



MASHIRO'S MANUAL OF MONSTROUS MAGIC

HOME BREW

Discover the Magic of Monsters

MASHIRO'S MANUAL OF MONSTROUS MAGIC
by [/u/acyana](#)

PREFACE

THERE EXISTS MANY AMAZING AND FASCINATING CREATURES ACROSS the many lands and various planes, each and every one of them bringing forth abilities and talents that practitioners of the magic arts could utilize.

I have traveled these many lands; from the untamed forests of the Feywild, to the fiery depths of Avernus; studying, cataloguing, and experimenting with the magic of the creatures around me. I have compiled these findings into the tome you hold in your hands. It is with great pride that I present to you, dearest reader, my life's work: *Mashiro's Manual of Monstrous Magic*. I hope that these pages bring you great prosperity in your future endeavors.

— Mashiro the Book Wyrm,
Mashiro's Manual of Monstrous Magic

OVERVIEW

Mashiro's Manual of Monstrous Magic is supplement containing spells and magic items inspired by or based on the creatures within the *Monster Manual*. Inside, you will find 53 new spells, 16 new additional options for existing spells, and 9 new magic items.

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OTHER FORMATS

This manual can be found in [GMBinder](#), [PDF](#), and [imgur](#) format. Discussion and feedback about the manual can be found on [Reddit](#).

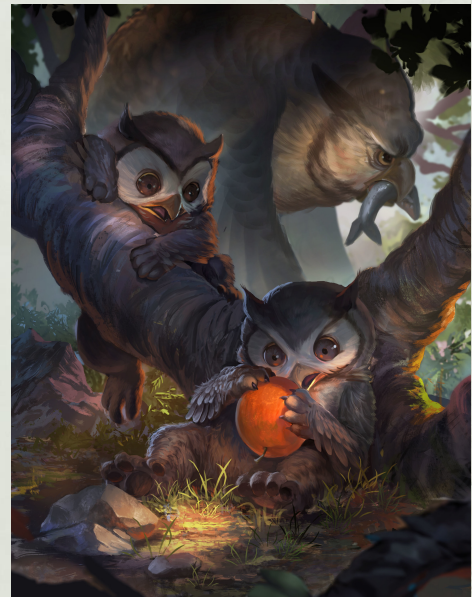
The contents of this manual can also be integrated with [Avrae](#), by subscribing to the following [tome](#) and [pack](#).

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ON THE COVER

Two owlbear cubs play with their food, watched over by an unamused mother.

First Release: June 2019

SPELL LISTS

The following spell lists show which of the new spells are for a class. If a class has no new spells of a certain level, the level is omitted from its list.

ARTIFICER SPELLS

1ST LEVEL

Animate Claw

2ND LEVEL

Arcane Avoidance
Create Quicksilver

4TH LEVEL

Conjure Modrons

5TH LEVEL

Animate Armor

BARD SPELLS

CANTRIPS (0 LEVEL)

Heart Sight

1ST LEVEL

Chameleon

2ND LEVEL

Arcane Avoidance

3RD LEVEL

Luring Song

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Heart Sight
Rotting Gaze

1ST LEVEL

Animate Claw

2ND LEVEL

Blight Bloom
Create Quicksilver

3RD LEVEL

Life Link

4TH LEVEL

Create Specter
Divine Awareness

5TH LEVEL

Cast Shadow

6TH LEVEL

Create Golem

7TH LEVEL

Empyrean's Maul
Negative Energy Field

8TH LEVEL

Rejuvenation

DRUID SPELLS

CANTRIPS (0 LEVEL)

Heart Sight
Rotting Gaze

1ST LEVEL

Hallucination Spores
Keen Senses
Labyrinthine Recall
Snapping Maw

2ND LEVEL

Ankheg Spray
Bestial Charge
Blight Bloom
Create Poison
Hounds of War
Mantle of Dust
Mantle of Ice
Mantle of Magma
Mantle of Mud
Mantle of Smoke
Mantle of Steam
Myrmidon Blade Dance
Rust Metal
Vrock's Spores

3RD LEVEL

Deadly Leap
Echolocation
Luring Song
Shellter
Sling Spines
Stench Spray
Venom Whip

4TH LEVEL

Tremorsense
Water Jet

5TH LEVEL

Chilling Gaze

8TH LEVEL

Rejuvenation

9TH LEVEL

Reflective Carapace

PALADIN SPELLS

4TH LEVEL

Divine Awareness

RANGER SPELLS

1ST LEVEL

Chameleon
Hallucination Spores
Keen Senses
Labyrinthine Recall
Snapping Maw

2ND LEVEL

Bestial Charge
Blight Bloom
Create Poison
Hounds of War
Mantle of Dust
Mantle of Ice
Mantle of Magma
Mantle of Mud
Mantle of Smoke
Mantle of Steam
Rust Metal
Vrock's Spores

3RD LEVEL

Deadly Leap
Echolocation
Shellter
Sling Spines
Stench Spray
Venom Whip

4TH LEVEL

Tremorsense

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Heart Sight
Rotting Gaze

1ST LEVEL

Chameleon
Snapping Maw

2ND LEVEL

Ankheg Spray
Bestial Charge
Hounds of War
Mantle of Dust
Mantle of Ice
Mantle of Magma
Mantle of Mud
Mantle of Smoke
Mantle of Steam
Myrmidon Blade Dance
Rust Metal
Vrock's Spores

