<https://docs.google.com/document/d/1BLi3b4gGTthGeOKF1se3_cjs33S3O-sBbVtJjIElWDk/edit> is the 7.1 version that is applied to the rules after:

Link to the original PowerPoint of rules: <https://github.com/EvanNibbe/Dungeons_and_Dragons_7_3_edition/blob/master/6.2831853%20Dungeons%20and%20Dragons.pptx>

Link to the slight revisions (and edge case descriptions):

<https://drive.google.com/open?id=17ByuC05jw-fuhAUekRKy9aio-zltnP6X2i4i8SoREjY>

The changes made for version 7.2 are as follows:

Things which would change your “alignment” are revised to simply work as a long-lasting Dominate Person or Dominate Monster (like a Ring of Power, especially with Control Rings of Power associated with it) by whomever created the thing which causes the effect, regardless of whether that person is otherwise still alive. Like those spells, these effects can be removed via Remove Curse, Lesser Restoration, Greater Restoration, Resurrection, True Resurrection, Gift of Life, and Dispel Evil and Good. However, since generally the things that would have created the change in alignment tend to be artifacts, Dispel Magic and Anti-Magic field wouldn’t work.

Protection of City, as a 10th level spell, is able to block the powers that are within the description as being blocked, that are based on spells of 9th level or lower (i.e. those transformed by At War with the Weave can’t express those 3 unique powers subconsciously within 150 feet of their clerics inside of there unless that patron itself is inside there, the clerics still have their normal powers though). However, Planar Ally, as it is basically an easier teleport (as far as the friends of that Cleric’s patron is concerned), is also blocked within a Protection of City. A unique power from At War with the Weave transforming a person on the basis of teleporting through barriers and around within 1 mile of oneself and 150 feet of their clerics is blocked by the Protection of City spell, since those powers must still be strictly less powerful than 9th level spells. The only way to get around the block on teleports not otherwise permitted by the casters of Protection of City is to use At War with the Weave to create a levelled spell that allows you to teleport past that barrier, or figuring out the “Killing Storm” High Magic spell (which can only be discovered by High Elves, has certain levelled spells that you need to know before you can figure it out (stated in the original 7th edition document of changes relative to the original PowerPoint), and has no distribution for ever necessarily figuring it out), or using a Controlled Supernova to destroy it and that city. Antimagic field is revised for Beholders, Sul Khatesh and the 8th level Abjuration spell to not pass through a Protection of City spell.

Magic Jar cast via a Ring of Power can only be cast once on a given person until that person takes over another body, then a second cast (according to the multicast limit of the one wielding the Ring of (intelligence score-10)/2 rounded down) on the same person would effect on them dropping from the first body they take over (making it catatonic, just like normally casting Magic Jar after you have taken over another body via Magic Jar) to allow them to take over a second body. Multicasting Magic Jar in this way will store all the trapped souls in the same Jar, which prevents you from True Polymorphing the Jar into one creature. What you would instead have to do is Wish-cast Clone while holding onto that Jar in order to allow each soul to move out separately and develop into a Ghost of their previous self (maintaining their class features, intelligence, wisdom and charisma along with level abilities from the schools, the soul may choose to have the horrifying visage and/or the withering touch, but only if the person who is turning into a ghost knows that it could have those features). If they have the minimum number of levels, they can be True Polymophed into those corresponding creatures. Otherwise, they can either be True Polymorphed into a CR 4 or lower creature, or they can have Gift of Life used on them to return to how they were (minus the items they had). This does however allow the 100 foot stated range of the projection and swapping be increased to the default casting range of the Ring of Power. Using a Hold Power object to cast Magic Jar results in the object working as though it were the Jar (making the switch into the new body permanent if the Hold Power object breaks while the caster is more than 100 feet away from it).

One who makes “Greater” Magic Jar be one of their 3 unique powers from being transformed by At War with the Weave is able to project themselves (as Ghosts capable of casting Wish along with their 3 unique powers) everywhere within 1 mile of themselves and within 150 feet of their clerics, which recursively means that they can be everywhere on every plane of existence, but since they will not have the comprehension to be able to do that, and they will have the huge liability of any one of them being trapped in a Magic Circle, all of them are, similarly with Protection from Good and Evil and feeblemind. Therefore, it is considered to be generally less powerful than Mystra for the purpose of not requiring unbounded (i.e. substantially greater than 1,000,000,000) experience points to cast in the process of giving them that power. It is also very painful to split one’s soul like that if someone imprisons one Ghost of you, which constantly pulls the rest of you back into itself (the area or future time of imprisonment, something like Flesh to Stone would do similarly if whatever that other spell come up with were not discounted by the immunities of a Ghost) when you stop concentrating on the part of you in that area. This gets far worse if two wizards cast imprisonment on two separate Ghosts of you, which may cause such pain as to strip your Clerics of their Clerical levels keeping you in that reality around them. This threshold becomes exponentially harder for each such Ghost imprisoned. Also, if you have levels of legendary resistance and/or an abjuration ward from the School of Abjuration, since all of those Ghosts are you, that characteristic is shared between all of them so that running out of those for one Ghost is running out it for all Ghosts of you.

Gift of Life, being technically a High Magic spell and a 10th level levelled spell has the At War with the Weave hp cost of changing it as 5\*(100+2^(10 for high Magic + 10 for being equivalent to itself as a 10th level spell))=5,243,380. The side effects of changing it, like the effects of changing any non-trivial necromancy spell (e.g. circle of death and the horrid wilting one would be considered trivial), are undefined.

