As per Dungeons and Dragons 7 within appendicies regarding how Sorcerers work and that anyone with innate spellcasting abilities (via True Polymorphing into a monstrosity, Fey, Fiends, Celestials, Aberrations, or Elementals (but not the normal ones that don’t have innate spellcasting ability (you can tell directly via the description saying “can innately cast the following spells, only requiring the verbal component”)) can give levels in Warlock, and that those transformed by the ritual of the Myriad At War with the Weave can grant levels in Cleric (default) or Druid (requires ill-defined form generally bound to things doomed to pass away unless the Feywild is created).

The first 20 character levels exactly correspond to the levels you would gain by increasing from 0 (or however many experience points you were at when first granted a level if not a sorcerer) 300 (or 300 above what your experience was when first granted a level) to 900 to 2,700 to 6,500 to 14,000 to 23,000 to 34,000 to 48,000 to 64,000 to 85,000 to 100,000 to 120,000 to 140,000 to 165,000 to 195,000 to 225,000 to 265,000 to 305,000 to 355,000 (or, of course, that many experience points above the number you had when first granted a level if you are not a sorcerer). The experience points, as before, are directly correlated to achieving things as difficult as beating a shadow one-on-one on its own turf (a maze of underground tunnels a mile in overall lengths) as equalling 25 exp (regardless of how additionally competent you are in beating a shadow, for other opponents, consider how many normal humans it would take fighting without any fear with +1 magical adamantine longswords to defeat one relative to how many it would take to defeat a shadow (the stated experience points associated with monsters is a guide that is within 50% accuracy). The only classes for which the levelling system applies are Sorcerer, Cleric, Warlock and Druid with some weird “understandings” for the purpose of True Polymorph working properly (i.e. someone who spends 20 years (or more) worth of levels in the Schools of Magic can True Polymorph (by getting 9 levels in the School of Transmutation or having a friend who does the same) into a CR 9 or lower creature, but would need to be specifically granted power as a Warlock, Cleric or Druid, then proceed to get 64,000 experience points in order to True Polymorph into a CR 10 creature. Also, True Polymorphing into a Young Gold Dragon (CR 9), then proceeding to live out doing Gold Dragon things to somewhere between 1,000 and 9,499 years (Adult) then 10,000 to 94,999 years (Ancient) gets to technically use those 94,999 years as if they were 2 levels in yet another class, one time to get to turn into a more powerful creature with the help of levels in the aforesaid classes). However, after 20 character levels have been achieved, you cannot exceed 20 levels in any one class, and to get the next level of a class (which does not correspond to a new character level for the purposes of True Polymorph, more on that later), you must earn 17750\*(sum of total levels in all classes (schools, as said previously, do not generate levels (e.g. Wizards (Schools of Magic), Mystics, Fighters, Rogues, Bards, Monasteries do not provide character levels except as per the exception for taking 20+ years worth of levels in schools of magic)) +1) additional experience points. The only times that your character level (for the Purpose of True Polymorph, Shapechange) increases after level 20 is if:

A. Only after getting 20 levels in one class or other classes, you are granted a level directly (e.g. earn 20 levels in Sorcerer, then ONLY AFTER THE 20th LEVEL in sorcerer is reached, get granted 1 level in cleric by someone transformed by the Ritual of the Myriad “At War with the Weave”, now you are allowed to true Polymorph into a Solar (CR 21 celestial)).

B. After reaching 20 character levels via a class, some other class you have been granted a level in, you are able to gain the ever-increasing amount of experience points necessary to level up (the 50000\*(current sum of class levels+1) above previous experience points you had when levelling up previously) over and over again to gain 20 class levels in that second (or third, etc.) class as well. Doing this gives you 1 additional class level. An example (definitely not the optimal way to go) would be: you get 19 levels in Sorcerer, you are then granted a level in Cleric, pushing you up to 20 character levels (making it impossible to get 20th level in Sorcerer, as that is your first class, and thus the rules of the aforesaid equation can’t be used to get that all-important metamagic mastery); you then get 28,500,000 additional experience points (total of 28,805,000 experience points since you were presumably starting at 305,000 experience points) to get to 20 levels in Cleric, which gains you 1 additional character level (total character level=21, sum of class levels (not relevant except for its use as a multiplier in figuring out additional experience point requirements and for figuring out the total number of spell slots one has)=39), thus allowing you to True Polymorph into a Solar.

