage equal to your spellcasting ability modifier.

The spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 psychic damage whether it was the first or second attack. This extra damage increases by 1d8 at 11th level (2d8) and 17th level (3d8).

INVESTITURE OF VOLTAGE
6th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

Until the spell ends, your body crackles with electricity, and you gain the following benefits:

- You are immune to lightning damage, as well as to the paralyzed and stunned conditions.
- When a creature hits you with a melee attack, it takes 1d8 lightning damage and can't take reactions until the start of its next turn.
- You can use your action to create a line of lightning 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 lightning damage on a failed save, or half as much damage on a successful one.

MAGE BARRIER

3rd-level abjuration

Casting Time: 1 reaction, which you take when you fail a saving throw against a spell

Range: Self

Components: V, S

Duration: 1 round

A shining barrier of magical force appears and protects you, reducing the harmful effects of certain spells cast on you. Until the start of your next turn, you have a +5 bonus to saving throws against spells, including against the triggering spell. For the duration, when you are subjected to a spell that allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

MAGE WARD

Abjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You create a protective ward around yourself that strikes out at those who attack you. The first time a creature hits you with an attack before the start of your next turn, it takes 1d10 force damage and the spell ends.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

MAXIMIZE/MINIMIZE

8th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (50 gp worth of powdered iron, which the spell consumes, and a magnifying glass)

Duration: Concentration, up to 1 minute

You cause a creature or an object you can see within range to grow gigantic or miniscule for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.

If the target is a creature, everything it is wearing and carrying changes sizes with it. Any item dropped by an affected creature returns to normal size at once.

Maximize. The target becomes Gargantuan. For each size category it increases, its size doubles in all dimensions and its weight multiplies by eight. If there isn't enough room for the target to become Gargantuan, the creature or object instead attains the maximum size possible in the space available. A creature or object occupying a space required for the creature's size to expand is shunted to the nearest unoccupied space. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws, and disadvantage on

Dexterity (Stealth) checks. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal an extra 3d8 damage. Additionally, for every two size categories the target increases, its walking speed increases by 5 feet.

Minimize. The target becomes Tiny. For each size category it decreases, its size halves in all dimensions and its weight is divided by eight. Until the spell ends, the target has disadvantage on Strength checks and Strength saving throws, and advantage on Dexterity (Stealth) checks. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 3d8 less damage (this can't reduce the damage below 1). Additionally, for every two size categories the target decreases, its walking speed is reduced by 5 feet.

SIZE CATEGORIES

Each size category is listed in order from smallest to largest:

- Tiny
- Small
- Medium
- Large
- Huge
- Gargantuan

If you were to target a Tiny creature with the Maximize effect of *maximize/minimize* in a space that could accommodate a Gargantuan creature, for example, its size increases by five categories, so its dimensions would be multiplied by 32 and its weight would be multiplied by 32,768. Additionally, its speed would increase by 10 feet. The opposite would be true for a Gargantuan creature targeted with the Minimize effect of the spell.

MISFORTUNE'S MARK

Divination cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, M (a melee weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and you knot the threads of the target's fate with misfortune. When the creature makes an ability check, attack roll, or saving throw before the start of your next turn, you can use your reaction to roll 1d4 and subtract the result from the target's roll. You can choose to make this reaction after the creature makes the roll, but must do so before the DM declares whether the roll succeeds or fails.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 force damage. The damage increases by 1d8 again at 11th level (2d8) and 17th level (3d8).



MISPLACE AGGRESSION
3rd-level enchantment

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you make an attack against you or one of your allies

Range: 60 feet

Components: V, S

Duration: Instantaneous

You attempt to change the target of the attacker's aggression. The attacker must succeed on a Wisdom saving throw or change the target of its attack to another creature or object of your choice within the weapon or spell's range. You can force a creature to attack itself this way, though the attacker has advantage on the saving throw if you do so.

If the creature failed the saving throw, it must make the maximum number of attacks available to it this turn, and each other attack the attacker makes this turn must target the creature or object you chose if able, otherwise the attacks fail.

A creature immune to being charmed is unaffected by this spell.

MOB MENTALITY
7th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Each creature in a 30-foot-radius sphere centered on a point you can see within range must make a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, madness glows in its eyes.

Choose a creature you can see within range that isn't charmed by you. During each charmed creature's turn, it uses its speed to move closer to the chosen target if able, and then uses its action to make a melee attack against the chosen target if it's within range. If the chosen target isn't within range, the charmed creature instead takes the Dash action to get as close to the chosen target as possible.

If the chosen target is dead, the charmed creature can act normally on its turn.

On your subsequent turns, you must use your action to maintain control over the charmed creatures or the spell ends. As part of this same action, you can choose a new creature you can see within range that isn't charmed by you as your chosen target.

Also, each charmed creature can make a Wisdom saving throw at the end of each of its turns. On a success, it ends the spell's effects on itself.

ORB OF CHAOS
9th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You draw on the forces of chaos and entropy, condensing them into a small orb, and then launching the orb at a point you can see within range. When it is deployed, the orb emits a burst of its energies in a 30-foot radius sphere around it. Each creature within the sphere must make a saving throw, the type of which is determined by rolling a d6.

d6	Saving Throw	d6	Saving Throw
1	Strength	4	Intelligence
2	Dexterity	5	Wisdom
3	Constitution	6	Charisma

A creature takes 10d8 damage on a failed save, or half as much on a successful one. An object that isn't being worn or carried in the area takes the full damage. A creature also becomes subject to an additional effect on a failed save. The spell's damage type and additional effect are determined by which number appears most on the damage dice after the roll; if two or more numbers are tied, you choose the damage type and the additional effect from among the tied numbers' possibilities. For example, If you roll five 1s and five 8s for the spell's damage roll, you can choose for the spell to deal either acid or thunder damage, and for every creature who failed its saving throw to be either stunned or deafened until the start of your next turn.

Number	Damage Type	Additional Effect
1	Acid	A creature that fails its saving throw is stunned until the start of your next turn.
2	Cold	A creature that fails its saving throw is restrained until the start of your next turn.
3	Fire	A creature that fails its saving throw is frightened by you until the start of your next turn.
4	Force	A creature that fails its saving throw takes an additional 1d8 force damage and is knocked prone.
5	Lightning	A creature that fails its saving throw is blinded until the start of your next turn.
6	Poison	A creature that fails its saving throw is poisoned until the start of your next turn.
7	Psychic	A creature that fails its saving throw is charmed by you until the start of your next turn.
8	Thunder	A creature that fails the saving throw is deafened until the start of your next turn.

At the start of each of your turns, you can move the orb up to 60 feet. Whether you move it or not, the orb releases a new burst in a 30-foot-radius sphere around it, randomly determining a new saving throw type, damage type, and additional effect using the tables above.