Taking an action to cast a spell can only be done once per turn (the Warcaster feat earned on an ability score increase gives a condition for casting it as a reaction; legendary actions may be used to cast a spell that otherwise takes an action or bonus action or reaction; subconscious spellcasting ability reduces the time to cast a spell down to as fast as you are able to think through the spell). Taking a bonus action to cast a spell can be done once as your bonus action (if not already used, of course) and once as your action (if your action is not already used, of course) within the 6 seconds. Taking the time of a reaction to cast a spell can be done once as your reaction (if not already used), once as your bonus action (if not already used), and once as an action (if not already used).

Innate spellcasting abilities (not from having levels in Sorcerer) are always present in the creature one becomes (probably via True Polymorph) that has them, and do not extend to actual understanding of those spells such that the ability to cast them once you transform into a different creature will be lost if you did not get that spell as a class spell or learn it from a School of Magic. While in a form with innate spellcasting abilities, you may cast those spells using spell slots if you have already cast that spell the maximum number of times in that 24 hour period as stated on the stat sheet. The spells your form can cast innately do not count against the number of spells you can prepare (which for having levels in schools of magic gives you a total of (intelligence score-10)/2 round down, having levels in Sorcerer gives you a number of prepared spells based on your level as stated in the revised Sorcerer class (also have a “limited” number of spells known), and you get to prepare an additional number of spells equal to your (wisdom score-10)/2 rounded down if you have at least one level in Cleric or Druid, and you get to prepare additional spells equal to your number of levels in Cleric, and again with your number of levels in Druid, you also have permanent access to all Warlock spells of a level equal to your (level in Warlock)/4 rounded up (0/4 rounded up is 0)).

Every attack by a monster that associates no attack roll or saving throw with (and is not on the spell list) can be blocked by using a level of legendary resistance (such as the Star Spawn Seer’s Collapse Distance attack that deals 6d12 psychic damage to all creatures within 10 feet of the creature who failed the save against being moved 60 feet). Every creature with the magic resistance feature gets to make an unmodified Charisma saving throw (as in, don’t get to add their “+<value>” that they have in their stat block associated with charisma saves) against the original caster’s spellcasting ability score +associated modifiers they have for attacks (i.e. X~Uniform(0, Charisma score of defender+spellcasting ability score of attacker), where X>(spellcasting ability score of attacker + attack bonus stated on stat sheet) is a success (normally, a charisma saving throw would be X~Uniform(0, Charisma score of defender+spellcasting ability score of attacker) where, for, say, an Empyrean, X+15>spellcasting ability score of attacker+spell attack bonus of attacker for a success; and similarly for all other saving throws)) to avoid taking damage or using up a level of legendary resistance. This charisma-negation effect is also dependent upon having at least 100 hp, otherwise you need to use a level of legendary resistance.

Shapechange allows you to use (if you have them via turning into that creature like via True Polymorph or equivalent High Magic, etc) your divine awareness, angelic weapons, immortal nature, etherealness, magic resistance, (not immutable form, which if you have it, prevents you from using Shapechange), fiery weapons, regeneration, Mind Blank-like effects (like alien mind), School of Abjuration Abjuration Ward, (but Dragon Breath Weapon Attacks are the only attacks that can be used while Shapechanged (from a true form being a Dragon) that would otherwise seem to only be useable that use a certain aspect of the form you had before you Shapechanged, like how you would not be able to use the eye-rays of a Solar or Beholder while Shapechanged as a human as that form is inconsistent with those effects, but hitting something and having power exerted from the previous form into that attack is usable, just like a Paladin can), as examples of the effects that continue onto the other forms you take.

Magic Jar is clarified to state that if the container is destroyed or dispelled while the original caster is in someone else’s body, the original caster will know about this, but his use of that body will continue in the same way. Casting Clone before casting Magic Jar will allow the caster to return to a version of how his body was before he took over someone else’s when killed while in their body. Casting Clone after having taken over someone else’s body allows them to continue to do what the caster was doing with that kind of body. Revivify, Raise Dead, Resurrection result in them returning according to which body the spell is cast on, True Resurrection results in both people to return to their original bodies and in this case can be cast and automatically succeed (superseding legendary resistance, unwillingness and magic resistance), defeating the Magic Jar. Basically the same thing happens with Gift of Life. Magic Jar can be used most efficiently among the armies that would have the power to support a Sorcerer becoming a Sul Khatesh (a few people transformed by At War with the Weave, at least one in a form that grants levels in Druid, others granting levels in Cleric, someone who has figured out how to grant levels in Warlock, and otherwise a vast War-machine of High Magic users) by having a wizard (probably having True Polymorphed into some other form) cast Magic Jar (or a Sorcerer Wish-cast Magic Jar, but that might not work out as well as the Jar will be the smallest Jar that is acceptable under the rules of Magic Jar) and take over the Sul Khatesh body. The Jar should be as large or larger than a Sul Khatesh so that the Jar can be True Polymorphed into a Sul Khatesh (or other creature with a CR rating greater than or equal to the CR that soul had in its previous form). Two more wizards do the same things on those two Sul Khateshes, then 4 can do it on those 4 Sul Khateshes, and so on. This allows for those entire armies (minus the Warlock patron if some of the people have not used independence of power relative to it, and definitely not including those Transformed by At War with the Weave, as this kind of status condition results in their Form becoming nothing more than a fighter with some really cool immunities and their power and consciousness only being expressed in the areas around their clerics (who have now presumably become Sul Khateshes) rather than inside the Magic Jar, making the creature that is True Polymorphed from that Magic Jar not be able to be above CR 9 since there’s no levelled person associated with it, and also thus no way to associate anyone else with it if the one transformed by At War with the Weave was the one casting it (and similarly if they are the one being targeted with it)) to all become Sul Khateshes in logarithmic time! Also, due to the immortal nature that the Sul Khatesh has, if any person who had been one is killed via a Magic Jar, they end up reforming somewhere else as a Sul Khatesh. The reductions to your hp due to using High Magic spells to do other things continues to the new form you take over through Magic Jar, but the above process for building up an army of Sul Khateshes allows you to, with the consent of all parties, have True Resurrection that is cast on one person, remove said hp reductions on both people who have used Magic Jar most recently relative to each other (instead of having the one Sul Khatesh True Polymorphed out of a Magic Jar after getting Magic Jarred out of a Sul Khatesh getting put back into that Sul Khatesh while the person in that Sul Khatesh gets put back into the form that would have been catatonic near the Magic Jar) while retaining those forms.