Using this system, the only way to True Polymorph into a CR 28 creature (this would form a hard-maximum limit to how powerful of a creature from D&D 5e can be created without using, at great risk, the Ritual of the Myriad “At War with the Weave” to create a spell capable of creating such a creature) would be to (in the following order):

1. Be born of a wizard who cut himself with his own sword of undeath.
2. Gain 355,000 experience points over a lifetime (character level=20).
3. Be granted a level in Cleric (character level=21).
4. Gain 29,450,000 additional experience points to get 20 levels in Cleric (character level=22).
5. Be Granted a level in Druid (character level=23 (Note: you could now True Polymorph into an Empyrean)).
6. Gain 48,450,000 additional experience points to get 20 levels in Druid (character level=24).
7. Be granted a level in Warlock (character level=25).
8. Gain 67,450,000 additional experience points to get 20 levels in Warlock (character level=26 (Note: you could now True Polymorph into Zariel (it may get kind of annoying when there are multiple casters who look the same as you))).
9. True Polymorph into a young Gold Dragon.
10. Do Gold Dragon stuff while remaining a Gold Dragon (not using True Polymorph on yourself in the meantime) for somewhere between 10,000 years and 94,999[[1]](#footnote-1) years when you will turn into an Ancient Gold Dragon. You now have 1 and only 1 chance to True Polymorph yourself into a CR 28 creature from the official D&D 5e sources. If you stop being a CR 28 creature (take an hour as a CR 27 or lower creature via True Polymorph while True Polymorphed by something other than a Ring of Power), then you must redo this entire waiting game to get back to being a CR 28 creature. If you decide CR 27 is high enough for you, you can get out of this waiting game when you mature from a Young Gold Dragon to an Adult Gold Dragon at some time between 1,000 years to 9,499 years when you finally mature.

Note: The only parts of the above that can be swapped around while maintaining this path to getting to CR 28 are: {(3, 4), (5, 6), (7, 8)}.[[2]](#footnote-2)

Warlocks are changed to gain the following features “instead” of the ones stated in D&D 5e: access to all “warlock” spells (has warlock in the official description of the spell as written in official 5e sources as of 11:59 pm on December 31st, 2019 New York time) of levels less than or equal to the level of spells they can cast. They have 2 spell slots for each level they have in warlock. Those spell slots are of a level equal to 1/4 the warlock level rounded up. These spell slots are all regained after a short rest. At level 10, and at any time thereafter, the warlock may forego gaining any more warlock levels (losing 17,500 experience points in the process) in order to break away from dependence on the patron. This break results in only regaining 1 spell slot per hour of rest (not a short rest, this is a significant benefit as in this revision, the D&D 5e rules of resting are used under the variant rule to have a short rest be 8 hours and a long rest be 24 hours continuous, though with the D&D 6.283184… hp regain of 1d4 hp per hour of rest, but with a further revision that only bludgeoning (of which falling damage is considered non-magical bludgeoning), lightning, thunder, psychic, necrotic, and force damage heal without the use of either exponentially increasing complexity of comprehensive medical care (starting at 8 hours to heal 1 point of those other kinds of damage (e.g. piercing) with said care) or magic, where magic heals those other kinds of damage first). Breaking away from a patron is useful for allowing said patron to True Polymorph themselves into some other form (or take other risks) that would otherwise result in all of their warlocks losing all of their warlock levels. This also allows for the warlock to do things their pact otherwise would have taken away their levels for doing. The warlock gains 1d8 hp for each level earned, starting at being directly granted 8+con modifier when they are directly granted their first level.

There is but one way to be guaranteed to figure out how to grant someone powers as your warlock:

1. You must True Polymorph into a Young Gold Dragon.
2. You must, over a total number of days equivalent to 94999\*365, fight a combined CR rating of 10 or higher worth of creatures of CR 9 or lower, without help, that are evenly distributed among all creatures in official sources (i.e. creatable from rock via True Polymorph) of CR 9 to CR 1/2. You must also do a minimum of 94999\*365 dissections of the 75%+ majority of creatures CR 9 to CR 1/2 as listed in the official sources.

Hypothetically, you could figure out how to grant someone the powers of a warlock of yourself some other way, say, by comparing notes between how 100 people who did the above figured out how to grant warlock powers, but there’s not a probability distribution for doing so (it will always be a shot in the dark, regardless of how smart the numbers make you think you are). Beholders created via Create Beholder (8th level Conjuration spell that can hypothetically be created via using At War with the Weave to allow the weave to support that spell) can hypothetically grant warlock levels to people even if they themselves are trapped on a (Created, presumably via Create Plane of Existence (itself allowed to be a spell via At War with the Weave, but, to avoid destroying the caster elves’ current plane of existence, it would have needed to include an addendum that only one transformed by At War with the Weave could cast it) presumably with a built-in forbiddance such that, presumably, only a seemingly 1-dimensional door to the Abyss (Also would have had to have been created using the same Create Plane of Existence (13th level Conjuration) cast) would allow them to find a way to the material plane) forbiddence-coated Outer Planes. Also, using the 13th level Divination spell Read All Thoughts won’t get you very far as none of the people who do the above things necessarily know how to grant warlock powers in the general case (of patron!=id), and, of course, basically all the minds you will be reading will be clueless even as to what magic is.