3RD LEVEL

Luring Song
Shellter
Sling Spines
Stench Spray
Venom Whip

4TH LEVEL

Devour Intellect
Water Jet

5TH LEVEL

Chilling Gaze
Devil's Chains
Lesser Eye Rays
Paralyzing Tentacle

6TH LEVEL

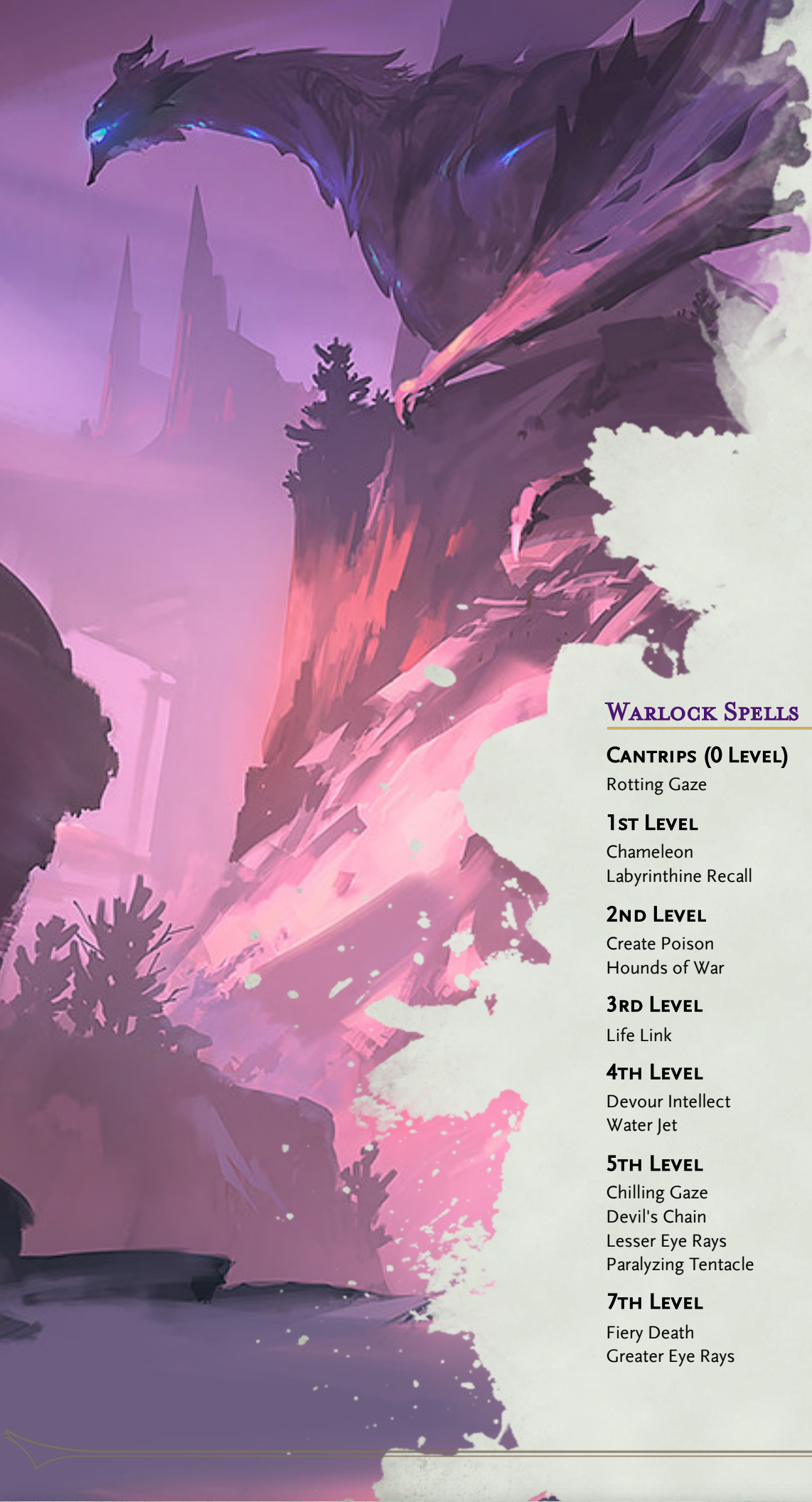
Mind Blast

7TH LEVEL

Fiery Death
Greater Eye Rays

9TH LEVEL

Reflective Carapace



WIZARD SPELLS

1ST LEVEL

Animate Claw
Chameleon
Labyrinthine Recall

2ND LEVEL

Ankheg Spray
Arcane Avoidance
Create Poison
Create Quicksilver
Mantle of Dust
Mantle of Ice
Mantle of Magma
Mantle of Mud
Mantle of Smoke
Mantle of Steam
Myrmidon Blade Dance
Rust Metal
Vrock's Spores

3RD LEVEL

Sling Spines
Stench Spray

4TH LEVEL

Conjure Modrons
Create Specter
Devour Intellect
Water Jet

5TH LEVEL

Animate Armor
Cast Shadow
Chilling Gaze
Devil's Chain
Force Hydra
Lesser Eye Rays
Paralyzing Tentacle

6TH LEVEL

Create Golem
Mind Blast

7TH LEVEL

Fiery Death
Greater Eye Rays
Negative Energy Field

9TH LEVEL

Reflective Carapace

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Rotting Gaze

1ST LEVEL

Chameleon
Labyrinthine Recall

2ND LEVEL

Create Poison
Hounds of War

3RD LEVEL

Life Link

4TH LEVEL

Devour Intellect
Water Jet

5TH LEVEL

Chilling Gaze
Devil's Chain
Lesser Eye Rays
Paralyzing Tentacle

7TH LEVEL

Fiery Death
Greater Eye Rays

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ANIMATE ARMOR

5th-level transmutation (Artificer, Wizard)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (a nonmagical suit of plate armor worth at least 1,500 gp)

Duration: 24 hours

You imbue a nonmagical suit of plate armor with magic, turning it into an animated armor for the spell's duration (the DM has the creature's game statistics). It is under your control, and it understands and obeys your spoken commands. Once the spell ends, or if the animated armor is reduced to 0 hit points, it reverts back to a nonmagical suit of plate armor.

If you cast this spell on the same suit of armor every day for 10 days, the suit of armor remains an animated armor under your control until this magical effect is dispelled or it is reduced to 0 hit points.

ANIMATE CLAW

1st-level necromancy (Artificer, Cleric, Wizard)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (a silver ring worth at least 25 gp)

Duration: Instantaneous

Choose a severed hand within range. The hand must be from a murderer, and must have been severed no more than 24 hours ago. The target is animated into a crawling claw (the DM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command the claw if it is within 60 feet of you. You decide what action the claw 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 claw only defends itself against hostile creatures. Once given an order, the claw continues to follow it until its task is complete.

The claw is under your control until you cast this spell again, after which it stops obeying any command you've given it.

ANKHEG SPRAY

2nd-level evocation (Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S, M (a piece of an ankheg's carapace)

Duration: Instantaneous

You fire a line of acid 30 feet long and 5 feet wide from your palm in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 3d8 acid damage on a failed save, or half as much damage on a successful one.

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

ARCANE AVOIDANCE

2nd-level abjuration (Artificer, Bard, Wizard)

Casting Time: 1 reaction, which you take when you are forced to make a saving throw against a spell or magical effect

Range: Self

Components: S

Duration: Instantaneous

You twist the incoming magical energy around you, shunting yourself out of its path. You gain advantage on the triggering saving throw. Additionally, if the effect allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, or half damage if you fail.

BESTIAL CHARGE

2nd-level conjuration (Druid, Ranger, Sorcerer)

Casting Time: 1 action

Range: 5 feet

Components: S, M (a horn or antler)

Duration: Instantaneous

You conjure horns or antlers and rush at a target within range. Make a melee spell attack against the target. On a hit, the target takes 3d12 bludgeoning damage. If you move at least 20 feet straight at the target before casting this spell, you can choose one of the following effects to inflict upon it on a hit:

- The target must succeed on a Strength saving throw or be pushed 10 feet away from you.
- The target must succeed on a Strength saving throw or be knocked prone.
- The target takes an additional 1d12 bludgeoning damage.

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

BLIGHT BLOOM

2nd-level transmutation (Cleric, Druid, Ranger)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a splinter of yew wood)

Duration: Concentration, up to 1 minute

You touch a living creature and implant it with a blister of burgeoning life. If you target a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell. On a failed save, the creature is poisoned for the spell's duration. If the creature dies while under the effect of this spell, the blister bursts, spilling forth a twig blight.

The twig blight is friendly to you and your companions. Roll initiative for the blight, which has its own turn. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise take no actions.

The blight is under your control for 24 hours or until you cast this spell again, after which it stops obeying any command you've given it.

The DM has the creature's statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you can choose to create more blights, or stronger blights: two twig blights or one needle blight with a 4th-level slot, four twig blights, two needle blights, or one vine blight with a 6th-level slot, or eight twig blights, four needle blights, or two vine blights with a 8th-level slot.

CAST SHADOW

5th-level necromancy (Cleric, Wizard)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a lamp or torch, and one 10 gp glass orb for each corpse)

Duration: Instantaneous

You can cast this spell only while standing in bright light. Choose a corpse of a Medium or Small humanoid that had a non-evil alignment in life within range. Your spell extracts a dark figure from the corpse, raising it as a shadow (the DM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same 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 have given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends. This use of the spell reasserts your control over up to three creatures you have animated with this spell, rather than animating new ones.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you animate or reassert control over two additional shadows for each slot level above 5th. Each of the creatures must come from a different corpse.

CHAMELEON

1st-level illusion (Bard, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You make yourself look like an inconspicuous object, such as a barrel, crate, or statue. The object's size must be the same as yours. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add as a crate that is wider than you are, objects pass through crate, and anyone who touches it would feel nothing.

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

The spell ends if you attack or cast a spell.



CHILLING GAZE

5th-level enchantment (Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. If the target can see you, it must make a Wisdom saving throw. On a failed save, the target takes 6d6 cold damage and is paralyzed until the end of your next turn unless it is immune to cold damage. The paralysis ends early if you deal damage to the creature or if the spell ends. On a successful save, it takes half as much damage and isn't paralyzed. When the paralysis ends, the target is frightened of you for the duration.