One who is transformed by At War with the Weave can use the Clone spell as a protection, but that is conditional on being able to, as a vestige (the form taken after being killed without Soul Cage being cast on you via a Ring of Power) find a host (and thus give them the ability to cast Wish once per day) and use that vessel, (without anyone being able to be sure that it is of you except through giving information through that host’s mouth, and that one cast of Wish per day) to get back to where the Clone is stored. If no such clone is available, the vestige would have a need to take over an undead creature that was not created from a creature that had previously not been undead and have a cleric (could be of oneself) to cast Gift of Life (10th level Clerical necromancy) on it. The vestige could also try staying outside of any hosts and near its former clerics in the hopes that that Cleric casts True Resurrection close enough to the vestige’s “location” (no one but the vestige can know that it is there, as the vestige is only really present if it is in a host, but such an existence prevents it from being able to be True Resurrected) (or really if anyone casts True Resurrection on their behalf, or one of those kinds of spells on its body (unlikely as such an attack to kill one transformed by At War with the Weave would have to necessarily be so destructive as to get rid of the body as well, plus, if it has turned into a ghost (the best form all around generally speaking in terms of resistances along with their enhancements to immunities (such as Wish-Casting Mind Blank, and that since At War with the Weave makes you immune to Radiant damage and increases any kind of resistance to bludgeoning, slashing or piercing damage up to full immunity, the only non-immunities are to force, acid, lightning, fire, and thunder damage) it would leave no body to cast Resurrection on)), but after 200 years this would not do anything.

There’s no form that can be taken that makes you incapable of being targeted by an attack (other than there being some ward around you that takes damage instead of you). Instead assume that the AC of the form concerned where it says that about it is 30, for the purpose of attacks using the equation established in the document about the greatly revised Sorcerer class and the dexterity the creature turning into that form originally had.

The reduction in the speed of aging for Druids removes the commensurate negative effects for the creature type they are; it doesn’t prevent, say, a Dragon from reaching its fullest potential in the same amount of time.

The additional bonus (“+<X>”) on saving throws and attack rolls for different creatures are applied after the distributions like how they are for Sorcerers’ proficiency in that Word document on the greatly revised Sorcerer class.

High Magic Rituals of the Myriad allow a buffer for casting in terms of using up hp of allowing the casters to give up to half their maximum hp more than their current hp (their maximum being as reduced by using other casts of High Magic spells previously), thus dying in the process of casting, and only able to be resurrected with True Resurrection (which removes all such reductions in their hp maximums, and is the only spell that does that, (those reductions due to High Magic otherwise remaining applicable regardless of what form they take through spells like Polymorph, Shapechange or True Polymorph, or even the use of Greater Restoration (really the only limitation of that spell, which otherwise removes all conditions that reduce your maximum hp (along with the others so stated)))).

Global Break Concentration is very useful for eliminating the effects being generated by those transformed by At War with the Weave, this eliminates all effects they are creating via the spell-equivalents of their 3 unique powers except to the extent that the original spells have instantaneous duration, provided that at least one of those is within the area of effect, or themselves, or one of their clerics/druids (dependent on which one they choose to be a patron of). Feeblemind is very useful for defeating all casters, especially those who go through the School of Abjuration since ln(1)\*2^(levels)=0 hp in their Abjuration ward. Since you can’t cast or concentrate on spells, regardless of using At War with the Weave on yourself (unless you use it to alter that spell), you also can’t use subconscious spellcasting abilities (particularly the unlimited multicast ability of those using At War with the Weave on themselves, and restoring spell slots for their clerics or druids who have not used the 20th level Warlock ability). However, for other status effects (as in, not feeblemind, being killed, or being bound away by the ritual of the Myriad most similar to imprisonment), such as suggestion, hold person, hold monster, dominate person, planar binding or dominate monster, flesh to stone, sleep, Power Word Stun, modify memory, 9th level Abjuration Imprisonment, etc the magic powers of one transformed by At War with the Weave become disjoint of who they appear to be, manifesting their consciousness and power in the 150 feet around each of their clerics with only their 3 unique powers granted to them by At War with the Weave being visible (along with, of course, restoring their clerics’ spell slots after a long rest along with maintaining whatever other features they gained as a cleric (i.e. a light domain cleric could have his corona of light activate and move around him and have rather subdued effects in order to communicate back to him/her/it what their patron wants to tell them)). This creates a situation where it is up to the clerics of the so transformed person to undo the effects currently on their patron. This also prevents someone else from forcing a so transformed person to cast a spell (effectively making dominate monster on them only capable of making them a melee fighter with some useful immunities that’s under their control, and where their memory being modified prevents “them” from using their power while the real them leads their clerics to undo those effects).