If you lose concentration on the spell, it doesn't end. Instead, you lose control of the orb and it lasts for the remainder of its duration. At the start of each of your turns after you lose control of the orb, it may or may not move, determined by rolling on the table below. If the orb moves, roll a d12. It moves a number of feet in that direction equal to 5 times the number rolled, stopping if it encounters a solid object, such as the ground or a wall. It then releases a new burst in a 30-foot-radius sphere around it, randomly determining a new saving throw type, damage type, and additional effect using the tables above.

d8 Movement Direction

1	No movement
2	Up
3	Down
4	North
5	South
6	East
7	West
8	Diagonal; roll twice more on this table, rerolling any 1s or 8s, or any opposite directions, such as if you roll Up and Down. The orb moves on the diagonal of the two directions rolled.

PITIFULNESS

Enchantment cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You weave an aura about yourself that evokes pity and sympathy from others. Whenever a creature that you can see and that can see you makes an attack roll against you, you can use your reaction to impose disadvantage on the attack roll. A creature immune to being charmed ignores this spell's effects.

PLEONEXIA'S PANOPLY OF PERSONAS

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (make up, scented oils, and costumes worth at least 25 gp)

Duration: Instantaneous

When you cast this spell, you create a magical disguise known as a persona. To create a persona, give it a name, describe its physical appearance and characteristics (it can be of any race the same size as you are or one size smaller or larger), and detail its outfit. You also choose one skill and one language.

You adopt this persona immediately when you cast this spell. While you have adopted a persona, you physically transform into the creature you described. In addition to retaining your normal proficiencies and languages, you have proficiency with the chosen skill, and can read, write, and speak the chosen language. At any point you can use an action to end this transformation, returning to your typical appearance and losing the bonus skill proficiency and additional language.

Each time you end the transformation, you can choose to place the used persona in a mystic repertoire called your archive. You can have a number of personas in your archive up to your spellcasting ability modifier. If you wish to add a persona to your archive and already have the maximum number, choose and replace one persona you already have with the new one. Whenever you cast this spell, you can choose to ignore the material component cost of the spell to adopt a persona in your archive instead of creating a new one.

POWER CHORD

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a musical instrument worth at least 1 gp)

Duration: Instantaneous

As part of casting this spell, you play a chord on the musical instrument used as the material component. The chord rattles your enemies and emboldens your allies. Choose a number of creatures up to your spellcasting ability modifier within range. Chosen creatures gain 1d6 temporary hit points. All other creatures within range must succeed on a Constitution saving throw or take 1d6 thunder damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points gained and thunder damage dealt by this spell increase by 1d6 for each slot level above 1st.

PRISMATIC BOLT

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You unleash a bolt of raw magical energy at a creature you choose within range. You choose acid, cold, fire, lightning, or poison for the type of bolt you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 1d4 damage of the type you chose.

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

Additionally, more damage types are added to your type of bolt list when you reach certain levels: necrotic and radiant at 5th level, psychic and thunder at 11th level, and force at 17th level.

RIME STRIKE

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, M (a ranged weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a ranged 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 the air around it turns frigid, halving its movement speed until the end of its turn.

At 5th level, the ranged attack deals an extra 1d4 cold damage. The cold damage increases by 1d4 at 11th level (2d4) and 17th level (3d4).

SEAL FATE

9th-level divination

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a thread of spun gold and a set of shears)

Duration: 1 minute

You attempt to seize control of the destiny of a creature you can see within range. The target must succeed on a Wisdom saving throw or become subject to the spell's effects. A target can choose to fail this saving throw without rolling.

Whenever the target makes an ability check, attack roll, or saving throw other than a saving throw against this spell for the duration, you can choose whether the roll succeeds or fails, instead of allowing the creature to roll. At the end of each of the target's turns, it can make a Wisdom saving throw. After the target succeeds on three saving throws against this spell, the spell ends. The successes do not need to be sequential.

When the creature makes an ability check, attack roll, or saving throw other than a saving throw against this spell, you can choose to treat the roll as being a 1 or 20 on the d20. When you do, the target is immediately granted one successful saving throw against this spell.

SENSORY DEPRIVATION

7th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 minute

Choose one creature you can see within range to make a Constitution saving throw. If it fails, it is blinded, deafened, and loses its senses of smell, taste, and touch. While deprived of its senses this way, it automatically fails any Wisdom (Perception) check or any other ability check it makes that relies on using its senses.

At the end of each of its turns, the target can make a Constitution saving throw. On a success, it regains one sense of its choice or ends the blinded or deafened condition on itself. Once it regains one of its senses, it no longer automatically fails ability checks that rely on that sense. Once it regains each of its senses and ends each of the conditions caused by this spell, the spell ends.

At Higher Levels. If you cast this spell at 9th level, the target has disadvantage on each Constitution saving throw it makes against this spell.

SPELL-SHATTERING STRIKE

Evocation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, M (a melee weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and if the target is concentrating on a spell, the attack deals an additional 1d8 force damage.

The spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 force damage to the target, and the damage the target takes if it is concentrating on a spell increases to 2d8. Both damage rolls increase by 1d8 at 11th level (2d8/3d8) and 17th level (3d8/4d8).

SPELL VOID

9th-level necromancy

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

Range: 60 feet

Components: V, S, M (an obsidian marble worth at least 1 gp, which the spell consumes)

Duration: Concentration, up to 1 round

You flick the marble used for this spell's material component into the triggering creature's space. The marble then implodes, opening a hole in reality that consumes all magic that passes near it, including the creature's spell. The creature's spell fails and has no effect, as its magic is sucked into the void created by the hole.

The hole remains until the start of your next turn or the spell ends. For the duration, whenever a creature within 60 feet of the hole attempts to cast a spell, or a spell is cast targeting a creature within 60 feet of the hole, the spell fails and has no effect, its magic being sucked into the void.

When the hole consumes a spell of 1st level or higher, if the caster has remaining spell slots of the level it used to cast the spell, the caster must succeed on an ability check using its spellcasting ability against your spell save DC or have even more of its magic drained from it. If a creature fails this ability check, each of its remaining spell slots of that level are expended.

This spell can't be interrupted or be caused to fail by other spells, such as *counterspell* or *dispel magic*. This spell still ends if you lose concentration due to a spell.

STOLEN LIFE

5th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a calendar or timepiece older than you)

Duration: Instantaneous

Running your fingers across a creature, their body is wracked with the pain of stolen life as years that were theirs become yours. Make a melee spell attack against an adjacent creature. On a hit, the target takes 8d8 necrotic damage, and if that creature is a humanoid it must succeed on a Constitution saving throw or age 1d4 years. You add the years that creature aged to your maximum natural life span.

STUPEFYING STRIKE

Enchantment cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, M (a melee weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and it becomes slightly dazed. Until the end of its next turn, it can choose to take either an action or a bonus action on its turn, not both.

At 5th level, the melee attack deals an extra 1d8 psychic damage. The extra damage increases by 1d8 when you reach 11th level (2d8) and 17th level (3d8).