At the end of each of its turns, the frightened target can make another Wisdom saving throw, with disadvantage if it can see you. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

CONJURE MODRONS

4th-level conjuration (Artificer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon modrons from the plane of Mechanus that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One pentadron
- One quadron and one monodron
- One tridron and two monodrons
- One duodron and three monodrons
- Five monodrons

Each creature disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. The summoned creatures take their turn as a group on initiative 10 (losing initiative ties). They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: choose two options with 5th- or 6th-level slot, three options with a 7th- or 8th-level slot, and four options with a 9th-level slot.

CREATE GOLEM

6th-level transmutation (Cleric, Wizard)

Casting Time: 8 hours

Range: 10 feet

Components: V, S, M (a gemstone worth at least 500 gp)

Duration: 8 hours

You slowly weave raw materials into the form of a golem servant. The raw materials are worth 50,000 gp and must include at least 500 lbs of flesh. The raw materials form into a flesh golem (the DM has the creature's game statistics). It is under your control, and understands and obeys your spoken commands. Once the spell ends, or if the golem is reduced to 0 hit points, it reverts back to the raw materials. The golem also reverts back to raw materials if you create another golem using this spell.

If you cast this spell on the same materials 120 times, the golem remains animated until this magic is dispelled.

At Higher Levels. When you cast this spell using a 7th-level spell slot, you can create a clay golem instead using raw materials worth 65,000 gp that include at least 1,000 lbs of clay; if you cast this spell at 7th level on the same raw materials 60 times, the golem remains animated until this magic is dispelled.

When you cast this spell using a 8th-level spell slot, you can create a stone golem instead using raw materials worth 80,000 gp that include at least 1,500 lbs of stone; if you cast this spell at 8th level on the same raw materials 180 times, the golem remains animated until this magic is dispelled.

When you cast this spell using a 9th-level spell slot, you can create an iron golem instead using raw materials worth 100,000 gp that include at least 2,000 lbs of iron; if you cast this spell at 9th level on the same raw materials 240 times, the golem remains animated until this magic is dispelled.



CREATE POISON

2nd-level conjuration (Druid, Ranger, Warlock, Wizard)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a sprig of hemlock)

Duration: 10 days

You conjure a dangerous poison, which retains its potency for the spell's duration.

Certain poisons must be ingested or inhaled to trigger their effects. Creatures that inhale or ingest such poisons suffer the poison's effects. This spell produces one dose of such poisons. Other poisons must be inflicted through contact or injury. You can apply such poisons to coat one slashing or piercing weapon or one piece of ammunition. Applying the poison takes an action. Once applied, the poison retains potency for 1 minute before drying. A creature hit by the poisoned weapon or ammunition suffers the poison's effects. Once you hit a creature with a poisoned weapon, the weapon ceases to be poisoned.

The effect, duration, and method of application of this poison are determined by the nature of the poison created. When you cast the spell, choose one of the following options:

- You create a simple poison, which can be applied by any means. The target must make a Constitution saving throw. It takes 3d6 poison damage on a failed save, and half as much damage on a successful one.
- You replicate the poison of a creature of CR 1 or lower. It uses your spell save DC if it requires a saving throw. To create this poison, you must provide either a sample of the poison or the remains of the creature whose poison you are replicating, which the spell consumes. If this poison was delivered as part of the creature's attack, it must be applied by injury. Otherwise, it must be applied by being inhaled or ingested.
- You replicate a purchasable poison worth 200 gp or less (such as Assassin's Blood or Drow Poison). It uses your spell save DC if it requires a saving throw. To create such a poison, you must provide supplies worth the same amount as the poison you are replicating, which the spell consumes. You must have a sample of this poison when you cast the spell, or have created this poison using this spell in the past. (The descriptions of these poisons can be found in the *Dungeon Master's Guide*).

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage of the simple poison increases by 1d6, the maximum CR of the creature whose poison you can replicate increases by 1, and the maximum cost of the purchasable poison you can replicate increases by 100 gp for each slot level above 2nd.

CREATE QUICKSILVER

2nd-level transmutation. (Artificer, Cleric, Wizard)

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (50 sp, which the spell consumes)

Duration: Concentration, up to 1 hour

You congeal silver coins into an oozing mass of liquid metal, which takes on the form of a gray ooze in an unoccupied space you can see within range (The DM has the creature's statistics.)

The ooze is friendly to you and your companions. Roll initiative for the ooze, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defend themselves from hostile creatures, but otherwise take no actions. If the ooze is reduced to 0 hit points while it is under your control, it reverts back to a pile of silver coins.

If your concentration is broken, the ooze doesn't disappear. Instead, you lose control of the ooze, it becomes hostile toward you and your companions, and it might attack.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the ooze gains an additional 8 (1d8+3) hit points and gains a +1 bonus to its AC, attack rolls, and damage rolls for each slot level above 2nd.

CREATE SPECTER

4th-level necromancy (Cleric, Wizard)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a black veil)

Duration: Instantaneous

You steal the soul of a humanoid recently departed. Choose a corpse of a Medium or Small humanoid that has been dead for no longer than 10 days within range. The target must have died violently. Your spell steals the target's soul, raising it as a specter (the DM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same 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 have given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends. This use of the spell reasserts your control over up to three creatures you have animated with this spell, rather than animating new ones.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you animate or reassert control over two additional specters for each slot level above 4th. Each of the creatures must come from a different corpse.

DEVIL'S CHAINS

5th-level conjuration (Sorcerer, Warlock, Wizard)

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You summon four animated barbed chains in unoccupied spaces within range. Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. Each chain disappears when it is reduced to 0 hit points or when the spell ends.

As an action, you can cause each chain created by this spell to lash out at a creature within 5 feet of it. Make a melee spell attack for each chain. On a hit, the target takes 2d6 slashing damage and is grappled (escape DC equal to your spell save DC). Until the grapple ends, the target is restrained and takes 2d6 piercing damage at the start of each of its turns. Each chain can only grapple one creature at a time, and can't attack another creature while it is grappling one.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, you create one additional chain for each slot level above 5th.

DEVOUR INTELLECT

4th-level enchantment (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

Choose a creature you can see within range. The target must make an Intelligence saving throw. On a failed save, it takes 2d10 psychic damage. On a successful save, it takes half as much damage. Also on a failed save, roll 3d6: If the total equals or exceeds the target's Intelligence score, the target is stunned for 1 minute. At the end of each of its turns, the target can make another Intelligence saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 and the number of d6's rolled increases by 1d6 for each slot level above 4th.

DEADLY LEAP

3rd-level transmutation (Druid, Ranger)

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You leap into the air and come crashing down on a unoccupied space you can see within range. This movement doesn't provoke opportunity attacks. Each creature within 10 feet of you when you land, other than you, must make a Strength saving throw. On a failed save, a target takes 6d6 bludgeoning damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone.

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

DIVINE AWARENESS

4th-level divination (Cleric, Paladin)

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 hour

Until the spell ends, when you make a Wisdom (Insight) check to determine a deliberate lie, you can replace the number you roll with a 15.

ECHOLOCATION

3rd-level transmutation (Druid, Ranger)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a willing creature to grant it echolocation. Until the spell ends, that creature can use its bonus action to gain blindsight out to a range of 120 feet until the end of its turn. It cannot use its blindsight while deafened.





EMPYREAN'S MAUL

7th-level conjuration (Cleric)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a reliquary containing a sacred object worth at least 1,000 gp)

Duration: Concentration, up to 1 minute

You conjure the divine maul of an empyrean in your hand, which lasts until the spell ends. It counts as a martial melee weapon with which you are proficient. It deals 6d6 bludgeoning damage on a hit and has the heavy and two-handed properties. Once per turn when you hit a creature with this maul, you can force it to make a Constitution saving throw, becoming stunned until the end of your next turn on a failed save.