As far as At War with the Weave’s use in transforming a person is concerned, each time you use it you are altering the rules of magic, so a lack of a definitive answer for whether something like “Greater Scrying” sees through something like Mind Blank is up to how well the casters involved understand Mind Blank, which is never able to be trivially solved by any sort of probability distribution or intelligence score aggregate.

Using At War with the Weave to get rid of At War with the Weave from being able to be cast ever again requires 671,089,140 hp and that many experience points total, having every caster understand every leveled spell, and has no side effects from being slightly off in casting. This is one area where you would want some metatrons to use True Resurrection on your 1,229,101 Ancient Gold Dragons that studied High Magic for a while as well as make those dissections of (and fights most days against) every listed creature CR 9 or lower in the sourcebooks as of 11:59 pm New York time, December 31, 2019 to figure out how to grant levels in Warlock to people after making 6 of their number be transformed by At War with the Weave so as to be able to grant them levels in Druid and Cleric, and some of them cutting themselves with swords of undeath to be able to have sorcerer children that then can become at least 6 Metatrons to True Resurrect the casters of At War with the Weave to get rid of At War with the Weave over the next 200 years (fewer as more Sorcerers may have been able to get up to the 27 effective (due to the level granted by growing from a Young Gold Dragon to an Adult Gold Dragon being a pseudo level that no longer provides benefits after True Polymorph) levels necessary to become Metatrons (most other Sorcerers are probably going to be willing to wait the extra 10,000 or so years to become an Ancient Gold Dragon in order to become a Sul Khatesh with those 20 levels in Sorcerer, 20 levels in Warlock, 20 levels in Druid, and 20 levels in Cleric)). You will also only want to do this after At War with the Weave is used to make the Create Plane of Existence spell castable, as well as Create Beholder, alter the Global Dispel Magic and Dispel Magic spells to not alter High Magic effects, and, after all of your allies form a good distribution of the forms which are complementary for your aims (having at least one Metagaming Pigeon and one Rak Tulkesh to be able to find all the people about to fight you or anyone else, respectively (and presumably when each of your allies is attuned to the amulets of one shield guardian each (as each person can only attune your one thing) and has their own Clay Golem from True Polymorph)), removing True Polymorph from being able to be casted ever again.

True Polymorph cannot be used to make materials which are listed under the Hold Power object material component possibilities, nor can it be used to make materials which have platinum or those materials as part of their chemical structures. Nor can it be used to make magic objects other than the listed Construct creatures in the sourcebooks (it is the only spell that allows that, besides coming up with one’s own manual of golems, or a dwarf figures out how to forge magic items (coming up with the original secrets that allow them to fulfill their roles according to the lore of Dungeons and Dragons 5e is the tricky part), using some High Magic some High Elf who fulfills the minimum requirements of learning High Magic figures out, etc).

You can technically still earn levels like as described for someone becoming CR 28 as stated in 7.1 without needing to strictly get the granting of 1 level after getting 20 levels in the previous class, it’s just that, though it will still take nearly the same number of experience points to get to CR 28, getting the 20th level in the previous class now takes the amount it would have taken to get 2nd level in the current class given 20 levels in the previous class, then again that much +50,000 to get second level in the current class, increasing on that scale, etc.

It is beneficial after True Polymorphing into a Young Dragon after getting, say, 24 levels in the School of Transmutation, to go to a fighting school while Shapechanged as a human so that the gains to strength and constitution stay with you whenever you return from Shapechange to your Dragon form (the feats that can be learned in a school of fighting, like alert and sentinel, also stay with you when shapechanged, but not when Polymorphed or True Polymorphed as those fundamentally affect how you see and how fast you can act). When using Shapechange after having True Polymorphed to a Dragon form, you continue to have access to its breath weapon provided you are not underwater and that the new form has a mouth. (It is counterproductive to go to a School of Fighting, Espionage or a Ranger school (or any school where you are changing strength, dexterity, constitution or Charisma) if you are planning on True Polymorphing into a different form, as you lose those benefits and you maintain the “level” in that school such that if you go back, you have to beat the check to earn the next level on the substantially harder DC.

Since those humans most likely to get 4 levels in Monasteries (generally takes much longer than 4 years to satisfy the exponentially increasing DC in the probability distribution and none of them by default know that there’s such a thing as levels there) are going to be the kind of people who hate magic (and even if they don’t, will generally probably think they are not supposed to be learning magic after they can’t figure out why they are not able to figure out a spell that may even be right in front of them that they may have been looking at for days), the easiest way to become a High Elf and thus be able to discover High Magic is to get those 20 to 70 years worth of levels in the schools of Magic, True Polymorph into a Young Dragon, and wait 1,000 to 9,499 years to become an adult dragon, then go down in CR by True Polymorphing into an Eladrin. You then can try keeping your emotions in check to remain an Autumn Eladrin for 75 years while you watch and predict the movements of embers in smoke and leaves on water for hours every day (somewhere between 1 and 12), at which point you will become a High Elf (you retain the innate spellcasting ability of an Autumn Eladrin until you use True Polymorph on yourself again for more than 1 hour; you cannot use True Polymorph turn into races which are listed in the (Clerical) Reincarnate spell except to return to the original form you had before True Polymorph was ever used on you). You retain the ability to transform into CR 10 creatures provided that you don’t True Polymorph into a CR 9 or lower creature for more than 1 hour. You will want to have probably 6000 friends to do the same with you in order to have enough to spread out the hp cost of using At War with the Weave as many times as you probably will 1000 years from then (or fewer years) when you figure it out.

