

Dungeons and Dragons 7.4

The underlying rule set (specifically for physics, special cases for the Ritual of the Myriad At War with the

Weave, the wizard meta class spells, the rules for the schools of magic, fighting and ranged combat, and the

“Clerics only” spells that appear at different levels than what they appear at for other classes, and that the spells lacking descriptions simply use the effects stated in

Dungeons and Dragons 5e) can be found at

https://github.com/EvanNibbe/Dungeons_and_Dragons_7_3_edition

Character turns

On a turn (6 seconds) you have:

1 action (+1 if you have spent 5 years, or the equivalent in a school of fighting such that you pass the cubic-ly increasing check against your strength, dexterity and constitution for each level, plus another if you go 20 levels, plus another if you go 5 levels through the quadratically increasing checks of the Ranged Combat School against your dexterity and wisdom, plus another if you get 20 levels, plus another if someone casts Haste (3rd level Transmutation) on you)

1 bonus action (and 1 reaction while someone else is doing their thing)

Movement, base 30 for all creatures listed under the Reincarnate 4th level Clerical Transmutation spell (that must be cast alongside an appropriate Necromancy spell) then multiply this by $1/10 \cdot \sqrt{\text{dexterity}} \cdot \sqrt{\text{strength}}$. Otherwise use movement for your creature type in official source

$\cdot 1/10 \cdot \sqrt{\text{dexterity}} \cdot \sqrt{\text{strength}}$ for creatures without incorporeal movement.

Character turns continued

To determine who is doing things in what order in a fight:

Each character makes an initiative ability check (to which guidance and bless can be applied and is the one ability check that doesn't take an action to roll for) on the distribution $X \sim \text{Uniform}(0, \text{dexterity score})$, where a higher value of X (plus any modifications) means you are getting your actions and bonus actions to take effect more quickly.

If a creature is surprised when an attack happens, they still roll initiative (with the quickened spell metamagic allowing a sorcerer to teleport out of the area before they can be hit, unless it is a spell and a roll on $X \sim \text{Uniform}(0, \text{Sorcerer's intelligence})$ is less than a roll on $Y \sim \text{Uniform}(0, \text{attacker's intelligence})$ and the same thing for using subconscious spellcasting to get out of the way of a spell) but they do not have access to their actions, reactions or movement, but still have access to their bonus action on their turn (or a single legendary action in place of a bonus action if the creature has legendary actions). The Alert feat makes you immune to surprise.

Special cases

Anything that can be done in a bonus action can be done as an action instead, anything that can be done as a reaction can be done as a bonus action or action instead. Creatures with Multiattack can only do the things listed under actions in the stat block for each attack other than the first one (which must be either an the use of one action to attack (spell or weapon) or cast of a spell with a saving throw).

Legendary actions you can use either what the creature that you turned into can do as a legendary action, or you can cast a spell that takes 1 action to cast (or quicker).

Subconscious spellcasting is done without time-based constraints, but if two people are using subconscious spellcasting in ways that are mutually exclusive even if they are simultaneous, each rolls on the uniform distribution (0, intelligence score of self) and whoever gets higher has theirs go off first (unless negated by someone with Detect Thoughts or telepathy casting counter spell).

Ability scores

Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma are determined separately for each character for what they will have if they reach the age of $\min(1/5 \text{ their life expectancy for their species (called "race" in d\&d, of which all humans are the same "race")}, 20)$ years. Each is determined from the equivalent of the sum of 20 random coin flips, of which Heads is 1 and tails is 0.

Based on how you were raised by that time, you either become naturally inclined towards being a magic user (similar to wizard meta class, where you have advantage of intelligence and wisdom based ability checks, disadvantage on strength and dexterity checks, 2 levels of disadvantage on getting the next level in a school of fighting, 2 levels of advantage on beating the boredom check to remain in a school of magic, and 2 levels of advantage on the exponential distribution (in this case taking the lowest number of days to discover a spell)...

Ability scores continued

that determines how quickly you discover a spell while in that school of magic after having achieved the appropriate level, or how quickly you can understand a spell from a spell scroll (not Clerical unless you have at least one level in Cleric, and not High Magic unless you have spent 20 years worth of levels in schools of magic and 75 years studying how petals move in water and embers move in smoke (an average of 4 hours per day should satisfy the requirement) in which case you don't have to make a check to understand it)), or being a fighter (advantage on strength and dexterity ability checks, disadvantage on intelligence and wisdom ability checks, 2 levels of advantage on the check to get further in a school of fighting, 2 levels of disadvantage on the boredom checks to stay in a school of magic and the exponential distribution (in this case taking the larger number of days) to discover a spell or understand it from a spell scroll).

Stackable abilities

You can stack advantage and disadvantage (which negate each other) with themselves provided that each level of advantage (rolling the same distribution over again and taking the higher number) or level of disadvantage (rolling the same distribution over again and taking the lower number) is created by a different effect. The one and only exception to this rule is that the guided spell Sorcerer metamagic is stacked on top of itself over and over again (expending 2 Sorcery points for each additional roll if at level 19 or lower, or 1 additional sorcery point per additional roll at level 20 in Sorcerer) until the spell attack hits its target or the Sorcerer runs out of Sorcery points.

Temporary hp are not stackable, they are replaced when another effect would provide you more temporary hp than you have now.

Other numerical benefits and detractions from magical effects (other than reductions or healing of hp, imposition of levels of exhaustion, or specific incremental reductions of ability scores due to magical attacks against you (such as the Shadow's Strength Drain ability)) are also not stackable when a source or two sources are repeating an effect of the same name on the same target.

Feats

- Keen mind
- Magic initiate bard (Note that all features that provide you with additional Cantrips that, when stacked with the cantrips given from elsewhere, if this result in what would have been repeats, you instead learn a random cantrip (including from among those that can be learned only in a school of magic) from among all Cantrips you do not currently know.) Note further that the 1/day cast is instead one first level spell slot that is regained on a short rest (8 hours) and is considered prepared without counting against prepared spell limits.
- Magic initiate cleric
- Magic initiate warlock
- Magic initiate Druid
- Magic initiate wizard
- Magic initiate Sorcerer

Feats continued

- Sentinel
- Bountiful luck (no longer a halfling exclusive feat)
- Warcaster To be consistent with all spells, changed to casting any spell that takes 1 action or quicker with no other limitations (other than the number of your reactions, of course).
- Polearm master
- Shield master
- Heavy armor master (-3 damage for all slashing, piercing, bludgeoning)
- “Drow High Magic” (not High Magic and not reserved for Drow)
- “Elven accuracy” (not strictly for elves)
- Reactive (+1 to dex, proficiency in acrobatics, extra reaction)
- Mage slayer
- Linguist
- Dungeon delver (+1 to dex, when you cast Find Traps (which you have an extra spell slot to cast it with (regained after 8 hours rest) and always have it prepared), you know exactly where the traps are in an area, defeating Glibness, Mind Blank and Rings of Power’s ability to stop you from discovering a trap, and casting Find Traps cannot set off a trap).
- Proficiency in <ability check>, +1 to that ability score. For this purpose the ability checks concerned cannot be listed under the above feats.

Feats continued 2

- Enchanting (those you successfully cast enchantment spells that have imposed on them the charmed condition will not remember you cast that spell on them, and anyone without Magic Resistance or Immunities or Legendary Resistance who is already in conversation with you and not hostile automatically fails their saving throw for a spell that imposes the charmed condition on them)
- Brutal critical, when you score a critical hit (originally an attack roll plus modifiers in excess of 2X the opponent's dexterity score), you multiply the damage on each damage die by 3, and you also score a critical if the roll is no more than 1 away from being what would be a critical originally.
- Mobile
- Inspiring leader
- Sharpshooter
- Crossbow expert (not exclusive to ranged weapons.)

Feats continued 3

- Skulker
- Alert
- Observant
- Actor (can mimic voices, proficiency in deception and performance, +1 charisma)
- Lucky (the only feat you could take multiple times on this list, you can only take lucky twice, and it only applies to attack rolls, persuasion, intimidation, deception checks and saving throws) This repeats the uniform distribution that was used after the previous full determination would have been a failure. This is considered after all levels of advantage and disadvantage have been accounted for. The luck point is never used with the Guided Spell metamagic.
- Spell sniper

Ability checks

Characters can make the following ability checks by using their action in their turn:

Athletics ($X \sim \text{Uniform}(0, \text{strength} + \text{additions to athletics checks specifically due to experience} * 2)$ where $X + [\text{proficiency?}] > \text{DC}$ is a success) people who are naturally adept at fighting (“fighters” as opposed to being naturally predisposed towards wizardry (“wizards”) who have disadvantage on these checks) have advantage on these checks. You use proficiency > 0 only where you have a true class level and where you have proficiency in athletics due to the class, you can also be turned into a creature with proficiency in Athletics.)

Acrobatics ($X \sim \text{Uniform}(0, \text{dexterity} + \text{experience based additions as above but for acrobatics} * 2)$ where $X + [\text{proficiency?}] > \text{DC}$ is a success.)

Checks, continued

Animal handling ($X \sim \text{Uniform}(0, \text{wisdom score} + \text{experience based additions} * 2)$ where $X + [\text{proficiency?}] > \text{DC}$ is a success)

Deception ($X \sim \text{Uniform}(0, \text{Charisma score} + \text{experience based additions} * 2 + \text{wisdom score of target})$ where $X + [\text{proficiency?}] > \text{wisdom score of target} + [\text{proficiency? In insight of target}] + \text{experience based additions to insight of target} * 2$ is a success)

Intimidation ($X \sim \text{Uniform}(0, \text{Charisma score} + \text{experience based additions} * 2 + \text{wisdom score of target})$ where $X + [\text{proficiency?}] > \text{wisdom score of target} + [\text{proficiency? In insight of target}] + \text{experience based additions to insight of target} * 2$ is a success)

Checks, continued 2

Perception ($X \sim \text{Uniform}(0, \text{wisdom score} + \text{experience based additions} * 2 + \text{dexterity of target})$ where $X + [\text{proficiency?}] > \text{dexterity of target} + \text{experience based additions}$ (or due to having gone through a school of espionage, or due to Pass without Trace) to stealth of target $* 2 + [\text{proficiency?}]$ is a success) or replace other side of inequality with DC, and set dexterity of target to 0 for nonliving targets

Performance ($X \sim \text{Uniform}(0, \text{Charisma score} + \text{experience based additions} * 2)$ where $X + [\text{proficiency?}] > \text{DC}$ is a success)

Persuasion ($X \sim \text{Uniform}(0, \text{Charisma score} + \text{experience based additions} * 2)$ where $X + [\text{proficiency?}] > \text{DC}$ is a success, the same value is considered for all different DCs that people get either statically from a species trait or from making a distribution similarly rolled on insight or investigation)

Checks continued 3

Initiative ($X \sim \text{Uniform}(0, \text{dexterity score})$ where X is your rank in the initiative order, and if you have the Alert feat then this value increases by 5.) Besides the alert feat, the Guidance cantrip, Bless spell and increasing your dexterity score, there is no way to increase the average value of this ability check.