TALE OF COURAGE

3rd-level illusion

Casting Time: 1 action

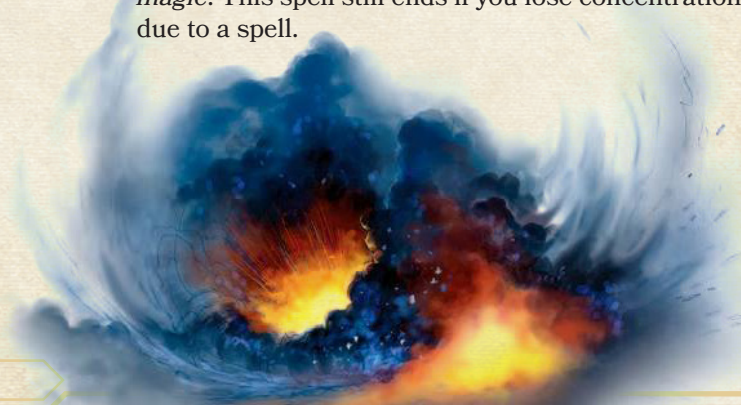
Range: Self (30-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You begin telling a tale of bravery and heroism, radiating an aura of courage in a 30-foot radius around you. Within the aura, an ephemeral vignette appears of heroes bravely battling monsters. Until the spell ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) is immune to being frightened and gains a +1 bonus to saving throws.

If a creature can't hear you or see the vignette, it gains no benefit from this spell. If you speak other than to tell the tale, the spell ends.



TALE OF LEGEND
8th-level illusion

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute

You begin performing a tale of epic battles, of courageous heroes facing off against malevolent villains and hordes of minions, creating a 30-foot-radius aura around you that inspires your allies to legendary feats. Within the aura, an ephemeral vignette appears displaying the tale. Until the spell ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) has advantage on attack rolls, ability checks, and saving throws, and has resistance against all damage.

If a creature can't hear you or see the vignette, it gains no benefit from this spell. If you speak other than to tell the tale, the spell ends.

TALE OF HOPE & WOE
5th-level illusion

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute

You begin reciting a tale designed to inspire either hope or woe (your choice when you cast the spell) in the hearts of those who hear it, creating a 30-foot-radius aura around you. Within the aura, an ephemeral vignette appears displaying the tale. Until the spell ends, the aura moves with you, centered on you. If a creature can't hear you or see the vignette, it is unaffected by the spell. If you speak other than to tell the tale, the spell ends.

Tale of Hope. Each friendly creature within the aura (including you) has advantage on Intelligence, Wisdom, and Charisma saving throws, and when such a creature makes an attack, the attack deals an extra 1d6 damage.

Tale of Woe. Each hostile creature in the aura has disadvantage on Intelligence, Wisdom, and Charisma saving throws, and when such a creature makes an attack, the attack deals 1d6 less damage (this can't reduce the damage below 1). A creature is immune to this effect if it is immune to being charmed or frightened.

Until the spell ends, you can use a bonus action on each of your subsequent turns to change the moral of your tale with a plot twist, changing your Tale of Hope into a Tale of Woe, or vice versa.

VORTEX DART
Evocation cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, M (a ranged weapon)
Duration: Instantaneous

As part of the action used to cast this spell, you must make a ranged attack with a weapon against one creature with the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and each Large or smaller creature within 10 feet of the target must succeed on a Strength saving throw or be pulled to the nearest unoccupied space to the target.

At 5th level, the ranged attack deals an extra 1d6 force damage to the target. The force damage increases by 1d6 at 11th level (2d6) and 17th level (3d6).

WALL OF WONDER
7th-level illusion

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a stringed instrument)
Duration: Concentration, up to 1 minute

A wall of shimmering, mystifying energy springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 20 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick. It is translucent and intangible and lasts for the duration.

When the wall appears, each creature within its area must make a Wisdom saving throw. On a failed save, the creature is stunned until the start of its next turn or until it takes damage. A creature that starts its turn in the wall's area or that enters it for the first time during a turn must also succeed on a Wisdom saving throw or become stunned until the start of its next turn or until it takes damage.

WARDEN'S REBUKE

Evocation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, M (a melee weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature with the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and the earth quakes threateningly beneath the target's feet until the start of your next turn. If the target willingly attacks a creature other than you before then, it immediately takes 1d6 bludgeoning damage as the earth rises up to rebuke it, and the spell ends.

The spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 damage to the target, and the bludgeoning damage the target takes for attacking another creature increases to 2d6. Both damage rolls increase by 1d6 at 11th level (2d6/3d6) and 17th level (3d6/4d6).

WAR STORY

4th-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You begin a booming retelling of a large-scale battle filled with death and destruction, an ephemeral vignette of the tale appearing around you. You initiate the tale with the crunch of armies clashing, creating a shockwave audible to 300 feet that strikes at a creature you can see within 30 feet of you. Make a ranged spell attack against the target. The target being within 5 feet of you doesn't impose disadvantage on the attack roll. On a hit, the target takes 3d10 thunder damage. On a miss, the target takes half damage.

Until the spell ends, you can use a bonus action on each of your subsequent turns to have your vignette reenact the clanging of swords, ferocious battlecries, or screams of the dying, repeating the attack against a creature you can see within 30 feet of you. You can direct the attack at the same target or a different one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for every two slot levels above 4th.



CHAPTER 3: MAGIC ITEMS

Adventurers in the worlds of *DUNGEONS & DRAGONS* have been known to acquire magical items in their travels. Presented in this chapter are a variety of magical items that can be used by any character but may be of particular interest to bard, sorcerer, warlock, and wizard adventurers.

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

NEW MAGIC ITEM CATEGORY: SPELL CATALYST

Spell catalysts can be harvested from certain creatures and magical places. Each alters the effect of a specific spell or spells. To use a spell catalyst, you must have it on your person and you may use any number of spell catalysts on a single spell. Spell catalysts are consumed when used unless their description specifies otherwise.

ANIMATED SHARD

Spell catalyst, rare

Animated objects - like animated armor, helmed horrors, flying swords, and rugs of smothering - are simple objects imbued with magic to obey their creators' commands. When they are defeated, a portion of that animating power may be maintained in a small piece of it.

When you cast the *cloud of daggers* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell lasts for its full duration without requiring concentration, and once during each of your turns you can verbally command the cloud to move to a different point within 30 feet that you can see (no action required by you). The cloud moves in the most direct path possible. When the cloud moves into a creature's space for the first time each turn, that creature must make a Dexterity saving throw against your spell save DC. The creature takes the spell's damage on a failed save, or half as much damage on a successful one.