If you drop the weapon, it dissipates immediately. Thereafter, while the spell persists, you can use a bonus action to cause the maul to reappear in your hand.

FIERY DEATH

7th-level evocation (Sorcerer, Warlock, Wizard)

Casting Time: 1 reaction, which you take when you are reduced to 0 hit points or are killed

Range: Self (30-foot radius)

Components: V, S

Duration: Instantaneous

You release the death throes of a balor, which blossoms with a low roar into an explosion of flame. Each creature within 30 feet of you, other than you, must make a Dexterity saving throw. A target takes 16d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 2d6 for each slot level above 7th.

FORCE HYDRA

5th-level evocation (Wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You create five ethereal hydra heads of shimmering, translucent force, which dance around you and occupy a Huge space that stays centered on you. These heads don't fill their space.

Each head is an object with AC 17, 25 hit points, and immunity to poison and psychic damage. If a head is targeted by a *disintegrate* spell, it dies. As an action, you can cause the hydra to grow an additional head. The spell ends if all of the heads die.

As an action, you can cause each head created by this spell to attack a creature within 20 feet of you. Make a melee spell attack for each head. On a hit, the target takes force damage equal to 1d10 + your spellcasting ability modifier.

Additionally, you have a number of extra reactions equal to the number of living heads your hydra has. You can only use these reactions to make a single attack with a head when a hostile creature's movement provokes an opportunity attack from you.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, you create one additional head for each slot level above 5th.

GREATER EYE RAYS

7th-level evocation (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 120 feet

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

Duration: Instantaneous

Three rays of light flash from your eyes and shoot at targets within range. You can direct the rays at the same target or at different ones. For each ray, roll 1d10 to determine its effect. If you roll the same result more than once, reroll until you have no duplicate results.

EYE RAY EFFECTS

d10 Effect

- 1 **Charm Ray.** The target must succeed on a Wisdom saving throw or be charmed by you for 1 hour, or until you or your companions do anything harmful to it.
- 2 **Paralyzing Ray.** The target must succeed on a Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 3 **Fear Ray.** The target must succeed on a Wisdom saving throw or be frightened of you for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the you are visible to the target, ending the effect on itself on a success.
- 4 **Slowing Ray.** The target must succeed a Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 5 **Enervation Ray.** The target must make a Constitution saving throw, taking 8d8 necrotic damage on a failed save, or half as much damage on a successful one.
- 6 **Telekinetic Ray.** The target must succeed on a Strength saving throw. On a failed save, you can move it up to 30 feet in any direction (no action required) and it is restrained by the ray's telekinetic grip until the start of your next turn or until you are incapacitated.
- 7 **Sleep Ray.** The target must succeed on a Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.
- 8 **Petrification Ray.** The target must make a Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.



d10 Effect

- 9 **Disintegration Ray.** The target must make a Dexterity saving throw or take 10d8 force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.
- 10 **Death Ray.** The target must succeed on a Dexterity saving throw or take 10d10 necrotic damage. The target dies if the ray reduces it to 0 hit points.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you create one additional ray for each slot level above 7th.

HALLUCINATION SPORES

1st-level evocation (Druid, Ranger)

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a mushroom)

Duration: 1 minute

You eject spores at one creature you can see within range. The target must succeed on a Constitution saving throw or be poisoned for the duration. While poisoned in this way, the target is incapacitated and experiences hallucinations. Creatures that don't need to breathe automatically succeed on this saving throw.

At the end of each of its turns, each time it takes damage, and when someone uses an action to shake or slap it, the target can make another Constitution saving throw, ending the spell on a success. The target has advantage on the saving throw if it's triggered by damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the target is stunned while it is poisoned by this spell.

HEART SIGHT

Divination cantrip (Bard, Cleric, Druid, Sorcerer)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

You touch one creature and attempt to peer into its heart. The target must make a Charisma saving throw. Celestials, fiends, and undead have disadvantage on the saving throw. On a failed save, you learn the target's emotional state and alignment, and you have advantage on all Wisdom (Insight) checks directed at the target for the duration. On a success, the target is immune to this spell for the next hour.

The spell's duration increases when you reach higher levels, to 10 minutes at 5th level, 1 hour at 11th level, and 8 hours at 17th level.

HOUNDS OF WAR

2nd-level conjuration (Druid, Ranger, Sorcerer, Warlock)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon two fiend or fey spirits, which take on the form of a wolf and a blink dog and appear in unoccupied spaces that you can see within range.

Each creature disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, the form of the hounds changes: a dire wolf and a death dog with a 4th-level slot and a winter wolf and a hell hound with a 6th-level slot.

KEEN SENSES

1st-level transmutation (Druid, Ranger)

Casting Time: 1 action

Range: Touch

Components: S

Duration: 1 hour

You reach out and touch a target within range, modifying its eyes, ears, or nose into that of a beast. Choose one of the following senses: hearing, smell, or sight. Until the spell ends, the target has advantage on Wisdom (Perception) checks that rely on that sense.

At Higher Levels. When you cast this spell using a 2nd-level spell slot, you can choose two senses instead of just one. When you cast this spell using a slot of 3rd level or higher, you can choose all three senses.

LABYRINTHINE RECALL

1st-level divination (Druid, Ranger, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (a spool of thread or a ball of yarn)

Duration: Concentration, up to 1 hour

For the duration of the spell, you can perfectly recall any path that you have traveled since the spell began. Additionally, you automatically succeed on the Intelligence check made to escape a *maze* spell if you were concentrating on this spell before the *maze* spell was cast on you.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.



LESSER EYE RAYS

5th-level evocation (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 90 feet

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

Duration: Instantaneous

Two rays of light flash from your eyes and shoot at targets within range. You can direct the rays at the same target or at different ones. For each ray, roll 1d4 to determine its effect. If you roll the same result more than once, reroll until you have no duplicate results.

EYE RAY EFFECTS

d4 Effect

Confusion Ray. The target must make a Wisdom saving throw. On a failed save, it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

1

Paralyzing Ray. The target must succeed on a Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

2

Fear Ray. The target must succeed on a Wisdom saving throw or be frightened of you for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the you are visible to the target, ending the effect on itself on a success.

3

Wounding Ray. The target must make a Constitution saving throw, taking 3d10 necrotic damage on a failed save, or half as much damage on a successful one.

4

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you create one additional ray for each slot level above 5th, to a maximum of 4 rays using a 7th-level spell slot.

LIFE LINK

3rd-level necromancy (Cleric, Warlock)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a rusted iron ring worth at least 10 gp)

Duration: Concentration, up to 1 hour

You reach out and snatch a creature you can see within range. Make a melee spell attack against the target. On a hit, the target is grappled by you (escape DC equal to your spell save DC). While you are grappling the target, you have resistance to all damage, and each time you take damage the target takes the same amount of damage.

The spell ends if the grapple ends or if the target dies.

LURING SONG

3rd-level enchantment (Bard, Druid, Sorcerer)

Casting Time: 1 action

Range: 300 feet

Components: V

Duration: Concentration, up to 1 minute

You sing a magical melody, attracting creatures to you. Each humanoid or giant within the spell's range that can hear you must succeed on a Wisdom saving throw or be charmed by you for the duration. On your subsequent turns, you must use a bonus action to continue singing, otherwise the spell ends.

While charmed by you, a target is incapacitated. While it is more than 5 feet away from you, it must move on its turn toward you by the most direct route. It doesn't avoid opportunity attacks, but avoids moving into damaging terrain, such as lava or a pit.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw.