Investigation ($X \sim \text{Uniform}(0, \text{intelligence} + \text{experience based additions} * 2)$ where $X + [\text{proficiency?}] > \text{DC}$ is a success, the same value is considered for all different DCs)

Insight ($X \sim \text{Uniform}(0, \text{Wisdom} + \text{experience based additions} * 2)$ where $X + [\text{proficiency?}] > \text{DC}$ is a success, the same value is considered for all different DCs)

Checks, continued 4

Slight of hand ($X \sim \text{uniform}(0, \text{dexterity score} + \text{experience based additions} * 2 + \text{wisdom score of target})$ where $X + [\text{proficiency?}] > \text{wisdom of target} + \max(\text{experience based additions to insight}, \text{experience based additions to perception}) * 2 + \max([\text{proficiency? Of target in insight}], [\text{proficiency? Of target in perception}])$ is a success)

Stealth ($X \sim \text{uniform}(0, \text{dexterity score} + \text{experience based additions} * 2)$ where $X + [\text{proficiency?}] + \text{additions to stealth like from Pass without Trace} = \text{DC for someone's perception check (they do not have to take an action to make a perception check if this DC is lower than their wisdom score)}$)

Classes

Sorcerers, Warlocks, Druids and Clerics are the only true classes.

In order to be a Sorcerer, you must be naturally born of a living creature capable of reproduction who has learned the 10th level Necromancy spell Weapon of Undeath, made such a weapon, and cut themselves with it prior to conception.

In order to be a Cleric, you must be granted a level in Cleric either by the one who implements this rule system by overlaying a magical weave onto a material plane (along with an Ethereal Plane, Astral Plane and Shadowfell), or by someone who is transformed by the High Magic Ritual of the Myriad “At War with the Weave” in such a way as to be able to maintain their body, have control over some aspect of the world, be able to cast Wish at will as a bonus action, and NOT be doomed by any sort of binding to something strictly mortal (like trees).

Classes continued

In order to be a Warlock, a creature with innate spellcasting ability (or has been True Polymorphed into such a creature, Magic Jar'd into that creature, etc) must have figured out how to grant Warlock levels to people, of which the only guaranteed method of figuring that out is spending 94999*365 days in which you fight and dissect one creature of CR 1/2 to 9 each day (from all official Dungeons and Dragons sourcebooks up until December 31st 11:59 pm of 2019 New York time and from dandwiki.com's homebrew creature list to that time except for any creature whose name appears in official source material, any creature that's just a nonstandard undead version of an already existing creature, and any creature that is supposed to mimic ideas of robots that are supposed to be made with science (these are coincidentally the same limitations on the True Polymorph spell in order that other spells, like weapon of Undeath, are not rendered obsolete)).

Classes Continued

You can only be a Druid if you are granted a level in Druid by someone who is transformed by the High Magic Ritual of the Myriad “At War with the Weave” in such a way as to be able to maintain their body, have control over some aspect of the world, be able to cast Wish (a Verbal component spell 9th level spell only otherwise available to 17th level or higher Sorcerers that allows you to cast any spell of 8th level or lower as if it were instantaneous (those with a different duration being able to continue to have their effects as if they were part of reality, and thus can only be undone by things like Global Dispel Magic (12th level Abjuration), Corrosion-Erosion (High Magic Ritual of Complement), Storm Erosion (High Magic Ritual of the Myriad), or Killing Storm (High Magic Ritual of the Myriad)) and required no material, additional time or somatic components, except

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Classes continued 2, Exceptions to Wish Spell

...for the Hold Power cantrip (designed to have another spell cast into an object that is ridiculously expensive to make via a particle accelerator) Wish-casting also makes divination always successful and have perfect clarity except where Mind Blank (8th level Abjuration), Glibness (8th level Transmutation), Sequester (7th level Transmutation), Temple of the gods (7th level Conjuration), Anti-Magic field (8th level Abjuration), a Ring of Power (create ring of power is an 11th level Transmutation spell that has a ridiculous number of ridiculously expensive and time-consuming, cooperation-intensive dependencies of high level spells that must be learned at other schools of magic), Private Sanctum (4th level Abjuration), Protection of City (10th level Abjuration), Globe of Invulnerability cast at 10th level, Nondetection (3rd level Abjuration), or Pass without Trace (2nd level Abjuration) are concerned) [the patrons of Clerics and Druid can cast Wish] at will as a bonus action, ...

Classes continued 3, Druid continued 2

and [the patrons of Druids] BE doomed by any sort of binding to something strictly mortal (like trees). This is averted to the extent that you instead are bound to trees that live on a separately created Feywild-like place (can be created by using At War with the Weave to give the Weave the ability to support a spell that can make planes of existence).

You gain a proficiency bonus between +2 and +6 depending on your combined levels in all true classes (considered as though it were capping out at 20 levels except that the first and 20th level in each class gained after you reached 20 combined levels counts as a +1 to your “character level” where it is important for a spell like True Polymorph (9th level Transmutation)). You gain virtual levels for use in True Polymorph by aging from a Young Gold Dragon to an Adult Gold Dragon to an Ancient Gold Dragon, but those are “lost” immediately after you True Polymorph.

Classes continued 4, wizard “meta class”

The wizard “meta class” is the people who have earned levels in the 8 schools of magic, which are described in exquisite detail in terms of their additional benefits (initial benefits described deep within the Cleric description, the High Magic description and the True Polymorph description much further down) in the PowerPoint attached to the Dungeons_and_Dragons_7_3 GitHub repository. This does not directly grant you any sort of proficiency bonus. You get spells by discovering spells, or by reading spell scrolls; note that discovering spells on your own once you reach the appropriate level in the school is substantially easier (a number of days on the exponential distribution whose mean grows by $(10 + \text{level}^2 \text{ of spell}) * 2^{(\text{level of spell})}$ and is otherwise on $\text{intelligence} / (\text{intelligence} + DC)$ in days) than learning a spell from a spell scroll (which can be done outside of the appropriate school of magic building without levels on $(20 + \text{level of spell}^3) * 2^{\text{level of spell}}$). Further note that if a spell appears in the original PowerPoint or this one, then you need to associate the proper edits from how it appeared in 5th edition.

Classes continued 6, wizard “meta class” continued

Those who learn spells on their own (outside of the access to spells they are born with or are granted by a patron) have access to a number of fully transferable level 1 spell slots equal to the sum of the highest level spells they know from each of the 8 schools of magic or from learning it from a spell scroll written by someone who went through a school of magic or recursively in the same way learned from a spell scroll whose information traces directly back to a school of magic.

These level 1 spell slots are regained from resting at a rate of 1 per hour of resting plus $\frac{1}{2}$ the level of the highest level spell known in this way from any short rest (8 consecutive hours, or due to the Catnap spell). All of them are regained after 24 consecutive hours of resting (a long rest). Two level 1 spell slots of this type can be converted into a level 2 spell slot, three level 1 spell slots can be converted into a level 3 spell slot, and so on linearly. The maximum CR of creature that can be gained from Conjunction spells in this manner is CR 11.

Warlock class

For each level granted in Warlock, you gain $1d8 + \text{constitution modifier}$ hp.

You have a number of Warlock spell slots equal to $2 * \text{Warlock level}$. These spell slots are of a level equal to $\text{ceil}(\text{Warlock level} / 4)$. You have access to all Warlock spells of that level of spell slot and lower all of the time (including cantrips). You regain all these spell slots after 8 hours of rest (short rest).

At level 5 you gain the ability to extend the range of any spell (unwillingly targets to spells of range self make Charisma saving throws) by expending your hp such that the $10 * (\text{cube of the hp you expend})$ (only ever using the minimum to hit your target) is the number of feet away you can hit them, you can also spend an additional 1 hp to be able to hit a target that might not be there that you otherwise can't see (they take the normal spell attack roll or make the saving throw if they exist in range). This cannot exceed half of your current hp, and only the spell slot is expended on a failure to hit the target. Spells like Burning hands and Lightning bolt still point away from you though the effect will start further away.

Warlock class continued

At 10th level, you gain the ability to revoke your connection to your patron, thus preventing both: your patron taking away your Warlock levels, or you no longer being able to get Warlock levels or spell slots back due to your patron being removed/having its power taken away. After this happens in this way, you lose the latest Warlock level you gained, and you can never gain Warlock levels again. You thus only regain 1 warlock spell slot per hour of resting.

At 15th level, you get to cast spells in a way that targets other planes of existence, conditional on the place you are located and the place you are connecting the spell to are reachable from each other via Gate. This allows you to Misty Step back to some place on another plane that you have seen before (but only bringing yourself and your equipment). You can use this with other spells to attack people separated by Ethereal Plane.

At 20th level, the 10th level ability is altered to not take away your latest Warlock level, and you always regain all spell slots with a long rest (24 hours), and you can use this ability as heretofore altered on levels in Druid and Cleric (best to wait till 20th level on those, as you no longer can get levels in either after you do this).

Warlock spells

Cantrips

- Blade Ward
- Booming Blade
- Chill Touch
- Create Bonfire
- Eldritch Blast
- Friends
- Frostbite
- Green-Flame Blade
- Infestation
- Lightning Lure
- Mage Hand

- Magic Stone
- Minor Illusion
- Poison Spray
- Prestidigitation
- Sword Burst
- Thunderclap
- Toll the Dead
- True Strike

First level

- Armor of Agathys
- Arms of Hadar
- Cause Fear
- Charms Person
- Comprehend Languages (Ritual)
- Expeditious Retreat
- Hellish Rebuke
- Hex
- Illusory Script (Ritual)

- Protection from Evil and Good
- Unseen Servant
- Witch Bolt

Second Level

- Cloud of Daggers
- Crown of Madness
- Darkness (moved to school of Illusion so that Truesight sees through it)
- Earthbind
- Enthrall
- Hold Person
- Invisibility
- Mind Spike (moved to 7th level with a range of sight for the wizard meta class)

Warlock spells continued (second level)

- Mirror Image
- Misty Step
- Ray of Enfeeblement
- Shadow Blade (removed from wizard meta class to be only accessible to the wizard meta class via High Magic)
- Shatter
- Spider Climb
- Suggestion

Level 3

- Counterspell
- Dispel Magic
- Enemies Abound
- Fear
- Fly
- Gaseous Form
- Hunger of Hadar (otherwise High Magic)

- Hypnotic Pattern
- Magic Circle (if cast via Wish, will last until one of the listed spells that destroy the effects of a Wish-cast spell are used or really any Ritual of Complement that alters the ground is used)
- Major Image
- Remove Curse
- Summon Lesser Demons (if the Abyss does not exist (due to the Ritual of the Myriad At War with the Weave not being used to create a spell (otherwise known as “making the weave capable of supporting a spell that...”)) Create Plane of Existence, then this, Summon Greater Demon, and Infernal Calling all require consuming the material component and making the ritual take 12 hours and consume a living creature for each fiend made, in which case thereafter the spell does not require concentration and has an effect time of instantaneous.)