ARMOR OF ARCANE ABSORPTION



ARCANE INVERTER

Spell catalyst, rare

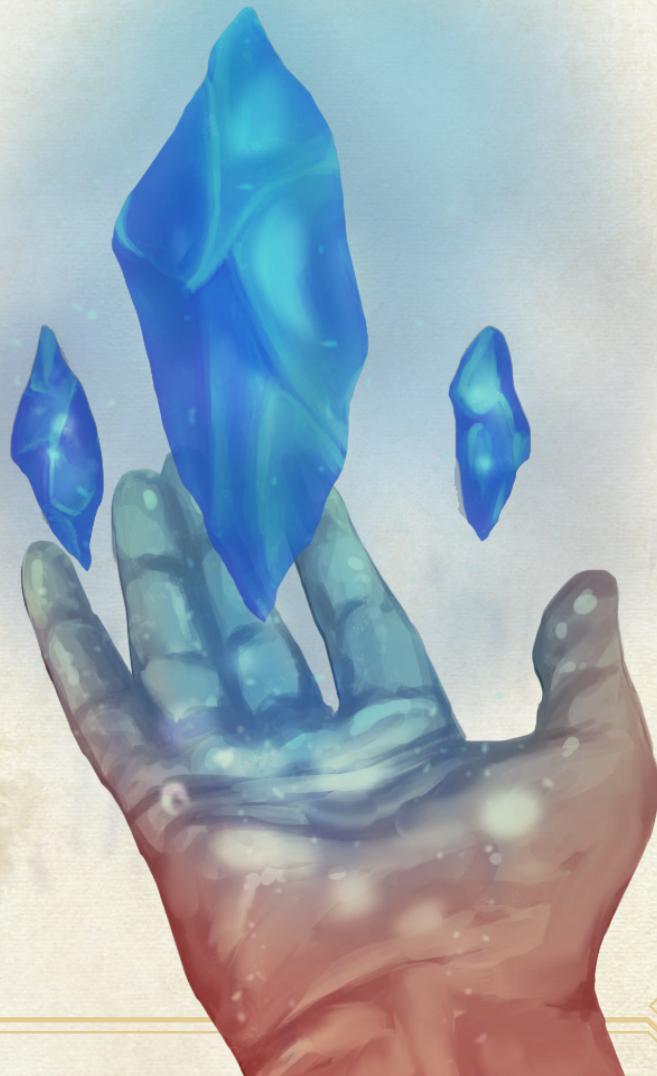
At the heart of many golems and other constructs is a polyhedral device that generates energy by creating a constant feedback loop of arcane power. When you cast the *counterspell* spell, you can choose to allow the spell to consume this spell catalyst. When you do, if you successfully countered the spell, the caster of the countered spell takes 2d4 force damage if the countered spell was cast using a 1st level spell slot. If the countered spell was cast using a 2nd level or higher spell slot, this force damage increases by 1d4 for each slot level above 1st.

ARMOR OF ARCANE ABSORPTION

Armor (light, medium, or heavy), rare

When you take damage from a spell while wearing this armor, you gain a number of temporary hit points equal to 1d8 + the level of the spell. As an action on your turn, you can spend all temporary hit points gained from this armor to create a shockwave that pushes enemies away from you. When you do, each creature within 10 feet of you must succeed on a DC 14 Strength saving throw or be pushed 10 feet and take force damage equal to the temporary hit points you spent.

ARCANE INVERTER



ARMOR OF ELEMENTAL AURA

Armor (light, medium, or heavy), very rare

You have a +1 bonus to AC while wearing this armor.

In addition, you can use a bonus action on your turn to activate this armor's elemental aura for 1 minute. While the elemental aura is active, you gain its benefits. Once you activate the elemental aura, it can't be used again until the next dawn.

The DM chooses the elemental aura of this armor or determines it randomly from the options below.

d4 Elemental Aura

- 1 **Air.** Your movement speed increases by 15 feet, your jump distances are tripled, and ranged attack rolls against you have disadvantage.
- 2 **Earth.** You gain resistance to all damage.
- 3 **Fire.** Creatures who start their turn within 15 feet of you must succeed on a Dexterity saving throw or take 1d10 fire damage. Creatures within 5 feet have disadvantage on the saving throw.
- 4 **Water.** When you take the Dash, Disengage, or Dodge action you gain the benefit of all three. You gain a swimming speed equal to your base walking speed.

BEAST ENTRAILS

Spell catalyst, uncommon

There are six different types of beast entrails that, when cured in herbs as part of a special ritual, can be used as spell catalysts. The animal the entrails come from determines the catalyst's effect.

Bear. When you cast the *enhance ability* spell and choose an effect other than Bear's Endurance, you can choose to allow the spell to consume this spell catalyst. When you do, the target gains the Bear's Endurance effect, in addition to the effect you chose, for the duration.

Bull. When you cast the *enhance ability* spell and choose an effect other than Bull's Strength, you can choose to allow the spell to consume this spell catalyst. When you do, the target gains the Bull's Strength effect, in addition to the effect you chose, for the duration.

Cat. When you cast the *enhance ability* spell and choose an effect other than Cat's Grace, you can choose to allow the spell to consume this spell catalyst. When you do, the target gains the Cat's Grace effect, in addition to the effect you chose, for the duration.

Eagle. When you cast the *enhance ability* spell and choose an effect other than Eagle's Splendor, you can choose to allow the spell to consume this spell catalyst. When you do, the target gains the Eagle's Splendor effect, in addition to the effect you chose, for the duration.

Fox. When you cast the *enhance ability* spell and choose an effect other than Fox's Cunning, you can choose to allow the spell to consume this spell catalyst. When you do, the target gains the Fox's Cunning effect, in addition to the effect you chose, for the duration.

Owl. When you cast the *enhance ability* spell and choose an effect other than Owl's Wisdom, you can choose to allow the spell to consume this spell catalyst. When you do, the target gains the Owl's Wisdom effect, in addition to the effect you chose, for the duration.

BEHIR TONGUE

Spell catalyst, very rare

Behirs were created by storm giants to help combat dragons while the two species were at war. They have a powerful lightning breath that imbues their tongues with electrical power. When you cast the *lightning bolt* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell deals an additional 6d6 lightning damage and ignores any target's resistance against lightning damage. Additionally, if the target is normally immune to lightning damage, it instead takes half damage from the spell on a successful saving throw, or a quarter of the spell's damage on a success.

BEHOLDER EYE

Spell catalyst, legendary

A beholder has ten eyestalks at the end of which is an eye capable of emitting a ray of magic. Each of these eyes can be used as a spell catalyst with an application depending on the type of ray it could fire before it was harvested.

Charm Ray. When you cast the *charm person* or *charm monster*^{XGE} spell, you can choose to allow the spell to consume this spell catalyst. When you do, each target has disadvantage on its saving throw against the spell, and the spell's duration becomes 24 hours. In addition, for the duration, each creature charmed by the spell considers you to be the most beautiful thing they have ever seen.

Death Ray. When you cast the *blight* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell ignores any resistance or immunity that target has against necrotic damage, the target has disadvantage on its saving throw against the spell, and the spell deals an additional 4d8 necrotic damage. In addition, the target dies if the spell reduces it to 0 hit points.

Disintegration Ray. When you cast the *disintegrate* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell ignores any resistance or immunity the target has against force damage and the spell deals an additional 20 force damage. In addition, if the spell targets a Huge or smaller object or creation of magical force, it is entirely disintegrated, rather than only a 10-foot-cube portion. If the target is a Gargantuan object or creation of force, the spell disintegrates a 15-foot-cube portion of it.

Enervation Ray. When you cast the *enervation*^{XGE} spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell lasts for its full duration without requiring concentration and the target has disadvantage on the Dexterity saving throw it makes against the spell. In addition, whenever the target takes necrotic damage from

the spell, its hit point maximum is reduced by an amount equal to the necrotic damage dealt. It dies if its hit point maximum is reduced to 0.

Fear Ray. When you cast the *fear* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell's range changes to "Self (60-foot cone)," the spell lasts for its full duration without requiring concentration, and each target has disadvantage on its first saving throw against the spell. In addition, you can choose any number of creatures in the cone. Each of the chosen creatures automatically succeeds on its saving throw against the spell.