Using Wish to cast Major Image allows you to speak from that illusion and have it move around at will, regardless of what plane of Existence you are on (useful for Sorcerers and those transformed by At War with the Weave to communicate in lieu of having such a thing as Avatars).

When surprised, you cannot take actions, reactions, or movement, but you can take a bonus action. (Sorcerers use quickened spell to cast their 1 spell with 8 sorcery points at the first attack or spellcasting action of a fight).

True Polymorph allows you to, when changing someone or something into a creature, to remove certain features that provide it a high fighting capability, such as removing a ghost’s horrifying visage by making the ghost beautiful, smoothing out spiked skin (if they have scales, those scales will remain, but their sharpness can be reduced at the time of casting), making nice feeling hands instead of claws, etc. To clarify, True Polymorph does not remove levels you have in any school or Sorcerer, Cleric, Druid or Warlock (it does remove the 2 artificial levels from turning into a Young Gold Dragon and waiting thousands of years to become ancient).

Those transformed by the Ritual of the Myriad “At War with the Weave” in a way that allows them to make clerics (the patron’s of druids cannot change the form which binds them to a class of organic things doomed to die unless the feywild is created), when using True Polymorph, Polymorph, shapechange, etc on themselves, always retain all of their characteristics (unless they are turned into an object, which takes away their ability to cast Wish or take actions except through their 3 unique powers within 150 feet of their clerics) such as having immunity to radiant damage, immunity to aging, immunity to exhaustion, 400 hp above whatever base hp the new form has (less the number of hp lost from them due to High Magic expenses except when removed through True Resurrection, just like for any other High Magic user), the ability to cast Wish as every bonus action, the ability to make clerics, and the 3 built-in unique abilities. If the form has some sort of resistance or immunity to piercing, slashing, or bludgeoning damage, this form, for the person transformed by “At War with the Weave,” is considered to be unlimited immunity to all piercing, slashing or bludgeoning damage (makes for a very powerful shadow, having immunity instead of a vulnerability to radiant damage, and having immunity to piercing, slashing or bludgeoning damage, even if it’s silvered or magical). The maximum CR someone transformed by “At War with the Weave” can turn into is whatever the maximum rating was before they transformed (i.e. CR 28 if they were born a Sorcerer, gained 20 levels, then were granted a level in Warlock, gained 20 levels in Warlock, granted a level by someone else transformed by At War with the Weave into cleric, gained 20 levels in Cleric (then probably used the warlock independence of power ability on their cleric levels), granted a level in Druid, gained 20 levels in druid, then used independence of power on their warlock and druid levels before transforming via At War with the Weave), so generally most of them will turn into a creature CR 9 or lower. Remember, the ability to cast Wish while in non-object form entails the ability to wish-cast Thaumaturgy to be able to satisfy the verbal components of other spells (presumably spells of 9th level or higher, as otherwise why are you not just using Wish to cast them) while in a form unable to speak.

The ability to use Thaumaturgy to be able to satisfy the verbal components of spells, while in a form unable to speak, generally creates a race condition of needing to cast Thaumaturgy on yourself before you transform (as Thaumaturgy has a verbal component, unless you use the Sorcerer Subtle Spell metamagic (I highly doubt anyone will choose Thaumaturgy as their subconscious spell ability for the School of Transmutation, especially if they are not a cleric when entering (which stops them from learning it at all unless they have used the Reincarnate spell to turn into a Tiefling, or are born of a fiend (more likely a human True Polymorphed into a fiend) and human))), and using the end of that minute of it to cast Thaumaturgy again in order to be able to continue to cast Thaumaturgy while in a form otherwise unable to speak. This is avoided for those transformed by At War with the Weave by being guaranteed the ability to cast Wish when not in the form of an object (or imprisoned, etc, of course).

Wizards (people who go to the schools of magic who are not sorcerers (who gain no benefit from the schools of magic other than experience points)) have a number of spell slots from going to those schools (fully transferable according to indefinite flexible casting) equal to the level of the highest level spell they know of that school, summed for all schools of magic they know spells from (remember that the distribution of time is the same for being taught a spell from a spell scroll, with the intelligence check DC-component of the exponential distribution of the time it would take to understand a spell equal to 20+level^3 of the spell if being taught from a spell scroll from outside one of the only 8 schools of magic there may exist at any one time). These spell slots are regained fully on a long rest, with a minimum of 1 regained per hour of resting, and half the level of the highest level spell known (along with 8 from 8 hours of resting) being regained on a short rest.

The above makes the special effects granted by levels in the schools of magic all the more valuable. This also makes levels in Cleric, Druid and Warlock more valuable.

One who has a level in Cleric, Druid or Warlock regains 1d8+constitution modifier hp per hour of resting (or the respective hit die and con modifier of the unnatural creature they have turned into if that is larger) regaining all hp to their maximum (calculation same as in D&D 5e) on a long rest of 24 hours continuous resting, whereas Sorcerers without levels in those (that are not turned into a creature with a larger hit die) regain 1d6 hp per hour of resting, up to their maximum (which is all regained on a long rest of 24 hours). Everyone else regains hp at a rate of 1d4 per hour of resting with no guarantee of getting all hp back on a long rest, and only for damage dealt that was bludgeoning, psychic, necrotic, lightning, thunder, and force damage. The other kinds of damage require comprehensive medical[[1]](#footnote-0) treatment that requires approximately 8\*e^(points of damage of other types-1) hours to heal (some creatures may heal slightly faster with a high enough constitution score (a Constitution score of 30 may result in a 8\*(points of damage of other types)^2 hour heal time if shorter, whereas a constitution score of 10 follows the above equation, choose a linearization of the difference between those two times for all other constitution scores vs time based on damage dealt)).