- Thunder Step
- Tongues
- Vampiric Touch

Level 4

- Banishment
- Blight
- Charm Monster
- Dimension Door
- Elemental Bane
- Hallucinatory Terrain
- Shadow of Moil
- Sickening Radiance
- Summon Greater Demon

Level 5

- Contact Other Plane
- Danse Macabre
- Dream
- Enervation
- Far Step
- Hold Monster
- Infernal Calling
- Negative Energy Flood

Warlock spells continued 2 (5th level)

Scrying

Synaptic Static

Wall of Light

Sorcerer class

You gain $1d6 + \text{your constitution modifier}$ per level you gain in Sorcerer (thus you, as a baby, would, if you were more attuned to casting spells, start life with $\text{hp} = \text{constitution score} + 1d6 + (\text{constitution score} - 10) / 2$ rounded down).

You have sorcery points of a maximum of $\text{ceil}(\text{ceil}((\text{Charisma modifier plus their level}) / 8) * 2.2) * (3 + \text{level})$. These sorcery points are regained at a rate of $\text{ceil}(\text{ceil}((\text{Charisma modifier plus their level}) / 8) * 2.2)$ sorcery points per hour, the rest will be gained all at once if you are an Elf doing 4 hours of meditation.

You also have access to a number of Cantrips on the Sorcerer spell list equal to $3 + (\text{your level}) / 3$ rounded up of which all additional ones you know are based on what you desired to do most at the point at which you levelled up, which is the same way that your levelled spells are known to you (of which you know $1 + \text{your level}$ Sorcerer spells). This gets changed once you reach level 10 and can expend sorcery points to switch around spells.

Sorcerer class continued

Sorcery points can be expended either to cast spells, use metamagic effects, and, at 10th level, switch around what spells you know (unless you have the keen mind feat, in which case you are just expending spell slots to switch around spells as normal, but you still know how to cast the spell that got switched out as long as you have cast it within the last 30 days from when you cast it last).

1st level: you have the ability to cast spells. You expend a number of sorcery points equal to $\text{ceil}(\text{level of spell}^{1.3})$ (thus you can cast a cantrip without expending a spell slot) to cast a spell. If you learn a higher level spell (from another source) or want to cast a spell with a “higher level spell slot” than your Sorcerer level/2 rounded up, you can use a number of sorcery points equal to $\text{ceil}(\text{level of spell}^{1.3}) * \text{floor}(\text{level of spell} - \text{Sorcerer level}/2)$ to cast that spell.

Sorcerer continued 2

Level 2: you are able to imbue your spells with metamagic. You can choose up to your charisma modifier number of metamagic options at the end of a long rest:

Subtle spell:

When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

Elemental spell:

When you cast a spell that deals acid, cold, fire, lightning, poison or thunder damage, you can spend 1 sorcery point to change its damage type to another type in: { acid, cold, fire, lightning, poison, thunder}.

Twinned spell:

You can spend a number of sorcery points with a minimum of 1 to have a spell target an additional creature or area, this cost increases linearly (slope=sorcery point cost of spell) with the number of additional targets, stopping right as you would run out of sorcery points if your plan was greater than the number you could handle.

Esoteric spell:

When you cast a spell that deals force, necrotic, psychic, or radiant damage, you spend 2 sorcery points to change its damage type to one of: { force, necrotic, psychic, radiant}.

Extended spell:

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, with that next part of the duration not being concentration. The cost is 2 sorcery points to triple the duration, 3 to quadruple the duration, and so on until the cost would take away all of your sorcery points.

Sorcerer continued 3

Careful spell: 1 sorcery point, choose a number of creatures in the area of effect of a spell you are about to cast equal to your charisma modifier or fewer who will automatically succeed on their saving throws against the spell (for fewer, you can reduce damage further as if they had a level of legendary resistance, where the total number of successes you create and pseudo-legendary resistances given out does not exceed your charisma modifier).

Distant Spell:

When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell. When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet (this stacks with the spell sniper feat). When you cast a spell with an area of effect that includes “self” as a point in the space, you can have the area of effect moved outward from you to max(30 feet, the length of the longest line that can be drawn through the area of effect) to where that point in the area of effect that would otherwise be on you could be (i.e. a Lightning bolt would still be 100 feet long and pointing away from you, but you could have its furthest point be 200.124922 feet from you, and its closest point be 100.124922 feet from you; with the spell sniper feat, this would be 300.25 feet and 200.25 feet, respectively).

Empowered spell:

You spend 1 sorcery point to gain advantage on up to your charisma modifier of damage rolls within a given spell's damage roll.

Heightened spell:

You spend 3 sorcery points to give one target disadvantage on the roll for a spell saving throw.

Kinetic spell:

When you cast a spell that forces a creature to make a saving throw, you can spend 2 sorcery points to change the saving throw to Strength or Dexterity.

Sorcerer continued 4

Persistent spell:

When you cast a spell that requires concentration, you can spend 3 sorcery points to ignore its concentration requirement until the beginning of your next turn.

On each subsequent turn, you can use 2 additional sorcery points and extend the spell's effect until the beginning of your next turn.

Quickened spell:

When you cast a spell that has a casting time of one action, you can spend 2 sorcery points to change its casting time to one bonus action, or spend 4 sorcery points to cast it as a reaction, or spend 8 sorcery points to cast it when you are surprised.

Guided spell:

When you cast a spell with attack roll(s), you spend 2 sorcery points to have an additional roll to hit, and you keep spending 2 sorcery points until it hits for each roll, only spending sorcery points to the extent that the distributions require them to hit. This is the only metamagic that can be stacked with itself ("twinned spell" affecting two additional creatures is technically a static cost, whereas since this is being stacked on top of itself, it becomes half as expensive in every way when you get 20 levels in Sorcerer).

Warped spell:

When you cast a spell that forces a creature to make a saving throw, you can spend 4 sorcery points to change the saving throw to your choice of Intelligence or Charisma.

Willful spell:

When you cast a spell that forces a creature to make a saving throw, you can spend 2 sorcery points to change the saving throw to your choice of Constitution or Wisdom.

Sorcerer continued 5

At level 4, and at every even level thereafter other than 10 and 20 in Sorcerer, you have an ability score improvement such that you can either add 2 to one ability score, add 1 to two ability scores, or choose a feat.

At level 10, you gain the ability to use a number of sorcery points equal to $\max(\text{level of spell being replaced}, \text{level of spell replacing it})$ to replace one of your $(1 + \text{Sorcerer level})$ known Sorcerer spells with another.

At level 20, you gain Metamagic Mastery, the ability to have every metamagic option that originally cost 1 sorcery point to instead cost 0 and always be active (not counting against the maximum number of metamagic options of your charisma modifier), and you reduce the cost of every other metamagic option by 1, reducing the cost of persistent spell to 2 initially and 1 every turn (6 s) thereafter.

Sorcerer Spells

Cantrips

- Acid Splash
- Blade Ward
- Booming Blade
- Chill Touch
- Create Bonfire
- Control Flames
- Dancing Lights
- Fire Bolt
- Friends
- Frostbite
- Green-Flame Blade
- Gust
- Infestation
- Light
- Lightning Lure
- Mage Hand
- Mending
- Message

- Minor Illusion
- Mold Earth
- Poison Spray
- Prestidigitation
- Ray of Frost
- Shape Water
- Shocking Grasp
- Sword Burst
- Thunderclap
- True Strike

First level

- Absorb Elements
- Burning Hands
- Catapult
- Charm Person
- Chromatic Orb
- Color Spray
- Comprehend Languages (Ritual)
- Detect Magic (Ritual)
- Disguise Self
- Earth Tremor
- Expeditious Retreat
- False Life

- Feather Fall
- Fog Cloud
- Jump
- Mage Armor
- Magic Missile (target can stop it with 2 levels of legendary resistance for first 3 bolts, then 1 level for each bolt after that)
- Ice Knife
- Ray of Sickness
- Shield
- Silent Image
- Sleep
- Thunderwave
- Witch Bolt

Second level

- Aganazzar's Scorching Ray
- Alter Self
- Blindness/Deafness
- Blur
- Crown of Madness
- Cloud of Daggers

- Darkness (moved to school of illusion for wizards)
- Darkvision
- Detect Thoughts
- Dragon's Breath
- Dust Devil
- Earthbind
- Enlarge/Reduce
- Gust of Wind
- Invisibility
- Knock
- Levitate
- Hold Person
- Maximilian's Earthen Grasp
- Mind Spike (moved to 7th level for wizard meta class with a few changes if cast at that level)
- Mirror Image
- Misty Step
- Shatter

Sorcerer spells continued (level 2)

- Shadow Blade (moved to High Magic for wizard meta class)
- Phantasmal Force (moved to 4th level for wizard meta class, both are changed to not deal damage directly)
- Pyrotechnics
- Scorching Ray
- See Invisibility (changed according to slide much further on)
- Snillloc's Snowball Swarm
- Spider Climb
- Suggestion
- Warding Wind
- Web

Level 3

- Blink
- Catnap (moved to cantrips if learned in school of enchantment)
- Clairvoyance
- Counterspell
- Daylight
- Dispel Magic
- Enemies abound
- Erupting Earth
- Fear
- Fireball
- Flame Arrows
- Fly
- Gaseous Form
- Haste
- Lightning Bolt
- Major Image
- Hypnotic Pattern

Level 4

- Protection from Energy
- Melf's Minute Meteors
- Sleet Storm
- Slow
- Stinking Cloud
- Thunder step
- Tidal Wave
- Tongues
- Wall of Water
- Water Breathing (ritual)
- Banishment
- Blight
- Charm Monster
- Confusion
- Dimension Door
- Dominate Beast
- Greater Invisibility
- Ice Storm
- Polymorph

Level 5

- Sickening Radiance
- Stoneskin
- Storm Sphere
- Vitriolic Sphere
- Wall of Fire
- Watery Sphere
- Animate objects
- Cloudkill
- Cone of Cold
- Control Winds
- Creation
- Dominate Person
- Enervation
- Far Step
- Hold Monster
- Immolation
- Insect Plague
- Seeming
- Synaptic Static
- Telekinesis
- Teleportation Circle
- Wall of Light
- Wall of Stone

Sorcerer spells continued 2 (level 6)

- Arcane Gate
- Chain Lightning
- Circle of Death
- Disintegrate
- Eyebite
- Globe of Invulnerability
- Investiture of Flame
- Investiture of Ice
- Investiture of Stone
- Investiture of Wind
- Mass Suggestion
- Sunbeam
- Mental Prison
- Move Earth
- Scatter
- True Seeing (changed according to the slide much further down)
- Level 7
 - Etherealness
 - Finger of Death
 - Fire Storm
 - Plane Shift
 - Power Word Pain
 - Prismatic Spray
 - Reverse Gravity
 - Crown of Stars
 - Delayed Blast Fireball
 - Teleport
 - Whirlwind
- Level 8
 - Abi-Dalzim's Horrid Wilting
 - Power Word Stun
 - Dominate Monster
 - Earthquake
 - Incendiary Cloud
 - Sunburst
- Level 9
 - Gate
 - Mass Polymorph (can be learned as a level 7 Cleric spell through the school of Transmutation (or cast via Wish))
 - Meteor Swarm
 - Power Word Kill
 - Psychic Scream
 - Time Stop (as changed further down)
 - Wish (exclusive to sorcerers and those transformed by At War with the Weave)

Cleric class

You gain $1d8 + \text{constitution modifier}$ hp per level you gain in Cleric.