Further notes for D&D 7.1:

1. Glibness and Mind Blank both block See All, Hear All, and Read All Thoughts, but not See All Rings of Power (only applicable if the targets of that spell are wearing Rings of Power, of course).
2. Simulacra may not use their own “experience” or hp as components of spells such as in 11th and higher levelled spells, Rituals of Complement or Rituals of the Myriad.
3. Casting Summon Lesser Demons, Infernal Calling, or Summon Greater Demon as a Ritual of Complement while expending the equivalents of 9th level spell slots creates said creatures with permanence and creates the talisman for the devil summoned by Infernal calling out of the material component, this allows for their creation without needing a plane of existence named “The Abyss” for the demons or “Baator” for the devils.
4. A sorcerer has access to spells which are technically high magic for everyone else, and, in some cases, has spells that do the same things as spells which are levelled higher than they are for “everyone else.”
5. A sorcerer (as can one transformed by At War with the Weave) can use Wish to accomplish the things stated under monster characteristics to accomplish except via Wish. This holds true even though the weird 5e rule that Wish could do “anything the caster asked for, but with too complicated of a request not happening at all, and with a 1/3 chance of never being able to cast Wish again” has been removed, leaving only the being able to cast a spell of 8th level or lower in the casting time of wish with only the verbal component. This is because you can, in 7th edition, Wish-cast Bestow Curse or Wish-cast Resurrection to accomplish all of those edge-cases.
6. All of the spells listed “Clerical” within the PowerPoint that are not directly accessible via the granting of cleric levels via one Transformed by At War with the Weave (due to not appearing in the D&D 5e clerical spell list) are still accessible to those clerics via going to the actual schools of magic they are in and learning those spells once their clerical level/2 rounded down is equal to or greater than the level of that spell they want to learn. This is important for the purpose of using At War with the Weave to allow for new spells to be created, as all of them have to be known by the casters first (whereas there’s no minimum number of levelled spells that need to be known (other than what can be learned in some time between 20 and 70 years in the schools of magic worth of levels) in order to use At War with the Weave to transform someone, except to the extent that the people to eventually figure out At War with the Weave would have individually done studies less strenuous than learning EVERY non-clerical spell, Reincarnate to High Elf, then spend 75 years where every day you spend several hours (maximum needed would be 12, minimum 1) predicting how cinders fly in smoke or leaves and petals move in water in a river, then watching them and coming up with new models accordingly, then spending 1000 years coming up with one idea per day on how At War with the Weave could be cast, writing it in the special ink and using a quill to put it on the fine goatskin parchment. These individuals then can check their work by seeing whether what they ended up writing appears blank when you attempt to transfer it to a different medium. The previous statements form the basis of what the maximum work that is to be done before those people know exactly how to cast At War with the Weave.).
7. While the distributions for figuring out spells in the schools of magic form a basis of a role-reversed dilemma for teachers that “doing any more work than the minimum is pointless for determining whether a student will figure out a spell”, High Magic rituals, when the final description (used directly in casting the ritual) is read by anyone who fulfills the minimum non-racial requirements, can be understood immediately upon being read.
8. The 9th level Phoenix is removed from the listing previously from dandwiki as a mistype since the Phoenix is supposed to be a 16th level Fire Elemental. Similarly, any creature from the pre-11:59 pm, December 31, 2019 cutoff on dandwiki that is a non-standard undead creature that is simply the undead version of a living creature, is replaced with a creature being only made via cutting the original with a sword of undeath. Constructs of technological prowess (e.g. robots from sci-fi films) within the listing as of the time of that cutoff are not creatable via True Polymorph, Shapechange, etc. Any creature that was listed in dandwiki as of that cutoff that contradicts the description of a creature of a similar name within the official sources is not contained within the universe of 7th edition.
9. Creatures cut and made undead by a sword of undeath have the same additional undead characteristics: immunity to poison and the poisoned condition, do not require air, food, water, or sleep, immune to diseases other than mummy touch, blinding sickness (contagion spell), mindfire (contagion spell).
10. All creatures (and sorcerers, clerics, druids and warlocks) neither listed as “beasts” nor within the list associated with the Reincarnate spell regain one of their hit-die (or their largest hit point die roll associated with their maximum hit points) plus their constitution modifier after each hour of rest, and always regain their full hp after taking a long rest (in this revision, 24 hours rather than 8, which is now a short rest) without needing to worry about what types of damage they were hit with for the purpose of getting magical or scientific healing.

1. Note: The average lifespan of a Gold Dragon is undefined except to the extent that it is substantially longer than 95,000 years from when it becomes an Adult. [↑](#footnote-ref-1)
2. Note, under computer science rules, the items within a tuple (the items separated by commas within parentheses) may not be swapped with each other. [↑](#footnote-ref-2)