MANTLE OF DUST

2nd-level evocation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You touch a creature and surround it with elemental energy from the planes of earth and air. If you target an unwilling creature, it must succeed on a Dexterity saving throw to avoid the spell. The next time the creature takes damage, the energy explodes outwards, filling a 5-foot-radius sphere with blinding dust. Each creature within the sphere must succeed on a Constitution saving throw or be blinded for the duration. A blinded creature can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

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

MANTLE OF ICE

2nd-level evocation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You touch a creature and surround it with elemental energy from the planes of air and water. If you target an unwilling creature, it must succeed on a Dexterity saving throw to avoid the spell. The next time the creature takes damage, the energy explodes outwards, filling a 5-foot-radius sphere with ice. Each creature within the sphere must make a Dexterity saving throw. A target takes 2d6 cold damage and is restrained for the duration on a failed save, or half as much damage and is not restrained on a successful one. A restrained creature can use its action to repeat the saving throw, freeing itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, both the radius of the sphere increases by 5 feet and the damage increase by 1d6 for each slot level above 2nd.

MANTLE OF MAGMA

2nd-level evocation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You touch a creature and surround it with elemental energy from the planes of earth and fire. If you target an unwilling creature, it must succeed on a Dexterity saving throw to avoid the spell. The next time the creature takes damage, the energy explodes outwards, covering the ground in a 5-foot circle centered on the target with magma. The area is difficult terrain, which lasts for the duration or until it is doused by at least 10 gallons of water per 5-foot square. When a creature starts its turn within the area, it takes 1d8 fire damage. Additionally, when a creature moves into or within the area, it takes 2d4 fire damage for every 5 feet it travels.

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

MANTLE OF MUD

2nd-level evocation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

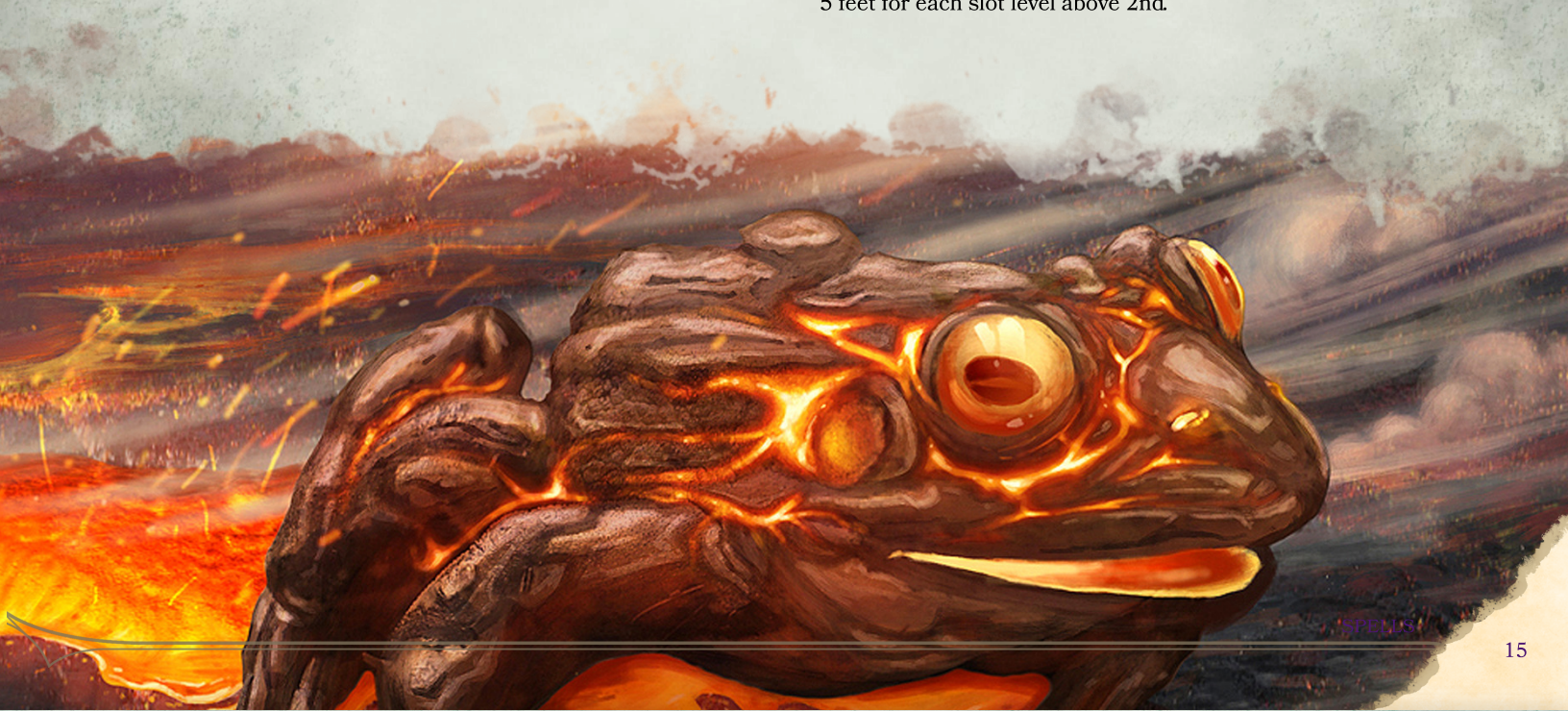
Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You touch a creature and surround it with elemental energy from the planes of earth and water. If you target an unwilling creature, it must succeed on a Dexterity saving throw to avoid the spell. The next time the creature takes damage, the energy explodes outwards, covering the ground in a 5-foot circle centered on the target with mud. The area is difficult terrain, which lasts for the duration or until it is exposed to the heat of a strong flame. When a creature enters the area for the first time on a turn or starts its turn there, it must succeed on a Strength saving throw or have its movement speed reduced to 0 feet until the start of its next turn.

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



MANTLE OF SMOKE

2nd-level evocation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You touch a creature and surround it with elemental energy from the planes of air and fire. If you target an unwilling creature, it must succeed on a Dexterity saving throw to avoid the spell. The next time the creature takes damage, the energy explodes outwards, filling a 5-foot radius sphere centered on the target with thick smoke. The sphere is heavily obscured, and lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When a creature starts its turn within the smoke, it must succeed on a Constitution saving throw or be poisoned until the start of its next turn.

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

MANTLE OF STEAM

2nd-level evocation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You touch a creature and surround it with elemental energy from the planes of water and fire. If you target an unwilling creature, it must succeed on a Dexterity saving throw to avoid the spell. The next time the creature takes damage, the energy explodes outwards, filling a 5-foot-radius sphere centered on the target with scalding steam. The sphere is heavily obscured, and lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When a creature enters the area for the first time on a turn or starts its turn there, it takes 1d10 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, both the radius of the sphere increases by 5 feet and the damage increase by 1d10 for each slot level above 2nd.

MIND BLAST

6th-level enchantment (Sorcerer, Wizard)

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a preserved brain)

Duration: Instantaneous

You release a blast of psychic energy. Each creature in a 30-foot cone must make an Intelligence saving throw. On a failed save, a creature takes 4d8 psychic damage and is stunned for 1 minute. On a successful save, it takes half as much damage and is not stunned. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

MYRMIDON BLADE DANCE

2nd-level evocation (Druid, Sorcerer, Wizard)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a nonmagical weapon)

Duration: Concentration, up to 1 minute

You bind an elemental spirit to a nonmagical melee weapon that you are holding, allowing it to guide your hand in an elemental dance. When you cast the spell, choose cold, fire, lightning, or thunder for the type of damage to infuse your weapon with. Until the spell ends, you can use an action on your turn to make one melee attack with the weapon against a creature within your weapon's reach. On a hit, the target suffers the attack's normal effects, and the attack deals an extra 1d8 damage of the chosen type to the target.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the number of attacks you make increases to two. When you cast it using a 5th- or 6th-level spell slot, the number of attacks you make increases to three. When you cast it using a spell slot of 7th level or higher, the number of attacks you make increases to four. You can direct the attacks at the same target or at different ones.