You go through schools of magic in order to figure out cleric spells of higher level than $\text{ceil}(\text{cleric level}/2)$ as well as to actually write down and “truly understand” the cleric spells that you are able to cast by preparing up to your wisdom modifier plus your level cleric spells at the beginning of the day, from which you can choose from all cleric spells of $\text{level} \leq \text{ceil}(\text{cleric level}/2)$ without “truly understanding” them. “Truly understanding” these spells is only required for: (1) casting those spells using the spell slots of other classes or the wizard “meta class” spell slots, (2) gaining access to wizard “meta class” spell slots (defined as level 1 spell slots that can be combined linearly to get spell slots of any level up to the number you have left, the maximum number of which you can have is $\text{sum}(\text{max level spell you know from each school of magic (or originally from that school of magic that you learned from a spell scroll)})$), (3) for the purpose of being able to cast the High Magic Ritual of the Myriad “At War with the Weave” in a manner that adds a spell to those that can be learned at a school of magic or alters a clerical spell or High Magic.

Cleric class continued

You gain the following progression for your Cleric spell slots:

Level	Cantrips	Lvl 1 slots	Lvl 2 slots	Lvl 3 slots	Lvl 4 slots	Lvl 5 slots	Lvl 6 slots	Lvl 7 slots	Lvl 8 slots	Lvl 9 slots
1	2	2	0	0	0	0	0	0	0	0
2	2	4	0	0	0	0	0	0	0	0
3	2	4	2	0	0	0	0	0	0	0
4	3	4	3	0	0	0	0	0	0	0
5	3	4	3	2	0	0	0	0	0	0
6	3	5	3	3	0	0	0	0	0	0
7	3	5	3	3	2	0	0	0	0	0
8	4	5	4	3	3	0	0	0	0	0
9	4	5	5	4	3	1	0	0	0	0
10	4	5	5	5	3	2	0	0	0	0
11	4	7	5	5	4	2	1	0	0	0
12	5	7	6	5	5	2	2	0	0	0
13	6	8	7	6	5	2	2	1	0	0
14	6	9	8	7	6	3	2	1	0	0
15	7	10	9	7	6	4	2	1	1	0
16	7	11	10	9	7	5	2	1	1	0
17	8	12	12	9	8	5	2	1	1	1
18	8	12	12	10	8	6	4	1	1	1
19	9	14	14	11	9	7	4	2	1	1
20	9	15	15	12	10	8	5	2	1	1

These are regained at the end of 24 hours of resting where you have no more than a minute in any given hour during the rest of doing something other than resting, or after 4 hours of Elven meditation. If you use the 20th level Warlock ability on your Cleric levels, then you regain Cleric spell slots separately starting with your lowest level cleric spell slots at a rate of 1/hour of resting (separate from regaining spell slots from any other class, so if you did this with Warlock, Cleric and Druid, then you would regain 3 spell slots per hour of resting if you had used them from each class). Note: Any spell that is “clerics only” can only be cast using the above cleric spell slots unless you learn them separately in a school of magic, or you use the spell slots of another class that class has access to the same spell..

Cleric continued 2 (level 1 choice of domain)

There are 5 Cleric domains to choose from:

1. **Light:** you add your wisdom modifier in radiant damage to all spells you cast that deal damage. You add your wisdom modifier in additional radiant damage to every damage die of the spell when casting against aberrations, elementals, fey, fiends, monstrosities or undead (Giants and Dragons don't fall into those sets). You also have the Light cantrip without it counting against the number of Cleric cantrips. You can cast Daylight at will at 7th level without it counting against the number of prepared spells.
2. **Life:** You add your wisdom modifier in hp in healing to every healing spell you cast (including Spare the Dying, which you specifically don't have to just use on people at 0 hp, thus making Spare the Dying an equivalent of an at will Cure Wounds (with less healing)), and to every die of healing from those spells. At level 11 you can cast Mass Healing Word at will.
3. **Death:** You add 1 point of necrotic damage to all spells and weapon attacks that deal damage. For each target that was harmed by that 1 point of Necrotic damage (not immune or resistant), you heal 1 hp and gain temporary hp equal to the max(level of the spell, level of spell slot used) (replaces previous temporary hp if greater, otherwise not applicable as with other sources of temporary hp). You can use healing spells to heal undead. At level 11 you can cast mass healing word at will.
4. **Trickery:** You have the minor illusion and prestidigitation cantrips. You can cast Disguise Self, Charm Person and Illusory Script at will. At level 3 you can cast Mirror Image at will. At level 7 you are able to cast Phantasmal Force at will without using concentration. At level 9 you can cast Seeming at will. At level 11 you can cast Major Image at will as if it were with a 6th level spell slot. These don't count against your prepared spells.
5. **Forge:** You can spend 1 hour in a ritual to turn up to 20 pounds of metal into a weapon, shield or suit of armor made entirely of that metal. You can create, and keep enchanted (losing the spell-like +1 modification when you make another one), one suit of armor that makes the base AC (dexterity modifier not added) of the wearer be 19. You are proficient in all weapons (you add your proficiency bonus to all attacks made with them (using your strength or dexterity score in the distribution)), armor, shields. Each of the spells you cast that deal damage deal additional fire damage equal to your wisdom modifier*level of spell slot.

Cleric continued 2.5

Death Domain, additional features:

At level 3: each undead creature you create has an hp maximum equal to (your wisdom modifier+your level in Cleric+the hp maximum stated for that creature type in official D&D 5e sources), and undead creatures controlled by you or your allies do not flee when you use Turn Undead.

At level 5: for each cast of a necromancy spell that causes undead creatures, you gain (or reassert control over) an additional number of that creature type equal to the level of the spell slot you use divided by 2 and rounded down.

At level 7: If you learn the Shapechange spell (either through the School of Transmutation or by gaining 17 levels in Druid), you can turn yourself into an undead creature with it (removing that specific limitation stated in the spell). If you learn the Contingency spell (through the School of Evocation), then you can use an additional ability with it that if you are killed or otherwise forced to accept a fate worse than death* while a mummy is under your control, you can instead ignore that effect and inhabit that mummy retaining your intelligence, wisdom, charisma, class and spellcasting abilities and having that previous body undergo that death or fate worse than death.

*Fate worse than death may include, but not exclusively, Imprisonment (9th level Abjuration and equivalent High Magic), getting stuck in a Magic Jar or Soul Cage, Flesh to Stone, Contagion, Harm, and any form of torture. This does not include Maze, Feeblemind, Banishment, or any enchantment spell below 9th level (unless failing against those spells is given as a condition when casting Contingency).

Cleric continued 3

At level 2, you can hold your Holy Symbol forward to Turn Undead. Those undead without Resistance must make $X \sim \text{Uniform}(0, (\text{target int} * \text{target wis})^2 / \text{distance in feet}^2 + \text{sum}(\text{intelligence of chain of command above it (0 if not controlled)}))$ where $X < (\text{target int} * \text{target wis})^2 / \text{distance in feet}^2$ is a failure causing the undead to flee for that turn as fast as possible. Those undead with resistance make $X \sim \text{Uniform}(0, \text{wisdom of target} + \text{wisdom of cleric})$ where $X < \text{wisdom of cleric}$ is a failure causing it to flee. Undead clerics are immune to their own uses of Turn Undead.

At level 4, and at every even level after that other than 10 and 20, you gain an ability score increase, where you can increase one ability score by 2, two ability scores by 1, or get a feat.

At level 10, you gain the ability to, once every 168 hours (counting 168 hours after the last time you did this), invoke Divine Intervention (takes a roll between 1 and your level in Cleric inclusive on the distribution 1d100 from your patron such that your patron is able to act as though it were there within 150 feet of you. The patron can cast Wish 2 times every 6 seconds for the duration of 1 minute without losing concentration on whatever the patron was doing instead. Alternatively, at the cost of 1 level from the Cleric (and at a cost of reducing the maximum level that the Cleric can reach in Cleric by 1 (e.g. from 20 to 19)), the patron can create an effect that no other spell can do, creating a creature that does not appear in the sources allowed for the True Polymorph spell provided said creature does not exceed a CR equal to the Cleric's level in Cleric. At level 20, this invocation of divine intervention always succeeds (provided that the proper cool-down time is given).

Cleric spells

Note: Does not include spells they can learn via Schools of Magic, which is revised to Gift of Life and spells not listed “Clerics Only” (other than spells that do not appear the same way on other spell lists) within that PowerPoint (since otherwise that would mean very few High Magic options).