Paralyzing Ray. When you cast the *hold person* or *hold monster* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell lasts for its full duration without requiring concentration and each target has disadvantage on the first saving throw it makes against the spell.

Petrification Ray. When you cast the *flesh to stone* spell, you can choose to allow the spell to consume this spell catalyst. When you do, a creature restrained by the spell counts as having already failed two saving throws for the purposes of determining whether or not the creature becomes petrified by this spell.

Sleep Ray. When you cast the *sleep* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell's duration becomes 24 hours, and instead of subtracting hit points starting with the creature with the lowest current hit points, each creature within 20 feet of the chosen point with current hit points no greater than the total rolled for the spell falls unconscious until the spell ends, the sleeper takes damage, or a creature uses its action to shake or slap the creature awake.

Slowing Ray. When you cast the *slow* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell lasts for its full duration without requiring concentration and each target has disadvantage on the first saving throw it makes against the spell. In addition, a target's speed is reduced to 5 feet for the duration, instead of being halved, and it gains a further -2 penalty to its AC and Dexterity saving throws, to a total of -4.

Telekinetic Ray. When you cast the *telekinesis* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell lasts for its full duration without requiring concentration and you have advantage on spellcasting ability checks you make for the spell for the duration. In addition, you can move Gargantuan creatures and objects weighing up to 5,000 pounds.

CELESTIAL FEATHER

Spell catalyst, uncommon (+1d8), rare (+3d8), or very rare (+7d8)

These feathers only function as spell catalysts when gifted by certain winged celestials. When you cast the *cure wounds* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the healing provided by the spell increases by an amount determined by the rarity of the spell catalyst. In addition, the target has advantage on all ability checks, attack rolls, and saving throws it makes until the end of its next turn.

CHELL'S CROSSBOW

Wondrous item, legendary

This magical heavy crossbow comes equipped with a pair of vials containing effervescent liquids, one orange and the other blue. Though a crossbow, this magical item cannot be used as a weapon. Instead, when you fire the crossbow you can choose a surface you can see within 100 feet and choose to use the orange vial or the blue vial. A 10-foot-diameter aperture appears in the space you selected, as if you had cast the *teleportation circle* spell and created a permanent portal. Entering a portal created by the orange vial causes you to exit via the portal created by the blue vial and vice versa. If you have not created a portal with both vials, the portal does not teleport you anywhere. A portal created with this magical item remains until you use the same vial to create a different portal.

CIRCLET OF ARCANES KNOWLEDGE

Wondrous item, very rare (requires attunement by a creature with the Spellcasting or Pact Magic feature)

The circlet is made of a strange, unidentifiable metal inlaid with five gems. When you attune to the circlet, choose five spells from any class's spell list. Each of the spells can come from a different spell list, and must be 5th level or lower. While you wear the circlet, you know each of the chosen spells and have each of them prepared, they don't count against the number of spells you know or have prepared, and they count as being from your class's spell list.

Once you become unattuned from the circlet, you can't become attuned to it again until 1 year has passed.

CLOAK OF
MAGE ARMOR



CLOAK OF MAGE ARMOR

Wondrous item, uncommon (requires attunement by a spellcaster)

While you wear this cloak and aren't wearing armor, your AC equals 13 + your Dexterity modifier.

CLOAK OF MAGE PLATE

Wondrous item, very rare (requires attunement by a spellcaster)

The cloak seals around the wearer and becomes harder than iron, mimicking the appearance of platemail. While wearing this cloak, your AC can't be less than 13 + your spellcasting ability modifier. If you have more than one spellcasting ability, you use the one with the highest modifier.

CROWN OF THE SORCERER-KING

Wondrous item, legendary (requires attunement by a sorcerer)

While you wear this crown, you gain the following benefits:

- You gain a +2 bonus to your AC, to your spell attack rolls, and to your spell save DC.
- When you start your turn in combat with 0 sorcery points, you regain 1 sorcery point.
- You can cast *detect magic* and *identify* at will, without expending a spell slot, and you have advantage on Intelligence (Arcana) checks you make to learn about, recall, or understand the properties of magic, including spells, magic items, magical effects, and planar travel.
- When you roll damage for a sorcerer spell, you can expend any number of your sorcery points to increase the spell's damage by 1d6 per sorcery point you spent.

DRAGON EGG

Spell catalyst, uncommon

Using the arcane potential within a dragon's egg, spellcasters can learn to take draconic shapes. When you cast the *polymorph* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the target of the spell turns into a dragon rather than a beast. All other rules of the spell still apply.

DRAGON HEART

Spell catalyst, rare (+2d6), very rare (+5d6), legendary (+12d6)

It comes as no surprise that the raw heart of a dragon is a powerful arcane tool. When you cast the *dragon's breath* ^{XGE} spell, you can choose to allow the spell to consume this spell catalyst. When you do, the target of the spell is resistant against the chosen damage type of the spell for its duration. In addition, the damage dealt by the breath weapon granted by the spell increases by an amount determined by the rarity of the spell catalyst.

DRAGON SCALE

Spell catalyst, uncommon

Once liberated from their draconic owners, dragon scales can be used to empower the defenses of others. When you cast the *mage armor* spell, you can choose to allow the spell to consume this spell catalyst. When you do, for the duration of the spell, the target has resistance against damage from nonmagical sources and against a damage type determined by the type of dragon the scale was harvested from.

Dragon	Damage Type	Dragon	Damage Type
Black	Acid	Gold	Fire
Blue	Lightning	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold

ECTOPLASM

Spell catalyst, rare

When a ghost or other incorporeal undead is destroyed, there is a chance that it leaves behind a glob of ectoplasm. When you cast the *blink* spell, you can choose to allow the spell to consume this spell catalyst. When you do, for the spell's duration, you choose whether or not you vanish into the Ethereal Plane at the end of each of your turns, instead of rolling.

ENSORCELLED BLACKPOWDER

Spell catalyst, uncommon (one), rare (two), very rare (three)

This blackpowder has been imbued with magic to make it especially volatile. When you cast the *chaos bolt* ^{XGE} spell, you can choose to allow the spell to consume this spell catalyst. When you do, the chaotic energy leaps to a number of different targets depending on the blackpowder's rarity, regardless of the results of the d8s. For each leap, you make a new attack and damage roll against the target, which could cause the chaotic energy to leap again.

ENSORCELLED WEAPON

Weapon (any), uncommon

When you make an attack with this magic weapon, you can choose to use your spellcasting ability modifier instead of your Strength or Dexterity modifier for your attack and damage rolls. You must use the same modifier for both rolls. Additionally, you can use this weapon as a spellcasting focus.

EYE OF DIRE NEWT

Spell catalyst, uncommon

Using the petrified eye of a dire newt, would-be hexers make their hexes more dire. When you cast the *hex* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the extra necrotic damage granted by the spell changes from 1d6 to 1d12.