NEGATIVE ENERGY FIELD

7th-level necromancy (Cleric, Wizard)

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a pinch of powdered bone)

Duration: Concentration, up to 1 hour

A 10-foot-radius invisible sphere of negative energy surrounds you. Creatures within the area can't regain hit points. A humanoid that dies within the spell's area rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability.

PARALYZING TENTACLE

5th-level transmutation (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (a preserved brain)

Duration: Concentration, up to 1 minute

You transform one of your limbs into a tentacle, which you wield like a whip. This transformation lasts until the spell ends. It deals 1d8 piercing damage on a hit and has the finesse, light, and reach properties. In addition, when you hit a creature with this whip, it becomes grappled (escape DC equal to your spell save DC). If the target is Medium or smaller, it is also restrained until the grapple ends. While you are grappling a creature with this whip, you can't use it to make attacks at other creatures.

As an action, you can inject poison into a grappled creature. The target must succeed on a Constitution saving throw or be poisoned for 1 minute. The target is paralyzed while poisoned in this way, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

At Higher Levels. When you cast this spell using a 6th- or 7th-level spell slot, the damage increases to 2d8. When you cast it using a spell slot of 8th level or higher, the damage increases to 3d8.

REFLECTIVE CARAPACE

9th-level abjuration (Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (a powdered tarrasque tooth worth at least 500 gp, which the spell consumes)

Duration: 8 hours

You coat yourself with the protective carapace of a tarrasque, which deflects most forms of magic. For the duration, any time you are targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, you are unaffected. On a 6, you are unaffected, and the effect is reflected back at the caster as though it originated from you, turning the caster into the target.

REJUVENATION

8th-level necromancy (Cleric, Druid)

Casting Time: 24 hour

Range: Touch

Components: V, S, M (herbs, oils, and incense worth at least 1,000 gp, which the spell consumes)

Duration: Until dispelled

You touch a point and designate an area around it as the site of your rebirth, should you meet an untimely end. The area can have a radius up to 10 feet, and must be within an area under the effect of a *druid grove*^{XGE} or *hallow* spell when you cast the spell.

If the spell is still in effect when you are killed, your body crumbles to dust. After 1d10 days, you are revived to life within the designated area, and the spell ends. Coming back from the dead is an ordeal. You take a -4 penalty to all attack rolls, saving throws, and ability checks. Every time you finish a long rest, the penalty is reduced by 1 until it disappears. This spell has no effect if you die from old age.

If the spell is dispelled after you die but before you are revived to life, your soul is lost into the void, and you can only be brought back to life by a *true resurrection* spell. This spell can't be dispelled while it is in an area under the effects of a *druid grove*^{XGE} or *hallow* spell.

ROTTING GAZE

Necromancy cantrip (Cleric, Druid, Sorcerer, Warlock)

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You shoot a beam of necrotic energy from your eyes at a creature you can see within range. The target must succeed on a Constitution saving throw or take 1d10 necrotic damage. If the target is a plant or is suffering from a disease, it instead takes 1d12 necrotic damage.

The spell's damage increases by one die when you reach 5th level (2d10 or 2d12), 11th level (3d10 or 3d12), and 17th level (4d10 or 4d12).





RUST METAL

2nd-level evocation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a nonmagical ferrous metal object you can see within range. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a Dexterity saving throw to avoid the spell.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a metal weapon, it takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell can destroy an additional contiguous 1-foot cube of material, and the penalty applied to metal armor, shields, and weapons increases by 1 for every two slot levels above 2nd.

SHELLTER

3rd-level conjuration (Druid, Ranger, Sorcerer)

Casting Time: 1 action

Range: Self

Components: S, M (a shell from a turtle, snail, or clam)

Duration: Concentration, up to 1 minute

You conjure a spectral shell around yourself, protecting you from harm. While inside the shell, you have full cover from effects that originate outside the shell. Nothing—not air, physical objects, energy, or other spell effects—can pass through the shell, in or out. The shell contains enough air for you to breathe comfortably for the duration.

The shell is an object with an AC of 17, 60 hit points, and immunity to poison and psychic damage. It lasts until the spell ends, or until it is reduced to 0 hit points.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the shell's hit points increase by 20 for each slot level above 3rd.

SLING SPINES

3rd-level transmutation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You transform your body, sprouting six spines, which last until the spell ends. As an action, you can fire up to two spines at a target within 60 feet of you. Make a ranged spell attack for each spine. On a hit, a creature takes piercing damage equal to 2d6 plus your spellcasting modifier. Once you use a spine to make an attack, it is lost. The spell ends if once there are no spines remaining.

Additionally, until the spell ends, you can deal 1d6 piercing damage to any creature grappling you at the start of each of your turns.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you grow two additional spines for each slot level above 3rd.

SNAPPING MAW

1st-level transmutation (Druid, Ranger, Sorcerer)

Casting Time: 1 action

Range: 10 feet

Components: S, M (a tooth from a predator)

Duration: Instantaneous

You transform your arm into the jaws of a beast. Make a melee spell attack against a creature within range. On a hit, the target takes 3d6 piercing damage, and must succeed on a Strength saving throw or be knocked prone.

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

STENCH SPRAY

3rd-level evocation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: Self (15-foot cone)

Components: S

Duration: Concentration, up to 8 hours

You spray a jet of foul-smelling liquid. Each creature in a 15-foot cone must make a Dexterity saving throw or be coated in the foul-smelling substance. Until the spell ends, a coated creature exudes a horrible stench. Each creature that starts its turn within 5 feet of a coated creature must make a Constitution saving throw or be poisoned until the start of its next turn. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.

TREMORSENSE

4th-level transmutation (Druid, Ranger)

Casting Time: 1 action

Range: Touch

Components: S, M (a smooth stone)

Duration: 1 hour

You touch a willing creature to grant it the ability to sense vibrations. For the duration, that creature has tremorsense out to a range of 30 feet.

VENOM WHIP

3rd-level conjuration (Druid, Ranger, Sorcerer)

Casting Time: 1 bonus action

Range: Self

Components: S, M (the shed skin of a snake)

Duration: Concentration, up to 1 minute

You create a coiled serpent in your hand, which you wield like a whip. This serpent lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d4 poison damage on a hit and has the finesse, light, and reach properties. In addition, when you hit a creature with this whip, it must succeed on a Constitution saving throw or become poisoned for the spell's duration. At the end of each of its turns, a poisoned creature can make a Constitution saving throw, ending the effect on a success.

If you drop the serpent, you can use a bonus action to summon it back to your hand.

At Higher Levels. When you cast this spell using a 4th- or 5th-level spell slot, the damage increases to 3d4. When you cast it using a 6th- or 7th-level spell slot, the damage increases to 4d4. When you cast it using a spell slot of 8th level or higher, the damage increases to 5d4.

VROCK'S SPORES

2nd-level evocation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: Self (15-foot radius)

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

Duration: Instantaneous

You release a burst of toxic spores in a cloud around you. The spores spread around corners. Each creature within 15 feet of you, other than you, must succeed on a Constitution saving throw or become poisoned for 1 minute. While poisoned this way, a target takes 1d10 poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Emptying a vial of holy water on the target also ends the effect on it.