- Cantrips
- Guidance
 - Light
 - Mending
 - Resistance
 - Sacred Flame
 - Spare the Dying
 - Thaumaturgy
 - Toll the Dead
 - Word of Radiance

Level 1

- Bane
- Bless
- Ceremony
- Command
- Create or Destroy Water
- Cure Wounds
- Detect Evil and Good
- Detect Magic (ritual)
- Detect Poison and Disease (Ritual)
- Guiding Bolt
- Healing Word
- Inflict Wounds
- Protection from Evil and Good
- Purify Food and Drink (ritual)
- Sanctuary
- Shield of Faith

Level 2

- Aid
- Augury
- Blindness/Deafness
- Calm Emotions
- Continual Flame
- Find Traps
- Gentle Repose
- Hold Person
- Lesser Restoration
- Locate Object
- Prayer of Healing
- Protection from Poison
- Silence (Ritual)
- Spiritual Weapon
- Warding Bond
- Zone of Truth

Level 3

- Animate Dead
- Beacon of Hope
- Bestow Curse
- Clairvoyance
- Create Food and Water
- Daylight
- Dispel Magic
- Feign Death (Ritual) (can be learned as a cantrip in the School of Necromancy)
- Glyph of Warding
- Life Transference
- Magic Circle
- Mass Healing Word
- Meld into Stone (Ritual)
- Protection from Energy
- Remove Curse

Cleric spells continued (level 3)

- Revivify
- Sending
- SPEak with Dead
- Spirit Guardians
- Tongues
- Water Walk (Ritual)

Level 4

- Banishment
- Control Water
- Death Ward
- Divination (Ritual)
- Freedom of Movement
- Guardian of Faith
- Locate Creature
- Stone Shape

Level 5

- Commune (Ritual)
- Contagion
- Dawn
- Dispel Evil and Good
- Flame Strike
- Geas
- Greater Restoration
- Hallow
- Holy Weapon
- Insect Plague
- Legend Lore
- Mass Cure Wounds
- Planar Binding
- Raise Dead
- Scrying

Level 6

- Blade Barrier
- Create Undead
- Find the Path

- Forbiddance (Ritual)
- Harm
- Heal
- Heroes' Feast
- Planar Ally
- True Seeing
- Word of Recall

Level 7

- Conjure Celestial
- Divine Word
- Etherealness
- Fire Storm
- Plane Shift
- Regenerate
- Resurrection
- Symbol
- Templer of the Gods

Level 8

- Antimagic Field
- Control Weather
- Earthquake
- Holy Aura

Level 9

- Astral Projection
- Gate
- Mass Heal
- True Resurrection

Druid Class

You gain $1d8 + \text{constitution modifier}$ per level in Druid.

The spells you have access to that are not on the Cleric or Wizard spell list require studying High Magic in order to so fully understand them as to be able to cast them after losing your levels in Druid or having your patron be removed/Feeblemind-ed (8th level Enchantment spell). Outside of those two circumstances, you can use any spell slot of level equal to or greater than the level of a Druid spell in order to cast it (even if it appears on the “clerics only” spell list provided it appears on the Druid spell list).

You can prepare a number of Druid spells per day equal to your wisdom modifier plus your level in Druid. These spells must be of level equal to or less than $\text{ceil}(\text{Druid level}/2)$.

Druid continued

Your maximum Druid spell slots for your Druid level are:

Level slots	Cantrips	Lvl 1 slots	Lvl 2 slots	Lvl 3 slots	Lvl 4 slots	Lvl 5 slots	Lvl 6 slots	Lvl 7 slots	Lvl 8 slots	Lvl 9
1	2	2	0	0	0	0	0	0	0	0
2	2	3	0	0	0	0	0	0	0	0
3	2	4	2	0	0	0	0	0	0	0
4	3	4	3	0	0	0	0	0	0	0
5	3	4	3	2	0	0	0	0	0	0
6	3	4	3	3	0	0	0	0	0	0
7	3	4	3	3	1	0	0	0	0	0
8	4	4	3	3	2	0	0	0	0	0
9	4	4	3	3	3	1	0	0	0	0
10	4	4	3	3	3	2	0	0	0	0
11	4	4	3	3	3	2	1	0	0	0
12	5	4	3	3	3	2	1	0	0	0
13	6	4	3	3	3	2	1	1	0	0
14	6	4	3	3	3	2	1	1	0	0
15	7	4	3	3	3	2	1	1	1	0
16	7	4	3	3	3	2	1	1	1	0
17	8	4	3	3	3	2	1	1	1	1
18	8	4	3	3	3	3	1	1	1	1
19	9	4	3	3	3	3	2	1	1	1
20	9	4	3	3	3	3	2	2	1	1

These are regained at the end of 24 hours of resting where you have no more than a minute in any given hour during the rest of doing something other than resting, or after 4 hours of Elven meditation. If you use the 20th level Warlock ability on your Druid levels, then you regain Druid spell slots separately starting with your lowest level druid spell slots at a rate of 1/hour of resting (separate from regaining spell slots from any other class, so if you did this with Warlock, Cleric and Druid, then you would regain 3 spell slots per hour of resting if you had used them from each class).

Druid continued 2

At level 2, you gain the ability to use Wildshape as a bonus action or action to turn into a beast of CR 1/2 or lower just like as can be done with the Polymorph spell (with the aforesaid limitation on CR) and without requiring your concentration or any components other than time. Thus you can cast a concentration spell, then wildshape and still maintain concentration. You cannot cast spells while wildshaped until level 18. Everything you are wearing or carrying is absorbed into you (or worn if the shape of the creature is consistent with that and you choose to do that). All your statistics are replaced with the statistics of the beast other than your intelligence, wisdom and charisma (Polymorph, Shapechange and True Polymorph change your Charisma). You do not have access to your non-spellcasting based feats while Wildshaped. You cannot speak except to someone with something like Speak with Animals. If the wildshaped creature is brought to 0 hp via damage or falls asleep, you return to your previous form with the same hp you had before changing (excess damage rolling over). If the wildshaped creature is killed outright without taking damage (Power Word Kill, looking at a naked Nymph (not one of the creatures that can be created from True Polymorph since it only exists in an earlier edition), Divine Word, and any other ability that kills without dropping hp to 0), you still return to your previous form with your equipment, but you are still dead. You can Wildshape up to a number of times equal to your Druid level per long rest (24 hours). Your wildshape otherwise lasts for a number of hours equal to your Druid level/2 rounded down or until you use a bonus action to end it.

Druid continued 3

At level 3 and higher, the beast you turn into is of maximum CR equal to your level/3. At level 10, you can also wildshape into elementals, not just beasts. At level 18 you can cast spells while in the Wildshape form. At level 20, you can Wildshape at will.

At level 2, you have the ability use the d6s from a pool of d6s equal to your Druid level that you regain on a long rest to heal any creature (not a construct not undead (unless you are also a Death Domain cleric)) within 120 feet of you. This is not considered magical for the purpose of getting through limitations.

At level 4, and at every even level thereafter other than 18 and 20, you gain an ability score increase where you can either increase one ability score by 2, two ability scores by 1, or have a feat.

At level 5 your attacks in beast form are considered magical for the purpose of overcoming resistance and immunity to nonmagical piercing, slashing or bludgeoning damage (nothing other than those transformed by At War with the Weave are). You learn to speak, read, and write Sylvan. In addition, beasts can understand your speech, and you gain the ability to decipher their noises and motions. Most beasts lack the intelligence to convey or understand sophisticated concepts, but a friendly beast could relay what it has seen or heard in the recent past. This ability doesn't grant you any special friendship with beasts, though you can combine this ability with gifts to curry favor with them as you would with any nonplayer character.

Druid continued 4

At level 7 you can use up to your wisdom modifier of teleports regained on a long rest as a bonus action to move yourself 60 feet or move a willing creature you touch 30 feet to a place you can see. Any beast or fey summoned or created by a spell that you cast gains two benefits: (1) The creature appears with more hit points than normal: 2 extra hit points per Hit Die it has. (2) The damage from its natural weapons is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage.

At level 9, you age only 1 year for every 8 years you would have aged (this does not reduce the speed at which you from gaining the new abilities that come with changing from a Young Dragon to Adult Dragon to an Ancient Dragon, this only reduces the harmful effects).

At level 13 you can cast Alter Self at will. When you are dropped to 0 hp or incapacitated against your will you gain the benefits of a non-concentration 9th level cast of Conjure Animals (4 CR 2 beasts of your choice) that will defend you and attack your foes.

At level 15, you gain the effects of the Speak with Animals and Commune with Nature spells permanently on you but without being considered magical for the purpose of not being suppressable by antimagic fields or dispellable (whilst being maintained while in your other forms, which are themselves suppressable and dispellable).

Druid continued 5

At 17th level you are never impeded and you are never harmed in movement by nonmagical plants, have advantage on all saving throws against magical plants and can use this to not take damage from magically created plants. Animals (or people in animal form) must make a wisdom saving throw when they see you or else have disadvantage on all attacks against you (on a success being immune to this for 24 hours).

At 19th level you get a pool of d10s equal to your Druid level that you can add to any of the damage to a creature due to a weapon attack or spell that hits it. This damage is necrotic damage and, if the creature dies from this attack, you or an ally regain 2 hp per die used. These dice are regained at the end of a long rest. Furthermore, all of the above abilities that do not use the word “cast” or “spell” are considered nonmagical for the purpose of having them operate while in Antimagic fields, and to not be dispellable, including wildshape.

Druid spells

Cantrips

- Control Flames
- Create Bonfire
- Druidcraft
- Frostbite
- Guidance
- Gust
- Infestation
- Magic Stone
- Mending
- Mold Earth
- Poison Spray
- Primal Savagery
- Produce Flame
- Resistance
- Shape Water
- Shillelagh
- Thorn Whip
- Thunderclap

Level 1

- Absorb Elements
- Animal Friendship
- Beast Bond
- Charm Person
- Create or Destroy Water
- Cure Wounds
- Detect Magic (Ritual)
- Detect Poison and Disease (Ritual)
- Earth Tremor
- Entangle
- Faerie Fire
- Fog Cloud
- Goodberry
- Healing Word
- Ice Knife
- Jump
- Longstrider
- Purify Food and Drink (Ritual)
- Snare
- Speak with Animals (Ritual)
- Thunderwave

Level 2

- Animal Messenger (Ritual)
- Barkskin
- Beast Sense (Ritual)
- Darkvision
- Dust Devil
- Earthbind
- Find Traps
- Flame Blade
- Flaming Sphere
- Gust of Wind
- Healing Spirit
- Heat Metal
- Hold Person
- Lesser Restoration
- Locate Animals or Plants (Ritual)
- Locate Object
- Moonbeam
- Pass Without Trace (the DC of the perception check to find the target is $38 + 38 \times \text{floor}(\text{dexterity score} / 2)$)

• Protection from Poison

- Skywrite (Ritual)
- Spike Growth
- Warding Wind

Level 3

- Call Lightning
- Conjure Animals (does not require the Feywild to exist)
- Daylight
- Dispel Magic
- Erupting Earth
- Feign Death (Ritual)
- Flame Arrows
- Meld into Stone (Ritual)
- Plant Growth
- Protection from Energy
- Sleet Storm
- Speak with Plants
- Tidal Wave
- Wall of Water
- Water Breathing
- Water Walk (Ritual)
- Wind Wall

Druid spells continued (level 4)