Additional change: Warlocks, at 20th level, gain access to the ability to be independent of their patron for any class that requires a patron (warlock, cleric, druid) with the only cost being being unable to gain any further levels in that class ever again, and that you can no longer use the features of that class other than the spell slots and spells known. This independence allows them to regain one of their spell slots for that class, starting at the lowest level (each class’s spell slots being independent of the others, except to the extent that Sorcerers can use their spell slot to sorcery point equivalence equations to convert those spell slots to sorcery points up to the limit of the total number of spell slots they have from non-sorcerer class levels and to the limit of the stated limit of sorcery points in that Word document on my computer regarding the revised sorcerer class (206 sorcery point effective maximum at level 20, with only 186 regained after a long rest (24 hours), and charisma score+level regained after a short rest (8 hours)), respectively), per hour of resting (if you used druid, cleric and warlock spell slots that day, you could be regaining 3 spell slots per hour until one of them reached its total, then you could be regaining 2 per hour in the next hours until only one class still had spell slots to regain). You do not gain any special benefit besides hp increases from taking a short or long rest (which also removes one level of exhaustion (provided that you have eaten food and drank water), just as anyone else can use that).

At level 5, Warlocks gain the ability to reduce their maximum hp by a number of points they choose (down to a minimum of 1/2 of their hp for all uses combined, and no more than 1/10th of their hp for the current use) when casting a spell that has a range of touch or greater to be extended by a number of feet equal to the (number of the reduction of their choice)^3\*10. The reduction ends after a short or long rest (this power is retained when going independent of one’s patron).

At level 15, Warlocks gain the ability to have the spells, or some part of the spells that they cast (if they can target multiple areas) be as though they were cast on a different plane of existence, provided that that plane can be reached via Gate or Plane Shift from the place they at right now (regardless of whether they personally can cast Gate or Plane Shift) (if the spell has a different effect on a creature seen by the warlock in the plane the warlock is in relative to where the spell is assumed to be casted from, then the effect that would have happened were the casting occurring there happens (this would allow a Warlock to misty step back home if they are currently on a different Plane of existence and they are not trapped by an area coated by Gorgon blood, and they succeed on the charisma check if they are in a force cage, and that they are not in an anti magic field and not within an area granted Forbiddance or Private Sanctum; this would also allow Banishment to banish a creature native to the warlock’s current plane of existence to the place that creature considers home on that plane)), and that they are familiar with the area targeted (the familiarity requirement is ignored for spells which have a range of “Plane of Existence” provided they have been to (or have been made familiar with, by some other effect) some part of that plane before). They can do this a number of times per short or long rest equal to their charisma score. This power is retained when going independent of one’s patron. This power is specifically useful for figuring out a way to reach or release one’s patron when that patron is trapped in an area mostly protected by forbiddance, etc (the setup I was thinking of was with the Create Beholder spell after the Create Plane of Existence spell was used (after being created by the Ritual of the Myriad At War with the Weave) to create a 10 dimensional prison-like plane that only connects to the 9th level of the also so created plane Baator and some ridiculously hard to reach area of the also so created Cascerceri called “The Abyss and the Outer Planes.” This would allow for travel from the 9th level of Baator to some area that has gates like swiss cheese to go 100 levels downward throughout which any demon (including person True Polymorphed with permanence into a Demon) killed on any other plane of existence spawns. Within the farthest area of this Abyss, a door made of bends in reality (having directions towards the parts becoming all directions perpendicular to the part in question) blocks the 2D path (i.e. seeable, but not reachable unless you use something like misty step, dimension door or arcane gate (or a Beholder’s reality-bending dreaming powers) to get yourself to the right combination of dimensions to use it) to the Outer Planes such that a Beholder will need a warlock they figured out how to grant levels to on the material plane to open up the door for them on the other side to start the process of leaving the abyss and outer planes).

Using the level 5 extended spell range ability of Warlocks, if the total range is extended to greater than 1 mile, the Warlock does not have to see the target at that point to target it, and they will automatically spend the correct number of hp to hit to target provided the target is within the range that is shorter than (the range of the spell when including their distant spell meta magic if they are a sorcerer, and the spell sniper feat if they have used 2 points of a sorcerer, cleric or Druid ability score increase to get it)+(a number of hp equal to 10% rounded down of their total hp, or enough to get them down to 1/2 of their maximum hp)^3\*10 feet. If the target is outside of this range when trying to do this (or doesn’t exist because they thought something was there that was not there, or it teleported out before the spell was cast, etc) the only thing that is expended is the spell slot, not the hitpoints. This feature is very useful if the Warlock is friends with a metagaming pigeon (CR 27 creature), who would be able to see all creatures, regardless of magic or Rings of Power preventing them from being seen, that are about to (within 1 to 5 minutes) affect any creature who is friends with it by any sort of interaction, anywhere on any plane of existence.

See All, Hear All (12th level divination), and Read All Thoughts (13th level divination) do not detect those:

1. On different planes of existence from the user of that spell (unless the caster (or person invoking that built in power of the Ring) is a minimum 15th level Warlock using that feature to act as though a spell were cast on a different plane).
2. Who are the targets of both a currently active Glibness and currently active Mind Blank.
3. Who are wearing a Ring of Power. Note: if the thoughts of someone not in the above categories includes a person in one of these categories, Read All Thoughts can be used to indirectly find them (such as if a metagaming pigeon is not in one of the above categories).