FLUMPH TENTACLE

Spell catalyst, common

Flumphs are drawn to good-aligned creatures, and will freely offer their quickly-regrowing tentacles to such creatures when asked. When you cast the *detect thoughts* spell, you can choose to allow the spell to consume this spell catalyst. When you do, whenever you focus on a creature to read its surface thoughts during the duration, you also learn the creature's alignment, Ideal, Bond, and Flaw, if the target has any.

GEM OF INTROSPECTION

Wondrous item, very rare (requires attunement by a creature with the Spellcasting feature)

The gem has a soothing, pulsating glow that helps its holder relax into meditation and study. When you change your list of prepared spells when you finish a long rest, you can choose to prepare up to 8 additional spells beyond your normal number.

GRIMLOCK EAR

Spell catalyst, uncommon

When you cast the *blindness/deafness* spell and choose to deafen a foe, you can choose to allow the spell to consume this spell catalyst. When you do, if a target fails its saving throw against the spell, it becomes both blinded and deafened for the duration.



GEM OF INTROSPECTION

GROUND GOSSAMER WINGS

Spell catalyst, uncommon

When ground into a fine dust, the gossamer wings of the fey can enhance teleportation magic. When you cast the *misty step* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell's duration becomes "Concentration, up to 1 minute." While you are concentrating on the spell, you can use a bonus action on each of your turns to teleport 30 feet to an unoccupied space that you can see.

HAG EYE

Spell catalyst, very rare

In addition to having the uses and effects detailed on in the *Monster Manual*, this item can be used as a spell catalyst. When you cast the *detect magic* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell lasts for the full duration without concentration, and when you use your action to see the faint aura around any visible creature or object in the area that bears magic, you also learn the magic's properties, as though you had cast the *identify* spell targeting it.

Consuming the hag eye this way destroys it, causing the psychic damage and blinded condition to the coven who made it, as described in the *Monster Manual*.

MEPHIT CORE

Spell catalyst, uncommon

Mephits are tiny fragments of the paraelemental planes come to life. When cracked open they have no internal organs, but they do have a core that acts as a doorway between the material plane and their home. When you cast the *find familiar* or *find greater familiar* ^{CAH} spell, you can choose to allow the spell to consume this optional spell component. When you do, your familiar takes the form of a mephit of your choice rather than the spell's normal options.

MILIESE PRISM

Spell catalyst, common

This transparent triangular, column-shaped crystal fractures light into dozens of colors when held to the light. When you cast the *magic missile* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the darts created by this spell deal a damage type of your choice instead of force damage.

MIMIC'S HEART

Spell catalyst, rare

When a mimic dies, much of its shape-changing magic remains in its heart. When you cast the *disguise self* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell's duration becomes indefinite, ending only when you die or use an action to end it.

MONSTER AND SPAWN REUNION

Spell catalyst, rare (+2) or very rare (+4)

By replacing the normal material components, mundane eggshell and snakeskin, with the eggshell and snakeskin of a cockatrice, the *Bigby's hand* spell is greatly enhanced. When you cast the *Bigby's hand* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the summoned hand's strength increases by an amount determined by the rarity of the spell catalyst.

MONSTROUS HEART

Spell catalyst, uncommon

The heart of every monstrosity is an amalgamation of natural and unnatural creatures. When you cast the *alter self* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the duration becomes "Concentration, up to 24 hours" and you can choose two options, instead of one.

MUMMY EYE

Spell catalyst, very rare

When you cast the *cause fear* ^{XGE} spell, you can choose to allow the spell to consume this spell catalyst. When you do, a creature that fails the initial saving throw by 5 or more also becomes paralyzed for the spell's duration.

MUMMY HAND

Spell catalyst, very rare

When you cast the *vampiric touch* spell, you can choose to allow the spell to consume this spell catalyst. When you do, for the spell's duration, a creature you hit with the spell's melee attack must succeed on a Constitution saving throw against your spell save DC or become cursed with mummy rot until it dies or the curse is removed with the *remove curse* spell or similar magic. A target cursed with mummy rot can't regain hit points, and its hit point maximum decreases by 3d6 for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust.

PERFORMER'S COSTUME

Wondrous item, uncommon (requires attunement)

The costume is a set of plain black clothing. As an action while you wear the costume, you can change its style, material, coloring, cut, and length in any way you choose, though this in no way affects the clothing's statistics.

PHOENIX EGG

Spell catalyst, legendary

A fertilized egg stolen from the legendary phoenix is a powerful catalyst to restore the dead to life. When you cast the *raise dead* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell's casting time becomes 1 action. In addition, the creature returns to life with its maximum hit points and has no penalty to attack rolls, saving throws, or ability checks. When this spell catalyst is consumed, it leaves behind a diamond worth 500 gp.

PIERCED PIXIE EYE

Spell catalyst, common

When a cold iron needle is run through the iris of a fairy, the result is a powerful magical conduit. When you cast the *faerie fire* spell, you can choose to allow the spell to consume this spell catalyst. When you do, you can choose any number of creatures within the spell's area of effect to automatically succeed on the Dexterity saving throw.

POPPYSTOOL

Spell catalyst, uncommon

This magical plant is a common poppy flower fruited with small mushrooms as a result of a fungal infection. When you cast the *sleep* spell, you can choose to allow the spell to consume this spell catalyst. When you do, you reroll each die whose result is a 1 or 2. You must keep the second result, even if it is a 1 or a 2.

PUPULA PRISM

Spell catalyst, common

This spherical translucent prism contains an opaque black cone within. When turned in the light, a rainbow of colors pours out from around the wide end of the cone. When you cast the *color spray* spell, you can choose to allow the spell to consume this spell catalyst. When you do, choose any number of creatures within the spell's cone. The chosen creatures are immune to the blinding effect of the spell and their hit points are ignored when determining which creatures are affected by the spell.

RAVEN TONGUE

Spell catalyst, common

Not all magical catalysts are especially difficult to come across—this is simply the tongue cut from the throat of a living raven pickled in alchemical reagents. When you cast the *speak with dead* spell, you can choose to allow the spell to consume this spell catalyst. When you do, you and the corpse can understand each others' speech even if you don't share a language.

MONSTROUS HEART



REWARD OF THE PACT CHAMPION

Wondrous item, legendary (requires attunement by a warlock)

This magic item takes various forms depending on the warlock's patron. It is granted to warlocks that have been instrumental in their patron achieving their grand ambition, or completed the final task the patron would give the warlock to prove themselves. As an action while holding the item, you can regain one of your expended arcanum spells. This property can't be used again until you finish a long rest. If the arcanum spell was of 8th or 9th level, this property instead can't be used again until 7 days have passed.

The item also has additional properties based on your Otherworldly Patron.

The Archfey. The item takes the form of an amulet bearing the symbol of your patron. While you wear it, your appearance gains an otherworldly aspect that makes you look impossibly lovely and fierce, and you can use your Fey Presence, Misty Escape, and Dark Delirium features an unlimited number of times. Additionally while you wear the amulet, fey other than your patron have difficulty harming you. If a fey targets you directly with an attack or harmful spell that targets only you, it must succeed on a Wisdom saving throw. On a failed save, it must choose a new target or lose the attack or spell.