- Blight
- Charm Monster
- Confusion
- Conjure Minor Elementals (requires the Elemental Planes to exist)
- Conjure Woodland Beings (if you are trying to make creatures that are fully fey, like pixies, they you will need 12 hours and 300 gram diamonds on snow the size of the creature and then the duration of the spell is Instantaneous like Wish, but they are never under your control after the first hour.)
- Control Water
- Dominate Beast
- Elemental Bane
- Freedom of Movement
- Giant Insect
- Grasping Vine
- Guardian of Nature
- Hallucinatory Terrain
- Ice Storm
- Locate Creature
- Polymorph
- Stone Shape
- Stoneskin
- Wall of Fire
- Watery Sphere
- Antilife Shell
- Awaken
- Commune with Nature (Ritual)
- Eonjure Elemental
- Contagion
- Control Winds
- Geas
- Greater Restoration
- Insect Plague
- Maelstrom
- Mass Cure Wounds
- Planar Binding
- Reincarnate (as modified to require an appropriate necromancy spell or Feign Death to use)
- Scrying
- Tree Stride
- Wall of Stone
- Wrath of nature
- Conjure Fey (like the edit to Woodland Beings)
- Druid Grove
- Find the Path
- Heal
- Heroes' Feast
- Investiture of Flame
- Investiture of Ice
- Investiture of Stone
- Investiture of Wind
- Move Earth
- Primordial Ward
- Sunbeam
- Transport via Plants
- Wall of Thorns
- Wind Walk

Level 6

- Bones of the Earth

Druid spells continued 2 (level 7)

- Fire Storm
- Mirage Arcane
- Plane Shift
- Regenerate
- Reverse Gravity
- Whirlwind

Level 8

- Animal Shapes
- Antipathy/Sympathy
- Control Weather
- Earthquake
- Feeblemind
- Sunburst
- Tsunami

Level 9

- Foresight
- Shapechange
- Storm of Vengeance
- True Polymorph

Ability checks and Saving Throws

Some spells require ability checks that require you to use an action. Saving throws can happen due to a spell that forces you to make one at that moment, or at the beginning of your turn, or happen immediately after you cast a spell, or happen at the end of your turn.

Ability checks are made using $X \sim \text{Uniform}(0, \text{ability score} + \text{DC})$ where $X > \text{DC}$ is a success.

Saving throws are made using $X \sim \text{Uniform}(0, \text{ability score} + \text{DC})$ where $X + [\text{proficiency?}] > \text{DC}$ is a success. If you have levels in Druid, you can add your proficiency to Intelligence and Wisdom saving throws. If you have levels in Cleric, you can add your proficiency to Wisdom and Charisma saving throws. If you have levels in Sorcerer, you can add your proficiency to Constitution and Charisma saving throws. If you have levels in Warlock, you can add your proficiency to Wisdom and Charisma saving throws. If you are a creature with a “saving throw” that is higher than your proficiency modifier, then you use that instead of your proficiency.

Experience

Each day in which you are alive and conscious at some point, you gain a minimum of one experience point. Getting any more during a day where you do normal human stuff will result in getting no more than 24 experience points. Getting 25 experience points requires that you do something as physically and mentally difficult as killing a Shadow single handedly. Also following within 50% of the stated experience point improvement for fighting a given creature.

Experience points are used to increase true class levels past 1 if you have one, and otherwise they can either be used to, for every 1 point increase in the function $\ln(\text{your current experience points})$ increases an ability score or skill check by 1. These specific improvements are lost starting with the highest ability check addition or ability score when experience points are expended when casting spells above 9th level or High Magic spells as Rituals of Complement or Rituals of the Myriad. You will die if in expending experience points you push yourself to drop below 0, of which the only way of determining what your current experience points are at currently is to cast Identify on yourself, which also allows you to know how many hp you have, unless this slide deck is implemented as a game and you are a player.

Hp before true classes are considered

If you are naturally inclined towards fighting, your hp maximum starts off with your creature type, unless you are a creature listed under the Reincarnate spell as (your constitution score*your strength score)/ln(your constitution score+your strength score). You have double advantage on the check to gain levels in schools of fighting, you have double disadvantage on the boredom check to fall out of schools of magic, and you have double disadvantage with respect to the amount of time it takes to learn a spell.

If you are naturally inclined towards learning magic (or learning in general as opposed to fighting), you have a hp maximum if you are of a creature listed under the Reincarnate spell of your constitution score. You have double advantage on the boredom check to remain in a school of magic, double advantage on the check with respect to time to learn a spell, and double disadvantage in getting levels in schools of fighting.

You regain 1d4 hp you have lost due to bludgeoning, psychic, necrotic, lightning, thunder, and force damage. The other kinds of damage require comprehensive medical treatment that requires approximately $8 * e^{(\text{points of damage of other types} - 1)}$ hours to heal (some creatures may heal slightly faster with a high enough constitution score (a Constitution score of 30 may result in a $8 * (\text{points of damage of other types})^2$ 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)).

Hp continued

Those with levels in Cleric, Druid and Warlock regain 1d8 plus their constitution modifier hp per hour of resting against all kinds of damage without needing medical treatment. Creatures other than beasts (beasts being defined as any creature that can be made entirely using organic chemistry) regain hp based on the largest die associated with their hp in their stat block plus their constitution modifier per hour of resting. After a long rest of 24 hours (or 4 hours of meditation for Elves) all such hp is regained as are all spell slots for these classes. Warlocks regain all Warlock spell slots ($2 \times \text{level in Warlock spell slots of level equal to } \text{ceil}(\text{Warlock level}/4)$) after the first 8 hours (a short rest).

Sorcerers regain 1d6 hp per hour of resting, regaining all hp after a 24 hour rest (or 4 hour meditation for Elves), regaining all Spell slots by that point, otherwise regaining their $\text{ceil}(\text{ceil}((\text{Charisma modifier plus their level})/8) \times 2.2)$ sorcery points per hour (to a maximum of $3 + \text{level}$ hours of getting that many sorcery points).

Hp continued (rules of dying)

As long as you have at least one hp (and are not hit by Divine Word or Power Word Kill) you are still conscious (assuming you are still you, as there are many spells and other effects that take that away), and unless you specifically paralyzed or incapacitated (or under effects of Hold Person, etc), still able to make an attack.

Once you drop to 0 hp (which, if you are not a Sorcerer, Cleric, Druid, Warlock or both not (not a creature type listed under Reincarnate) and not (not a beast), may be a side effect of not getting medical attention from any wound not from bludgeoning, psychic, necrotic, lightning, thunder, or force damage as those other types of damage will often cause latent effects that will kill people not in those categories), you must make death saving throws once every 6 seconds which are the equivalent of rolling 1d20 and being successful if it is higher than 10. Once three successes happen without 3 failures, you are “stabilized” and will regain hp as soon as possible (if not in one of those favored categories, that may be several hours after you get medical help). Getting a 1 or getting attacked again is 2 failures. Getting a 20 is 2 successes.

Hp continued 2

If you take damage equal to your maximum hp+your current hp or more at one time, you die outright. If you take damage after you drop to 0 hp (there is no such thing as negative hp), that is considered 2 failed death saving throws. If the damage you take after falling to 0 hp is at or exceeds your hp maximum, then you also die outright.

For purposes of running this as a game: after a creature comes back from 0 hp they take 1 level of exhaustion, roll a d6, associating a 6 with no long-lasting complications, 5 with having a limp that halves your speed and gives you disadvantage on weapon attacks, 4 with losing a leg and needing to make a DC 7 athletics check to non-magically move every 5 feet in a turn or falling prone (takes half your stat block movement to get back up), 3 with losing an arm (you are not able to cast spells unless you have at least 1 arm), 2 with needing to make a DC 14 constitution saving throw every time you do something strenuous or else fall unconscious, 1 with being paralyzed in 1/2 of your body (roll a d4 to determine whether it's basically losing an arm and a leg, or losing 2 legs, or losing both arms and the ability to use your face).

Spellcasting

The ability you use for casting spells is always the ability consistent with the way that you first cast a spell:

Intelligence: you figured out a spell on your “own” either by reading a spell scroll (vellum parchment with ink made of 1 part fine gold dust (particles as small as the silt at the bottom of a river (more fine than any sand, but can be coarser than clay)) to 1 part fine platinum dust to 1000 parts 6,6'-dibromoindigo (can also use the purple mucous secretion of marine gastropods *Bolinus brandaris*, or *Hexaplex trunculus*, *Stramonita haemastroma*, *Bolinus cornutus*, *Plicopurpura pansa*, or *Plicopurpura patula*) on a mass basis rounded to one significant figure (replace the word “part” with “gram” and you are good to go).

Wisdom: Druid or Cleric level grant was the first time you cast.

Charisma: Warlock or Sorcerer level or being turned into a magical creature came first.

Material requirements for scrolls/spell books

Spells must be written by hand with a quill in ink made from 1 part fine gold dust (particles as small as the silt at the bottom of a river (more fine than any sand, but can be coarser than clay)) to 1 part fine platinum dust to 1000 parts 6,6'-dibromoindigo (can also use the purple mucous secretion of marine gastropods *Bolinus brandaris*, or *Hexaplex trunculus*, *Stramonita haemastroma*, *Bolinus cornutus*, *Plicopurpura pansa*, or *Plicopurpura patula*) on a mass basis rounded to one significant figure (replace the word “part” with “gram” and you are good to go). Each time before writing again being sure to mix the components well. Spells can only be written on fine (no blemishes on that part of the original goat as far as a normal human could see) goatskin that has been cleaned, pressed flat, and dried into roughly a rectangle of parchment that is sewn all along one side with sterling silver thread into a piece of oak, maple, dogwood, mahogany, or ivory flattened on the side closest to where all the pieces of parchment are sewn in that must be longer on both ends than any page in this book.

Spellcasting continued

The saving throw DC of your spells is your spellcasting ability score plus your proficiency (if you have one due to a true class level) (if the creature you are turned into has a higher spell attack modifier than your proficiency modifier, then that replaces your proficiency bonus). The spell attacks are done on the distribution:

$X \sim \text{Uniform}(0, \text{dexterity score of target} + \text{spellcasting ability score})$ where $X + [\max(\text{proficiency}, \text{the magical creature you are turned into's spell attack bonus})] > \text{dexterity score of target} + [\text{AC of target} - 10 - (\text{dexterity score} - 10)/2] * 2$ is a success.

High Magic

The difference between the spells that appear on the Paladin, Warlock, Sorcerer (other than Wish), Druid, Ranger, Bard Spell lists in 5e versus what appear in the Cleric or Wizard spell list are instead only available to be cast as High Magic. The spells Infernal Calling, Summon Lesser Demons, Summon Greater Demon, Instant Fortress and Shadowblade also are only available to be cast as High Magic (or else just learned via true classes).