See All Rings of Power (11th level Divination that is built into a Ring by a method different from using a Hold Power object, and is always active for all users of the Ring, and doesn’t prevent the use of other divination spells) will always see another person wielding a Ring of Power, regardless of whether they are a Couatl, are using mind blank and/or glibness, or even if they are on a different Plane of Existence.

For the purpose of using the Ritual of the Myriad “At War with the Weave” in a manner like Karssus’s Avatar to transform (1 of the 3 options, the others being (2) change how a spell or ritual works or come up with a new spell, and (3) change some aspect of a school of magic (such as taking away the ability of people who get the 9th level designation in the School of Transmutation after this casting of the ritual takes place from getting an automatic subconscious cast of True Polymorph before they can actually cast it using spell slots (Note: this particular use is more difficult than just changing True Polymorph to not create a permanent condition or making it do nothing at all (cost=5\*(100+2^9) hp and experience points, with the only “side effect” risk being 1 point of psychic damage to each person previously able to cast True Polymorph and making all future casts of it impossible (for reference, bad side effects from not casting the Ritual of the Myriad “At War with the Weave” correctly are those that favor less magic))))), Greater Glibness and Greater Mind Blank are equivalent. Also, you are not required to be able to cast the spells being built into your person in order to be a part of the ritual (or be a part of the ritual and not be the person transformed) provided you know exactly what that spell is doing and how it is expressed. The highest level enchantment spell that can be used as one of the 3 built-in powers (that can be used, hypothetically, on everyone on a plane of existence, except those wielding Rings of Power, as Rings of Power are always the antithesis of all High Magic) that can be used to control someone to take actions in a certain way is Suggestion; Dominate Person, Dominate Beast, Dominate Monster are, in a way, impossible to comprehend using on more than a few people at once from casting those spells normally, and as the highest level Enchantment spells are Universal Suggestion and Control all Rings of Power (which is the one that creates the domination effect), which require using multiple Rings of Power, and since this transformation cannot make automatic powers greater than the equivalents of 8th level spells. Feeblemind, Power Word Stun, etc are okay as they do not require the unlimited comprehension to have a consistent idea of what is happening.

Variant Rules (or for use for creatures that do not occur naturally, or have been enlarged or reduced with the namesake spell) for jumping:

1. Smaller than “tiny” is the exponential probability density function from 0 with an average of 6 inches. Creatures considered smaller than tiny never take falling damage when falling through air at 1 atm of pressure (assuming for all of these gravity at 9.8 meters/s^2). Has a jump modifier of 1/8th (multiplied by its strength score).
2. Tiny is the normal probability density function with inflection points at 1 foot and 1.75 feet. Take 1 point of falling damage (non-magical bludgeoning) per (number of feet fell)^2/25 to a maximum of 10 points of falling damage. Has a jump modifier of 1/4.
3. Small is the normal probability density function with inflection points at 2 feet and 4 feet. Take 1d6 points of falling damage per 10 feet fell to a maximum of 40 points of falling damage when falling through air at 1 atm of pressure. Has a jump modifier of 1/2.
4. Medium is the normal probability density function with inflection points at 5 and 7 feet. Take 1d6 points of falling damage per 10 feet fell to a maximum of 160 points of falling damage when falling through air at 1 atm of pressure. Has a jump modifier of 1.
5. Large is the normal probability density function with inflection points at 10 and 14. Take 1d6 points of falling damage per 10 feet fell to a maximum of 640 points of falling damage. Has a jump modifier of 2.
6. Huge is the normal probability density function with inflection points at 20 and 28. Take 1d6 falling damage per 10 feet fell to a maximum of 2560 points of falling damage. Has a jump modifier of 3.
7. Gargantuan is the normal probability density function with inflection points at 40 and 56 feet in length. Take 1d6 falling damage per 10 feet fell to a maximum of 10240. Has a jump modifier of 4.
8. Colossal is the normal probability density function with inflection points at 80 and 112 feet. Take 1d6 falling damage per 10 feet fell to a maximum of 40960. Has a jump modifier of 5.
9. The larger size categories just involve putting “+” at the end of the previous, doubling the smaller and larger inflection points of the normal curve, quadrupling the maximum damage, and increasing the jump modifier by 1.
10. Deliberately jumping to a place no more than 9 feet below where you are currently standing does not deal falling damage to you. A creature is able to jump up to their strength modifier\*jumping modifier feet horizontally without needing to make an ability check. The ability check for longer distances is X~Uniform(0, (number of feet to jump)^(1/(jump modifier))+strength score+additional proficiency in athletics\*2), with X>(number of feet to jump)^(1/(jump modifier)) being a success.
11. Jumping to a higher place than where you are standing uses the same equation, but with the difference in vertical height being squared, then divided by 2 before being added to the horizontal distance in ”number of feet to jump” in the above equation.
12. The size category chart is useful for determining what size category a creature already seen fits into (using the tails of the two nearest distributions if it is between two inflection points), and for determining how large someone will become if that person uses True Polymorph, Shapechange, etc. on themselves.

The Lucky feat only applies to rolls which are your own attack rolls, saving throws, or ability checks (as listed on the D&D 5e character sheet), not to such areas where your “spell save DC” is used, or your passive perception (for someone else’s stealth check).