WATER JET

4th-level conjuration (Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

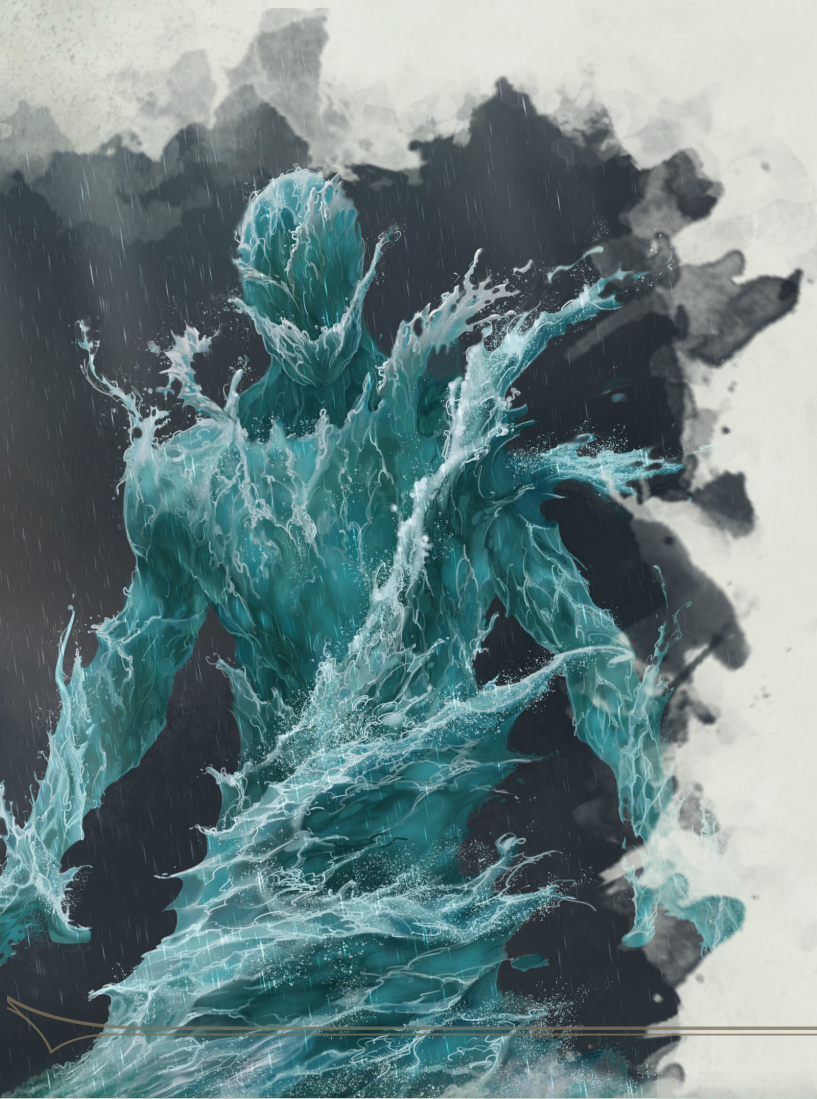
Range: Self (60-foot line)

Components: V, S, M (a sponge)

Duration: Instantaneous

You conjure a jet of water, which shoots out in a line 60 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw. On a failed save, a target takes 6d6 bludgeoning damage and, if it is Huge or smaller, is pushed up to 20 feet away from the you and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.



ADDITIONAL SPELL OPTIONS

The following spells have been provided additional options. They are presented in alphabetical order.

ALTER SELF

Some creatures have peculiar physiology, which can be mimicked using magic. When you cast *alter self*, you can also choose from the following options.

Adhesive: You secrete an adhesive goo from your skin, which adheres to anything that touches you. When you hit a creature with an unarmed strike, it becomes grappled by you. Ability checks made to escape this grapple have disadvantage.

Additional Arms: You grow an additional arm, which can be used as a normal arm. When you cast this spell using a spell slot of 4th level or higher, you can grow one additional arm for every two slot levels above 2nd.

Additional Head: When you cast this spell using a spell slot of 5th level or higher, you can choose to grow a second identical head. You have advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

BESTOW CURSE

Many creatures present unique curses that can be inflicted with magic. When you cast *bestow curse*, you can also choose from the following options.

Infernal Wound: While cursed, the target loses 1d10 hit points at the start of each of its turns. Additionally, when you hit the target with a melee weapon attack, you can increase the hit points lost at the start of each of its turns by 1d10. You can only do so once per turn. Any creature can take an action to stanch the wound with a successful Wisdom (Medicine) check against your spell save DC, ending the effect on a success. The wound also closes if the target receives magical healing.

Rapid Grave Rot: While cursed, the target can't regain hit points, and its hit point maximum decreases by 3d6 for every hour that elapses. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust.

Rakshasa's Nightmare: While cursed, the target's mind is filled with horrible images and dreams whenever it tries to rest, and the target gains no benefit from finishing a short or long rest.



CONTAGION

Many creatures present unique diseases that can be inflicted with magic. When you cast *contagion*, you can also choose from the following options.

Ocean's Breath: A thick mucus fills the creature's lungs, choking them. The creature can breathe only underwater.

Festering Wound: A burning pain sears one of the creature's wounds. The creature is poisoned. Every 24 hours that elapses, the target must make a Constitution saving throw against your spell save DC, reducing its hit point maximum by 1d10 on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Chaos Phage: A strange growth appears somewhere on the creature's body. The creature can't regain hit points, and its hit point maximum is reduced by 3d6 every 24 hours. If the disease reduces the target's hit points to 0, the target instantly transforms into a red slaad or, if it has the ability to cast spells of 3rd level or higher, a green slaad. Only a *wish* spell can reverse this transformation.

DREAM

The *dream* spell can be manipulated in order to twist the suffering of its target into effects that shape reality. When you cast *dream*, you can also choose from the following option.

Manifest Nightmare: You manifest a dark equine fiend from horrid dreams. This option can only be chosen if you have an evil alignment. When you cast the spell and choose this option, a nightmare appears in an unoccupied space within 30 feet of you. The nightmare acts on your initiative and obeys your commands. The nightmare disappears when it drops to 0 hit points or when the target wakes up.

The nightmare knows the location of the target while they are on the same plane of existence.



ENLARGE/REDUCE

Certain creatures bear their massive or diminutive size as a key characteristic. When you cast *enlarge/reduce*, you can also choose from the following options.

Extreme Reduce: When you cast this spell using a spell slot of 6th level or higher, you can choose to make the target grow by even smaller than usual. The target's size is reduced to one quarter of its original in all dimensions, and its weight is reduced to one-sixty-fourth of normal. This reduction decreases its size by two categories—from Medium to Tiny, for example—but cannot be reduced to smaller than Tiny. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1 damage.

Extreme Enlarge: When you cast this spell using a spell slot of 6th level or higher, you can choose to make the target grow by even larger than usual. The target's size quadruples in all dimensions, and its weight is multiplied by sixty four. This growth increases its size by two categories—from Medium to Huge, for example—but cannot be enlarged to larger than Gargantuan. If there isn't enough room for the target to grow to its full size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 2d6 extra damage.

Become Immense: When you cast this spell using a spell slot of 9th level, you can choose to make the target become absolutely immense. The target's size is multiplied by eight in all dimensions, and its weight is multiplied by five hundred and twelve. This growth increases its size by three categories—from Medium to Gargantuan, for example—but cannot be enlarged to larger than Gargantuan. If there isn't enough room for the target to grow to its full size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 3d8 extra damage.

FIND STEED

Some creatures can be called upon to serve as steeds by magic. When you cast *find steed*, you can also choose from the following option.

Avian Steed: You can summon an axe beak.

Reptilian Steed: You can summon a giant lizard.

Undead Steed: You can summon a warhorse skeleton. This option can only be chosen if you have an evil alignment.



MAGIC ITEMS

The magic items are presented in alphabetical order.

COVEN EYE

Wondrous item, very rare, (requires attunement by three spellcasters)

Up to three different creatures can attune to this item at the same time. Each creature must have at least one spell slot of 1st level or higher.

Each creature attuned to the eye can take an action to see what the eye sees if it is on the same plane of existence as the eye until the start of its next turn. While a creature is looking through the eye, it is blind with regard to its own senses.