Must be discovered outside of a school of magic by one who has become a High Elf, has spent 75 years studying the movement of petals in rivers (a few hours each day) and embers in smoke, along with knowing a number of spells consistent with getting 20 to 70 years worth of levels in schools of magic. There is no definable distribution for how long it will take any such people to figure out this spell. This spell can alternatively be cast via Wish, but you don't gain the benefits of being able to alter it in weird ways that you do when casting it as a High Magic ritual over the course of 10 minutes instead of in 1 action.

High Magic continued

1 action, or 10 minutes if you know how to alter it such as by casting it as a Ritual of Complement (requires each person using up a number of hp and experience points equal to $(5 \cdot 2^{(\text{level of spell})} + 500) / (\text{number of casters}^2)$ for it to affect one person permanently or double its range (double the number of hp and experience to do both)) to make it permanent with the help of others qualified in High Magic, or as a Ritual of the Myriad (requires hp and experience from each caster (the result only affecting 1 person) equal to $(5 \cdot 2^{(\text{level of the spell})} + 500) / (\text{number of casters})$ in order to make the result immune to Dispel Magic and Antimagic fields or anything else short of Global Dispel Magic. These expended hp form a permanent reduction in hp that can only be removed by True Resurrection (9th level Clerical Necromancy). Combining this with other High Magic Rituals of Complement or Myriad result in adding only $5 \cdot 2^{(\text{level of spell})}$ to the numerator.

High Magic continued 2

There are other spells from outside of 5e that also appear as High Magic, of which 1 can be learned from going through a school of magic directly: Gift of Life. As a 10th level Clerical Necromancy spell, you must have at least one level in Cleric, and 10 levels in the School of Necromancy to start the process of learning it, which is to discover it in time according to the number of days given by

$X \sim \text{Exponential}(\lambda = ((\text{intelligence score} / (\text{intelligence score} + 10 + \text{level of spell}^2)) / (7 * 2^{(\text{level of spell})))))$.

Or have one level in Cleric and figure it out from a spell scroll in a number of days given by

$X \sim \text{Exponential}(\lambda = ((\text{intelligence score} / (\text{intelligence score} + 20 + \text{level of spell}^3)) / (7 * 2^{(\text{level of spell})))))$.

The biggest High Magic spells, Rituals of the Myriad (10 minute casts), include some doozies:

At War with the Weave: allows you to communally spend a large number of hp ($500 + 5 * \text{summation}(2^{(\text{level of spell concerned}))}$) and experience points (using the same equation with a multiplier higher than 1 depending on how much the change harms the balance) to alter a person according to aforementioned and post mentioned ways, and to alter any spell or add to the spells that can be learned at schools of magic.

Killing Storm, Storm Erosion, the one most similar to the 9th level Imprisonment spell, but that doesn't have a save, and the one that makes artifacts.

Normal high Magic spells (ones that can be used on an individual level), include Antimagic aura.

High Magic continued 3

Rituals of Solitude include the one most similar to Resurrection that works on any elf and can turn a Drow (CR 1/2 creature not on the reincarnate list, and thus someone who can use True Polymorph can thus be turned) into a High Elf, as well as turn anyone who was born an Elf back into an Elf, the one most similar to True Polymorph that can turn a willing Elf (not the caster) into a different creature in an instantaneous way (and thus cannot be undone by Dispel Magic, even by one who has qualified to use High Magic (as opposed to True Polymorph)), the High Magic that is most similar to a combination of Magic Jar and Create Undead where you turn into an undead creature but maintain your appearance without any cost (also regaining 1d8 hp each turn provided you have 1 hp and regaining 1d8 Wizard spell slots each turn (up to the normal maximum of the sum of the levels of the highest level spell you know from each school of magic (or from a scroll))), the High Magic that turns any arrows you carry into arrows that will always hit their target (similar to Magic Missile) and deal magical piercing damage.

High Magic continued 4

Rituals of Complement include Erosion-Corrosion, a spell that represents a magical contract with a large Stone such that if the contract is broken->the stone has a break down the middle such that no object or magical effect can ever fill/mend/hide the break unless terms of the contract regarding what a party has to do if they break the contract to rectify the situation are fulfilled, the High Magic most similar to Fabricate but that it allows you to build into and expand a tree without killing it and while having a very comfortable home (just add windows, plumbing, electricity and furniture), the High Magic that allows you to make a forest no longer have any diseases or insects other than worms while having none of the trees or animals [grow, defecate, reproduce (except to replace those that are killed of that species relative to the time the spell was cast), require any food or water] and having all water passing through or on an area be clean, the ability to transform a willing (or under Planar Binding) fiend to instead value the work of Elves and peace (this would include turning a Succubus/Incubus into a Celestial that heals mortals via a kiss instead of harming them, and also being satisfied with their immortality), and the High Magic that makes any creature that is unwelcome in a forest believe that they need to go in a direction other than the direction that would take them in sight of what is being protected (this is the one such spell like Sequester, Mind Blank and Glibness that defeats divination spells in a similar manner of just “nope”, other than the 11th level Divination See All Rings of Power if there is a Ring of Power being wielded in the protected area, just as how Rings of Power fight against all High Magic and subdue it (though not in a way that would enable a Ring of Power to use High Magic)).

High Magic continued 5

The Ritual of the Myriad “At War with the Weave:”

This spell can be learned by anyone qualified to discover High Magic (must be in the form of a High Elf while using this discovery process) and you are guaranteed to discover this spell if you start off knowing every spell on the wizard meta class’s spell list (the spells not listed as High Magic or “Clerics only” in the following slides after the last slide with the title “High Magic” in it) in 1000 years of studying 1 hour per day (studying slightly longer per day will not increase number of days of studying necessary, and taking a day off here and there will not increase the number of years more than $(1000 \text{ years}) * (e^{(\text{the most days taken off in any given 40 day period since you started studying}) * \ln(\text{days taken off during entire period of study}) / 100 - 1})$).

In order to create a spell using this High Magic, you must know every spell that is not available as High Magic, and you must add $5 * 2^{\text{level}}$ to the numerator of the cast for every spell that is higher level than the spell being created that is overshadowed by this spell (this is to make it very expensive to break the power progression of the leveling system for spells, which is also matched by the rapid increase in experience points that must be spent).

High Magic continued 6

This enables transformations aforementioned and post-mentioned. Using this to alter a High Magic spell requires that you consider its level as 10+stated level, and that you thus consider “At War with the Weave” as level 27 for the purpose of altering it (generally in the manner of making the Weave no longer support the casting of this spell) as the highest leveled spell is the level 16 Abjuration spell, and so this High Magic directly can control it and so is one level higher. The plus 10 for all these High Magic spells is due to the fact that the ability to alter how they can be used with other High Magic spells is nearly identical to the level of control the 10th level Enchantment (wizard meta class) Control Spell is able to achieve, which is also rooted in the fact that the spells (of wizard meta class, as in learned at schools of magic a priori) most involved in controlling spells outside of the school of Abjuration are 10th level spells.

Abjuration spells

As amended in the following slides (ignore blanks) or as listed in D&D 6.28...
where no new description means that it is as written in D&D 5e.

Abjuration Cantrips

Abjuration Cantrips (Cleric Only)

Abjuration level 1 spells

Abjuration level 1 spells (Clerics only)

Abjuration level 2 spells

Abjuration level 2 spells (Clerics only)

Abjuration level 3 spells

Abjuration level 3 spells (Clerics only)

Abjuration level 4

Private Sanctum

4 abjuration

Casting Time: 10 minutes

Range: 120 feet

Components: V S M (A thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite)

Duration: 24 hours

You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration or until you use an action to dismiss it.

Private sanctum continued

When you cast the spell, you decide what sort of security the spell provides, choosing any or all of the following properties:

1. Sound can't pass through the barrier at the edge of the warded area.
2. The barrier of the warded area appears dark and foggy, preventing vision (including darkvision) through it.
3. Sensors created by divination spells can't appear inside the protected area or pass through the barrier at its perimeter.
4. Creatures in the area can't be targeted by divination spells.
5. Nothing can teleport into or out of the warded area.
6. Planar travel is blocked within the warded area.

Casting this spell on the same spot every day for a year makes this effect permanent.

Private sanctum continued 2

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can increase the size of the cube by 100 feet for each slot level beyond 4th. Thus you could protect a cube that can be up to 200 feet on one side by using a spell slot of 5th level.

Casting this via Wish means the effects can only be removed by:

Global Dispel Magic, the Ritual of Complement Erosion-Corrosion, the Ritual of the Myriad Storm Erosion, Ritual of the Myriad Killing Storm, with the effects also being suppressed temporarily by antimagic field.

Abjuration level 4 continued

Banishment

Casting time: 1 action

Range: 150 feet (first target, at higher levels the other targets must be within 60)

Duration: 1 minute, concentration

The target makes a Charisma saving throw or else is contained on a safe demiplane (or on their home plane if not the current plane) and incapacitated. At the end of the spell they return to the closest open spot to where they were previously, unless they were sent to their home plane.

If casting via Wish: the creature is “permanently” incapacitated on the demiplane or home plane (as in someone else has to use something like Lesser Restoration, Remove Curse, Greater Restoration, etc) they were sent to.

Abjuration level 5

Antilife Shell

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V S

Duration: 1 hour

A shimmering barrier extends out from you in a 10-foot radius and moves with you, remaining centered on you and hedging out creatures other than you, undead and constructs. The barrier lasts for the duration. Affected creatures within the AoE immediately travel to the nearest spot outside the Area of Effect when the spell is cast.

The barrier prevents an affected creature from passing or reaching through. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier. If you move so that an affected creature is forced to pass through the barrier (as in, they would have to move through rock or another barrier they cannot pass through to be outside the AoE (otherwise they are just pushed back)), the spell ends (or you stop moving, your choice). If you move via teleportation-like abilities or spells, everything that would be affected by the spell that ends up within its area is considered immune until it leaves the area.

Abjuration level 5 High Magic

Circle of Power

Must be discovered outside of a school of magic by one who has become a High Elf, has spent 75 years studying the movement of petals in rivers (a few hours each day) and embers in smoke, along with knowing a number of spells consistent with getting 20 to 70 years worth of levels in schools of magic. There is no definable distribution for how long it will take any such people to figure out this spell. This spell can alternatively be cast via Wish, but you don't gain the benefits of being able to alter it in weird ways that you do when casting it as a High Magic ritual over the course of 10 minutes instead of in 1 action.