The halfling racial feat bountiful luck applies in the areas where the Lucky feat would, were you or your ally to have it, and the roll on the distribution (or lowest of two in the case of imposed disadvantage) is at lower than 1/20th the max value of the uniform distribution. This only provides one reroll of the distribution per thing concerned. The only way to have this feat apply to you after a transformation such as True Polymorph or “At War with the Weave” is to use 4 Ability score increase points as a Sorcerer levelling up to get it (which also allows you to get it originally without being a halfling).

The healer feat doesn’t exist (besides, Healing Word (which you can get via using 2 ability score increase points at those levels you get them when levelling up as a Sorcerer or Druid and taking Magic Initiate into Cleric (you are better off taking a different feat for your 2 ASI points when levelling up as a cleric into the applicable levels)) is technically cheaper than a kit which no scientist has ever been able to come up with (else war in the modern world would be a lot easier if someone could be switched from dying to fighting in 6 seconds)).

Example 11th level Transmutation spell created via the Ritual of the Myriad “At War with the Weave”:

Independence of Power

Components: V S M (355,000 experience points from the caster consumed)

Casting time: 1 hour (the default casting time of any spell created via “At War with the Weave” as making the casting time shorter can be incomprehensibly difficult, especially since you have to go back to the school of Transmutation (after casting At War with the Weave to make this spell) in order to be able to write Independence of Power down on a scroll (i.e. to understand it)).

Range: Unlimited, one target

This spell can only be cast by one transformed by At War with the Weave and only on one’s own cleric (if you are the kind that makes clerics of yourself, otherwise you “only” make druids of yourself, in which case, this spell targets one of your druids of your choice instead).

This spell alters the target by making them immune to losing the ability to regain spell slots ever again due to the caster (their patron) being consigned to some indefinite stretch of time after some, potentially incomprehensibly, complicated condition is met for release from the Ritual of the Myriad most similar to the 9th level wizard abjuration spell “Imprisonment.” The target has all of the following effects:

The target has the spell slots from being that class each turned into a number of level 1 spell slots equal to the level of the spell slot the target had previously.

The target can combine level 1 spell slots and sorcery points (if applicable) to make a spell slot equal to the number of those they want to use (aka the same as a wizard’s unlimited flexible casting).

The target retains understanding of the spells they knew from that class.

If the target was a cleric of the caster, the target can no longer gain levels in cleric ever again. If the target was a druid of the caster, the target can no longer gain levels in druid ever again (those situations are mutually exclusive).

The target regains 1 level 1 spell slot for each hour of resting (stackable with regaining 1 spell slot per hour of resting from knowing at least one levelled wizard spell that is not a druid or cleric spell, as it is with regaining 1 spell slot per hour after making oneself independent of one’s Warlock patron after earning 10 or more levels in Warlock, and with having this same spell cast on you for your other class by your other patron) up to the limit of the number of level 1 spell slots you gain from knowing wizard spells (established in 7.2 above) plus the number of level 1 spells you get from all your class levels (with that number as amended by being made independent of patrons).

A short and long rest do not offer additional direct advantages besides the 1d8+constitution modifier hp per hour of resting to your maximum.

The D&D 5e class and subclass features of the target (provided due to having levels under the patron caster) no longer exist.

The patron still has the ability to express their 3 special powers (established under the page “Karssus’ Avatar plus Wish” (e.g. generally the equivalents of 3 spells of level 1 through level 8 as listed in the original powerpoint that do not have directly damaging effects (other than status conditions) that are unique from what anyone else so transformed has)) within 150 feet of their target as before, and can respond to the clerical spells that require a response from them (regardless of status conditions applied to the patron other than those that involve a Ring of Power (presumably forcibly) being placed on one of the patron’s “fingers” or equivalent (forming a relaxed condition if the form chosen was designed to be less definable (e.g. if you are a druid patron and, at the time of casting At War with the Weave, you chose to be in all living trees, all a wizard needs to do to “temporarily” end your power is to put a Ring of Power on a single living piece of a tree, immediately causing the patron to be that tree such that a single disintegrate spell (really any sufficiently destructive spell or set of spells) used on the tree thereafter destroys that patron (generally, you would prevent resurrection via casting Soul Cage via a separate Ring of Power))) or any kind of Imprisonment (either the 9th level Abjuration or Ritual of the Myriad); other than such responses that involve sending something they don’t have (understanding that if the patron has been prevented from using wish (such as by being killed without being forced to wear a Ring of Power, and thus turn into a vestige, which also takes away the 3 built-in unique powers and levels for clerics or druids of them this spell has not been cast on by them beforehand), they might not be able to get sufficient information to respond the way you would like).

Using At War with the Weave to make the above spell requires an amount of hp and experience equal to 5\*(100+524288)+5\*∑2^(level of spell i) for all spells in the original powerpoint listed as clerical (the 524288 comes from affecting the Ritual of the Myriad most similar to Imprisonment (2^(10 for High Magic+9 for being similar to a 9th level levelled spell))). The maximum penalty for casting At War with the Weave (to make this spell) wrong (in a way that creates inconsistencies in the rules of magic (no inconsistencies are above), or where one or more of the casters is thinking about this differently from the main caster at any point during the 10 minute cast) is removing all cleric and druid levels from all previously designated people (if some used these levels to True Polymorph into high CR creatures, they continue to have those additional character levels, but lose what was directly granted to them by having levels in those classes (i.e. that many extra spell slots, wildshape, access to cleric spells not otherwise granted by the creature turned into, etc)).

1. As in, science-based treatments for the condition. Alternatively, using magic heals those damage types directly, then requires treatments thereafter for any remaining points of damage that are not in the aforesaid categories. [↑](#footnote-ref-0)