The Archmage. The item takes the form of a rod, staff, or wand etched with runes and your patron's symbol. Spells you cast using the item as a spellcasting focus have a +3 bonus to their spell attack rolls and spell save DC. Choose a warlock spell you know of 1st or 2nd level when you attune to the item. While you hold the item, you can cast the chosen spell at will, without expending a spell slot. When you do, it is cast at the level of your warlock spell slot.



REWARD OF THE
PACT CHAMPION

The Celestial. The item takes the form of a robe bearing designs that symbolically represent your patron. You gain 5 additional d6s in your Healing Light pool. While wearing the robe, when you cause a creature to regain hit points with a warlock class feature or a warlock spell, that creature regains 3 additional hit points, and you can choose to cure the target of one disease, neutralize one poison affecting it, or end one condition affecting it. If an affected feature or spell would restore the creature's hit points to higher than its hit point maximum, it gains the surplus as temporary hit points.

The Crone. The item takes the form of thirteen talismans, each bearing the symbol of your patron. While you or a member of your coven wears one of the talismans, it has a +2 bonus to saving throws and to the spell attack rolls and spell save DCs for your warlock spells, it shares the senses of each other coven member wearing one of the talismans, and it counts as being within 120 feet of you for the purpose of your warlock features as long as it is on the same plane of existence as you.

The Fiend. The item takes the form of a cloak bearing designs that symbolically represent your patron. You regain the use of your Hurl Through Hell feature when you finish a short or long rest. While you wear the cloak, you have resistance against fire, necrotic, and poison damage dealt by creatures other than your patron, as well as immunity to the charmed, frightened, and poisoned conditions. As a bonus action while you wear the cloak, you can cause it to become a pair of bat-like wings that attach themselves to your back or have it return to its cloak form. You have a flying speed of 30 feet while the cloak is in its wing form.

The Hexblade. The item takes the form of a magic longsword or greatsword etched with eldritch runes and your patron's symbol. You gain a +3 bonus to attack and damage rolls you make with it. When you hit a creature with a weapon attack using the item, the target has disadvantage on saving throws against your warlock spells until the end of your next turn.

The Great Old One. The item takes the form of an object of constantly shifting and utterly unfathomable geometries. The telepathy granted by your Awakened Mind feature has unlimited range and doesn't require sight as long as you have met the creature in person and the creature is on the same plane of existence as you. While holding the item, you can use your Entropic Ward feature an unlimited number of times. Additionally, when a creature causes you to make a saving throw, you can use your reaction to gain advantage on the saving throw. If you succeed on the save, the creature has disadvantage on the first saving throw it makes against one of your warlock spells before the end of your next turn.

The Great Trickster. The item takes the form of a trinket or bauble with designs that symbolically represent your patron. While you are wearing or carrying the item, you can use the final benefit of your Spelldozer feature an unlimited number of

times, and you regain the use of your Two Steps Ahead feature when you finish a short or long rest. As an action while holding the item, you can cause a Small or smaller unsecured object you can see within 60 feet of you to magically teleport to your hand. The object can be held or carried by a creature, but can't be an object that creature is wearing. Once you cause an item to teleport in this way, you can't do so again until you finish a short or long rest.

The Titan. The item takes the form of a pair of gauntlets with designs that symbolically represent your patron. While you wear them, your Strength score becomes 24 unless it was already higher. As an action while wearing the gauntlets, you can cast the *maximize/minimize* ^{CAH} spell from the gauntlets targeting a creature you touch. When you cast the spell this way, you can choose only the spell's Maximize effect, and you can't cast the spell using the gauntlets again until the next dawn.

The Undying. The item takes the form of a phylactery with designs that symbolically represent your patron. The phylactery can only be destroyed by using the *wish* spell, targeting it with the *disintegrate* spell, or striking it with a magic weapon that is legendary or an artifact. You immediately know if the phylactery is ever destroyed, and it reforms in your space when you next finish a long rest. While you have a phylactery, you don't age. When you die, a new version of your body is formed from green smoke within 5 feet of the phylactery at the next dusk, and you return to life in the new body, gaining the benefits of a long rest. While you wear or carry your phylactery, you can use your Defy Death and Indestructible Life features an unlimited number of times.

RING OF WEAVING

Ring, legendary

While you are wearing this ring, when you cast a spell of 1st level or higher, you have advantage on saving throws you make against spells of that school and resistance against damage dealt by spells of that school until the start of your next turn.

Spell Weaver (Requires Attunement). You must be attuned to a *rod of weaving* and a *wand of warping* to attempt to attune to this item. The attunement ends if you end your attunement to either of these items. While you wear the ring, the charge cost for each of the rod and wand's spells is reduced by 1, and when you cast a spell from the rod or wand, you can choose to use your spell attack bonus or spell save DC, rather than the rod or wand's.

Additionally while you are wearing the ring and attuned to it, you gain the ability to weave properties of your spells together. When you begin casting a spell with a casting time of 1 action or longer, you can choose to imbue it with an additional effect for each spell of a different school you've cast since the beginning of your last turn:

- **Abjuration.** You gain temporary hit points equal to your level.
- **Conjuration.** You teleport to an unoccupied space you can see within 30 feet of you.
- **Divination.** If the spell requires an attack roll, you gain a +2 bonus to each spell attack roll you make as part of that spell this turn.
- **Enchantment.** Choose a creature you can see within 30 feet of you. That creature must succeed on a Wisdom saving throw against your spell save DC or become charmed by you until the end of your next turn, or until you do anything harmful to it. A creature charmed this way isn't hostile to you.
- **Evocation.** Choose a creature you can see within 10 feet of you, and then choose acid, cold, fire, lightning, or thunder damage. The creature takes damage of the type you chose equal to half your level.
- **Illusion.** Until the start of your next turn, if a creature makes an attack against you, it makes the attack roll with disadvantage unless it has blindsight or truesight.
- **Necromancy.** If the spell kills one or more creatures, you regain a number of hit points equal to twice your level.
- **Transmutation.** Choose a creature you can see within 30 feet of you, and then choose Strength or Dexterity. The creature must succeed on a Constitution saving throw against your spell save DC or have disadvantage on attack rolls and ability checks using the chosen ability until the end of its next turn.

RITUAL STONE

Wondrous item, uncommon (requires attunement)

The stone, usually attached to a leather cord, is etched with runes that glow when spells are cast near it. When you cast a spell as a ritual while wearing or carrying the stone, the process adds only 1 minute to the casting time of the spell, instead of 10 minutes.

ROC TALON

Spell catalyst, rare

When you cast the *fly* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the duration of the *fly* spell increases to 8 hours and no longer requires concentration and the target increases its size by one category—from Medium to Large, for example. The target's size doubles in all dimensions, and its weight is multiplied by eight. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available.

ROD OF SOUND MAGNIFICATION

Rod, common

When the tip of this rod is held within 3 inches of a creature's mouth, that creature's voice booms three times louder than normal.