The eye has AC 10, 1 hit point, and darkvision with a radius of 60 feet. If it is destroyed, each attuned creature takes 3d10 psychic damage and is blinded for 24 hours.

The eye has 7 charges. While all three creatures attuned to the eye are within 30 feet of each other, and the eye is on the same plane of existence as all three creatures, an attuned creature can expend 1 or more of the eye's charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *identify* (1 charge), *ray of sickness* (1 charge), *hold person* (2 charges), *locate object* (2 charges), *bestow curse* (3 charges), *counterspell* (3 charges), *lightning bolt* (3 charges), *phantasmal killer* (4 charges), *polymorph* (4 charges), *contact other plane* (5 charges), *scrying* (5 charges), *eyebite* (6 charges). The creature can increase the level of one of these spells by one for each additional charge expended. The creature must cast the spells as though it were in the eye's space, using the eye's senses, and can only target things that are visible to the eye.

The eye regains 1d6+1 expended charges daily at midnight. If you expend the last charge, roll a d20. On a 1, the eye bursts and is destroyed. A creature attuned to the eye can expend a spell slot as bonus action on its turn. The eye regains a number of expended charges equal to the level of the spell slot expended.

DARKMANTLE HIDE

Wondrous item, uncommon

This waist-length hooded cloak is made from the hide of a darkmantle, and provides its wearer a perfect camouflage against stone. While wearing the cloak with its hood up, you have advantage on Dexterity (Stealth) checks made to hide amid natural stone surfaces.

As an action, you can make the cloak produce a 15-foot-radius sphere of magical darkness, which moves with you and spreads around corners. This darkness lasts for 10 minutes. A creature with darkvision cannot see through this darkness, and nonmagical light cannot illuminate it. If any of the effects area overlaps with an area of light created by an area of 2nd level or lower, the spell that created that area is dispelled. Once you use this ability, you can't use it again until the next dawn.



MANUAL OF MONSTROUS MAGIC

Wondrous item, rare (requires attunement by a spellcaster)

This tome contains information and incantations relating to magic of many creatures. While attuned to the tome, you can perform a 1 hour ritual to form a contract with another creature. Choose a willing creature within 30 feet of you. The creature must remain within 30 feet of you and must not be under any magical effects during the duration of this ritual. At the end of the ritual, both you and the creature must sign your names in the tome.

Once you complete this contract, the creature grants you certain spells or magic items relating to its own abilities, as determined by the DM. A contract can grant you a number of spells up to the creature's proficiency bonus, and one magic item. For example, a mimic could grant you the *chameleon* and *alter self* (adhesive only) spells, and allow you to summon a bag of devouring or a mimic hide armor. A shield guardian could grant you the *regenerate*, *shield*, and *warding bond* spells, and allow you to summon an amulet of the shield guardian (uncommon).

Spells. You can cast spells granted by a contract by expending your own spell slots, using your spell save DC and spell attack bonus.

Magic Items. You use a bonus action to expend a spell slot to summon an item granted by a contract. The level of the spell slot required depends on the rarity of the item: a 2nd-level slot for an uncommon item, a 4th-level slot for a rare item, a 6th-level slot for a very rare item, and an 8th-level slot for a legendary item. You can choose for the item to appear donned or in your empty hand. If the item requires attunement, it counts as attuned, sharing an attunement slot with this tome. The item lasts for 1 hour, or until you dismiss it as a bonus action.

Summons. You can use an action to expend a spell slot to summon a creature bound by a contract. The level of the spell slot required is equal to 2 + the CR of the creature (creatures of CR 1/2 or lower require a 2nd-level spell slot). The creature appears in an unoccupied space within 30 feet of you, and disappears if it is reduced to less than half of its maximum hit points, or after 1 hour. If the summoned creature can cast spells, you must provide the spell slots for those spells.

You can form a number of contracts up to your proficiency bonus. If you attempt to form a contract beyond this, you must choose one of your existing contracts to end. All contracts also end if you become unattuned to the tome.

MIMIC HIDE ARMOR

Armor (leather or hide), rare (requires attunement)

This armor is crafted from the corpse of a freshly slain mimic, and allows its wearer to transform into objects like a mimic. While wearing this armor, you gain a +1 bonus to AC. You can also use a bonus action to transform into a Small or Medium sized object. Your gear melds into the new form, and you can't activate, use, wield, or otherwise benefit from any of your equipment while transformed.

While transformed this way, your speed is reduced to 10 feet, and you can use your action to make one unarmed strike, which deals bludgeoning damage equal to 1d8 + your Strength modifier. Otherwise, the only actions you can take are the Dash, Dodge, Disengage, or Hide actions.

You can end the transformation as an action. The transformation also ends if you take damage or are knocked unconscious.

POCKET BOULDER

Ammunition (sling bullet), uncommon

This magic pebble is marked with a rune, written in Giant. As an action, you can throw the pebble at a point within 60 feet of you, or launch it from a sling. As it flies through the air, the pebble transforms into a Large boulder, which comes crashing down at the point. Each creature within 5 feet of the point must make a DC 12 Dexterity saving throw. A target takes 4d10 bludgeoning damage on a failed save, or half as much damage on a successful one. Items within this area that are not worn or carried are crushed, taking twice as much damage from this effect.

Once a pebble has been used this way, it becomes a nonmagical boulder, weighing 100,000 lbs.

ROBE OF INCORPoreal FORM

Wondrous item, rare (requires attunement)

This gossamer robe is made of ethereal fabric, extracted from a ghost or specter. It has 3 charges, and regains 1d3 expended charges daily at dawn. While you wear it, you can use an action and expend 1 charge to become incorporeal until the end of your next turn. During this time, you have resistance to all damage except force, and can move through other creatures and objects as if they were difficult terrain. If this effect ends while you are inside an object, you are shunted to the nearest unoccupied space and take 1d10 force damage for every 5 feet you are shunted.

SATYR'S PANPIPES

Wondrous item, uncommon (requires attunement)

This musical instrument has 3 charges, and it regains 1d3 expended charges daily at dawn. While you are playing it, you can use an action to expend 1 or more charges from the instrument and to cast one of the following spells (save DC 13): *charm person* (1 charge), *sleep* (1 charge), *fear* (3 charges). You can increase the level of one of these spells by one for each additional charge you expend.

SHIELD OF THE ANDROSPHINX

Shield, legendary (requires attunement)

This round bronze shield bears the iconography of an androsphinx with an open maw.

The shield has 3 charges. While holding it, you can use an action to expend 1 of its charges to emit a magical roar. Each time you use this roar, it is louder and has a different effect.

The first time you use this roar, each creature within 500 feet of you that can hear the roar must succeed on a DC 18 Wisdom saving throw or be frightened of you for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The second time you use this roar, each creature within 500 feet of you that can hear the roar must succeed on a DC 18 Wisdom saving throw or be frightened of you and deafened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The third time you use this roar, each creature within 500 feet of you that can hear the roar must make a DC 18 Constitution saving throw. On a failed save, a creature takes 8d10 thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

The shield regains all expended charges daily at dawn, and the effect of the roar resets to that of the first roar.

If you are also attuned to the Sword of the Gynosphinx, this shield grants an additional +1 bonus to AC.

SWORD OF THE GYNOSPHERIX

Martial Weapon (shortsword or longsword), very rare (requires attunement)

This magical bronze sword bears the iconography of a gynosphinx, claws raised and ready to strike. While attuned to the sword, you no longer age.

The sword has 3 charges. While holding it, you can use a bonus action to expend 1 of its charges to twist the flow of time. Each creature within 500 feet of you must reroll initiative. You can choose not to reroll. The sword regains all expended charges daily at dawn.

If you are also attuned to the Shield of the Androsphinx, this sword has a +1 bonus to attack and damage rolls.