ROD OF WEFTING

Charge Cost	Abjuration	Conjuration	Divination	Evocation
1	<i>mage armor</i>	<i>grease</i>	<i>detect magic</i>	<i>chromatic orb</i>
2	<i>arcane lock</i>	<i>cloud of daggers</i>	<i>locate object</i>	<i>scorching ray</i>

ROD OF WEFTING

Rod, rare (requires attunement)

The rod has 7 charges you can expend to cast spells from it (listed in the Rod of Wefting table). A spell cast from the rod has a spell attack bonus of +7, and a spell save DC of 15.

The rod regains 1d6 + 1 expended charges daily at dawn. If you expend the rod's last charge, roll a d20. On a 1, unless you are attuned to a *ring of weaving*, the rod crumbles into ashes and is destroyed.

SHADOW DUST

Spell catalyst, rare

When an undead shadow is defeated, it leaves behind a dark dust as it dissipates. When you cast the *shadow blade* ^{XGE} spell, you can choose to allow the spell to consume this spell catalyst. When you do, you form two of the swords, one in each hand, for the spell's duration. Each uses the statistics and abilities listed in the spell.

SISELMI CRYSTAL

Spell catalyst, common

This pyramid-shaped crystal can be found in magic-enriched mines or, rarely, inside of earth elementals. When you cast the *magic missile* spell, you can choose to allow the spell to consume this spell catalyst. When you do, the spell creates an additional dart.

STAFF OF SPELL DEFLECTION

Staff, rare (requires attunement)

When you take the Dodge action while holding the staff, the staff leaves your hand and spins defensively around you until the start of your next turn. For the duration, you have advantage on saving throws against spells.

STAFF OF OVINIZATION

Staff, rare

This staff has 3 charges. While holding it, you can expend 1 charge as an action to cast the *polymorph* spell from it (save DC 15). When you do, you can only transform the target into a sheep (using the statistics for a **goat**). The wand regains 1d3 expended charges daily at dawn.

TOME OF INEFFABLE SECRETS

Wondrous item, legendary (requires attunement by a wizard)

This deceptively thin tome with a rune- and sigil-inscribed cover is latched by three locks, none of which has a keyhole. Any spellcaster within 10 feet of it can feel the call of its hidden knowledge and extreme power. When you attempt to attune to the tome, you must make three ability checks in sequence, each of which are DC 20: Intelligence (Arcana), Intelligence (History), and Intelligence (Investigation). If you fail any of the ability checks, you fail to attune to the tome and you can't attempt to attune to it again until 1 week passes. If you succeed on all three ability checks, you learn how to undo each of the latches and become attuned to the tome. Any creature you attempt to teach how to open the latches immediately forgets how to do so.

The tome contains an infinite number of pages, with extradimensional portals on the inside cover facilitating the rotation of pages as you turn them. The pages contain encoded secrets in every language there ever was and shall be, and the symbols and letters are mixed in a seemingly random sequence unbroken by punctuation. If you are attuned to the tome, you are able to make some sense of the bounty of information the tome carries.

While attuned to this item, you can use it as a spellbook containing every wizard spell and as an arcane focus. Spells you cast through the tome gain a +2 bonus to their spell attack rolls and spell save DC.

As an action, you can force the tome to reveal all of its secrets to you. For 1 hour, your Intelligence score becomes 30. For the duration, you automatically succeed on any Intelligence check you make to recall or learn information or to find hidden objects, traps, or entrances. Once the hour expires, the tome vanishes to a hidden corner of the multiverse, your attunement to it ends, you forget it exists, and you become unable to ever attune to a tome of ineffable secrets again.

WAND OF THE CONDUCTOR

Wand, legendary (requires attunement by a bard)

This wand - a beautifully lacquered and stained length of hawthorne with a gold-embossed handle - is clearly ancient but lovingly cared for, having been passed down through generations of conductors. Their magical abilities, love of music, and performing skills have seeped into the wand over centuries. While you hold the wand, each creature within 30 feet of you gains a +3 bonus to Charisma (Performance) checks and to ability checks made with instruments, and you gain a +2 bonus to your spell save DC and to ability checks you make for the purpose of spells.

The wand has 50 charges for the following properties. It regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the wand regains 1d12 + 1 charges.

Conductor's Presence. While holding the wand, when another creature you can see within 30 feet of you casts an enchantment spell, you can use your reaction to attempt to absorb the spell's magic into the wand. Make a spellcasting ability check with a +2 bonus against a DC equal to 10 + the level at which the spell is being cast. If you succeed, you cancel the spell's effect and the wand gains a number of charges equal to the level at which the spell was being cast. However, if doing so brings the staff's total number of charges above 50, the wand teleports itself to another bard worthy of it elsewhere in the multiverse and you lose your attunement to it. You permanently gain one additional use of your Bardic Inspiration, and are unable to ever attune to a wand of the conductor again.

Ensemble Inspiration. When you use your bonus action to grant a Bardic Inspiration die to a creature, you can grant a Bardic Inspiration die to one other creature that can hear you within 60 feet of you. You expend only one use of your Bardic Inspiration to grant the die to both targets.

When you have no uses remaining of your Bardic Inspiration, you can use your bonus action and expend 4 charges from the wand to regain and immediately give one use of your Bardic Inspiration.

Spells. While holding the wand, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *animate objects* (5 charges), *compulsion* (4 charges), *dominate monster* (8 charges), *hypnotic pattern* (3 charges), *locate creature* (4 charges), *mass cure wounds* (5 charges), *mass suggestion* (6 charges), *nondetection* (3 charges), *Otto's irresistible dance* (6 charges), *programmed illusion* (6 charges), *shatter* (7th-level version, 7 charges), *silence* (2 charges), *skill empowerment* ^{XGE} (5 charges).

You can also cast one of the following spells from the wand without using any of the charges: *calm emotions*, *dissonant whispers*, *enhance ability*, *faerie fire*, *message*, or *thunderclap* ^{XGE}.

WAND OF WARPING

Wand, very rare (requires attunement)

The wand has 7 charges you can expend to cast spells from it (listed in the Wand of Warping table). A spell cast from the wand has a spell attack bonus of +7 and a spell save DC of 15.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, unless you are attuned to a *ring of weaving*, the wand crumbles into ashes and is destroyed.

WEAVESABER

Wand, uncommon (+0), rare (+1), very rare (+2), legendary (+3) (requires attunement by a spellcaster)

When you use the wand as a spellcasting focus, you gain a bonus to spell attack rolls and your spell save DC. As a bonus action while holding the wand, you can cause a column of magical energy to extend approximately 4 feet from the wand's tip until the wand leaves your hand or you use your bonus action to cause the column to recede back into the wand. When you attune to the wand, you choose the column's color.

While the column is extended, the wand is considered a melee weapon that deals 1d8 force damage on a hit and has the finesse, light, and versatile (1d10) properties. You gain a bonus to attack and damage rolls you make using the wand as a melee weapon.

The bonus to spell attack rolls, spell save DC, melee weapon attack rolls, and melee damage rolls using the wand are each determined by the wand's rarity.



WAND OF WARPING

Charge Cost	Enchantment	Illusion	Necromancy	Transmutation
1	<i>suggestion</i>	<i>invisibility</i>	<i>blindness/deafness</i>	<i>enlarge/reduce</i>
2	<i>confusion</i>	<i>fear</i>	<i>blight</i>	<i>fly</i>