Circle of Power continued

Casting time: 1 action, or 10 minutes if you know how to alter it such as by casting it as a Ritual of Complement (requires each person using up a number of hp and experience points equal to $(5 \cdot 2^5 + 500) / (\text{number of casters}^2)$ for it to affect one person permanently or double its range (double the number of hp and experience to do both)) to make it permanent with the help of others qualified in High Magic, or as a Ritual of the Myriad (requires hp and experience from each caster (the result only affecting 1 person) equal to $(5 \cdot 2^5 + 500) / (\text{number of casters})$ in order to make the result immune to Dispel Magic and Antimagic fields or anything else short of Global Dispel Magic. These expended hp form a permanent reduction in hp that can only be removed by True Resurrection (9th level Clerical Necromancy). Combining this with other High Magic Rituals of Complement or Myriad result in adding only $5 \cdot 2^{(\text{level of spell})}$ to the numerator.

Range: self, 30-foot sphere.

Circle of Power continued 2

Components: V

Duration: 10 minutes, concentration (thus Wish-casting it will result in it going away if Global Break Concentration is cast or if the caster is killed or brought to 0 hp).

Each friendly creature and you in the sphere have advantage on saving throws against spells and other magical effects. Any effect that deals 1/2 damage on a successful save instead deals no damage.

Abjuration level 6

Globe of Invulnerability

Casting time: 1 action

Components: V

Duration: 10 minutes concentration; range: self (10 foot sphere)

A sphere that cannot move relative to the frame of reference plus rotations to remain on same place on a planet forms where a dim light glows on everything. No spell, even when casted at a higher level (other than 9th level or higher spells and High Magic that is understood by the caster as High Magic) may affect or target anything within the sphere for the duration if the spell is of a lower level than the level at which Globe of Invulnerability is cast.

Abjuration Level 8 (Clerics only)

Holy Aura

Components: V, S

Range: self, 30 foot sphere, casting time: 1 action

Duration: 1 minute, concentration

All creatures within the AoE that are friendly to you have a faint light coming from them that gives them advantage on all saving throws, all attacks against them have disadvantage, and each regains 1d20 hp each round when the spell is cast and at the start of their turn while the spell continues. If a fiend or undead hits one of the creatures with a melee attack, it must make a constitution saving throw or be blinded until the spell ends.

At higher levels: healing increases by 1d20 and the radius of the sphere increases by 10 feet per additional spell slot level.

Holy Aura continued

If cast via Wish, (thus making the duration “instantaneous” such that it cannot be dispelled by Dispel Magic), this Aura continues on you indefinitely until it is destroyed immediately by Global Dispel Magic, the Ritual of Complement Erosion-Corrosion, the Ritual of the Myriad Storm Erosion, and the Ritual of the Myriad Killing Storm, as stated in the description of Wish under the Druid Patron (due to the fact that Wish is not available to anyone except those born of people who cut themselves with their own sword of undeath (to become level 1 Sorcerer and go through the process of gaining experience to be level 17 to have access to 9th level spell slots) and those who convince a large crowd of people (with 20 to 70 years worth of levels in schools of magic and 75 years of studying how petals move in a river and how embers move in smoke for hours every day) to cast the Ritual of the Myriad “At War with the Weave” on that person to give them certain 😊 powers. It can also be destroyed by Global Break Concentration since it is originally a concentration spell, and it is also destroyed when you are killed or brought to 0 hp as those also “would have broken concentration” without a save.

Conjuration spells

The wizard meta class Conjuration spells are as amended in the following slides and in D&D 6.28... where no new description means that the use of the spell as written in D&D 5e is used.

One caveat: Conjuration spells that draw a creature from another plane of existence are not able to be used if that plane of existence does not exist, unless using a true class's ability to make that creature real as listed in the spells for that true class further behind.

Conjuration level 8

Maze

Casting time: 1 action; Range: sight; Components: V, S

Duration: 1 minute, concentration

The target is removed from reality with their intellect remaining such that all aspects of them are moved to the future point in time in which they pass an intelligence check (using their action) against a DC of 228, or at the end of the 1 minute. They return at the same frame of reference.

Casting Maze via Wish results in the target not returning until they successfully make their intelligence check.

Casting Maze at higher levels allows you to target an additional creature per higher level of the spell slot.

Conjuration level 8 spell continued

Demiplane

Casting time: 1 action; Components: S; Duration: 1 hour

You create a shadowy door on a flat solid surface that you can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to a demiplane that appears to be an empty room 30 feet in each dimension, made of wood or stone with an atmosphere that is exactly what you intend it to be (71% nitrogen, 28% oxygen, .4% neon, .4% argon, .1% helium, .1% xenon). When the spell ends, the door disappears, and any creatures or objects inside the demiplane remain trapped there (Plane Shift and Gate enabling entrance and egress), as the door also disappears from the other side. Each time you cast this spell, you can create a new demiplane, or have the shadowy door connect to a demiplane you created with a previous casting of this spell. Additionally, if you know the nature and contents of a demiplane created by a casting of this spell by another creature, you can have the shadowy door connect to its demiplane instead.

Divination spells

All the wizard meta class spells are as amended in the following slides, the D&D 6.28... PowerPoint (where spells without amendment are considered as written in D&D 5e).

Divination level 2 spell

See Invisibility

Components: V; Casting time: 1 action; Range: touch; Duration: 8 hours

You see anything invisible around you that would otherwise be in sight of you, including sensors created by divination spells like Clairvoyance, Arcane Eye and Scrying, as well as by the associated option in the Soul Cage 7th level necromancy spell.

Detect Thoughts

Components: V, S, M (a loop of copper wire); casting time: 1 action; range: self (30 foot sphere); duration: 10 minutes concentration

You “see”/know each creature within range whose thoughts are not otherwise protected by magic by the topmost level of thoughts they have at the moment. You can use an action to choose a creature to focus on to make a wisdom saving throw to see deeper into their thoughts.

Divination level 6

True Seeing

Casting time: 1 action

Components: V, S, M (An ointment for the eyes that weighs 25 grams; is made from 4 parts white truffle mushroom powder, 1 part saffron, and 17 parts fat; and is consumed by the spell)

Duration: 8 hours

Range: touch (120 foot sphere from target)

The target is able to see everything as it is by Truesight within range. It is immune to all effects of illusions other than those which don't specifically harm/incapacitate the creature itself and effects that numerically damage hp. You can see all doors and traps which others have intended to keep secret. You can see 120 feet into/out of Ethereal Plane.

Divination level 10

Find Spell; Casting time: 1 action

Components: V, S, M (a piece of parchment identical to that which would be used in a spell scroll with the names of the spells the spell shall be capable of recasting written on it); Range: “sight” to where a spell is known to be about to be recast

Duration: Concentration, but one set of six seconds of concentration can be pushed into a future concentration of six seconds immediately at the end of a previous concentration (thus cannot be extended by the school of divination feature that extends these things ridiculously long)

A chosen cast of a spell is recast as a separate casting either immediately or as a manner of moving six seconds of the concentration of this spell being “recast” into the future. This “recasting” of a spell into the future acts as a perfect continuation of the original spell for that additional six seconds without the concentration previously provided by the person casting the other spell.

Enchantment spells

All enchantment spells for the wizard meta class are as written in D&D 6.283184... where the spells that are not therein given a description are implemented exactly as they were in D&D 5e.

Evocation spells

All the wizard meta class spells are as amended in the following slides, the D&D 6.28... PowerPoint (where spells without amendment are considered as written in D&D 5e).

Evocation level 7 (Cleric only)

Divine Word

Components: V; Casting time: 1 bonus action

Range: anyone who can hear you say it

Duration: Instantaneous

Everyone who hears the word must make a Charisma saving throw. If the person is not native to the current plane, they are forced back to their home plane (Astral Plane if theirs doesn't exist) on a failure and cannot come to the current plane via any spell other than Wish for 24 hours. If the creature has more than 50 hp, nothing happens. 50 to 41 hp, deafened for 1 minute, less than 41 hp is deafened and blinded for 10 minutes, less than 31 hp blinded deafened stunned for 1 hour, less than 21 hp killed instantly (unless Death Ward (4th level Clerical Abjuration) is otherwise active on them). This can be paired with Polymorph (4th level Transmutation) to turn someone into a frog to make sure they only return as a dead version of themselves from the spell ending according to its description, similar to Power Word Kill (9th level Enchantment).

Evocation level 7

Crown of Stars: Casting time: 1 Action

Range: Self (120 feet starting targetable range unless modified by Spell Sniper feat or Distant Spell metamagic (a Warlock has the option of giving someone else the ability to cast this as well as increased range with the 5th level ability)).

Components: V, S; Duration: 1 hour

28 star-like motes of light appear and orbit your head until the spell ends. You can use a bonus action to send between 1 and 4 of the motes streaking toward one creature or object (can be one target per mote like Magic Missile) within 120 feet of you. When you do so, make a ranged spell attack for each mote. On a hit for each mote, the target takes 1d12 radiant damage. Whether you hit or miss, the mote is expended. The spell ends early if you expend the last mote. If you have four or more motes remaining, they shed bright light in a 30-foot radius and dim light for an additional 30 feet. If you have one to three motes remaining, they shed dim light in a 30—foot radius.

When you cast this spell using a spell slot of 8th level or higher, the number of motes created increases by eight for each slot level above 7th.

Evocation level 7 (clerics only), Divine Word continued

If Divine Word is cast via subtle spell Sorcerer metamagic, then it is put directly into target minds within range of the sorcerer's own physical sight. This spell cannot be paired with the Warlock ability to cast spells on a different plane of existence than oneself. Those transformed by At War with the Weave casting this spell on a different plane of existence from themselves by casting it within 150 feet of their clerics (either through one of the 2 Wishes/turn of Divine Intervention or through Divine Word being one of their 3 built in unique powers) will be successful.

Evocation level 8 spell

Earthquake Casting time: 1 action; Components: V, S, M (a pinch of dirt, a piece of rock, a lump of clay)

Range: 500 feet to a point at the top of a surface contiguous with a homogeneous gravity well, then $1/6000$ th the radius of the gravity well from that point to the center of the gravity well.

Duration: 10 instantaneous “blasts” of 100% kinetic energy spreading out in a P and S wave from the central location to all surrounding solids and liquids where each blast is separated by 6 seconds. If “concentration” is broken, then the caster stops being immune to damage from the shaking. The only difference when casting via Wish is that the caster always remains immune to effects from this spell.

You seem to almost levitate above the ground as it shakes with a cumulative kinetic energy of 10 blasts of 8,019,726 Joules of energy on a normal distribution with that as the mean and 50000 Joules as the standard deviation. Thus this is a magnitude 9 earthquake that will destroy buildings for several miles, create fissures and sinkholes throughout softer areas of land, and potentially cause a tsunami in several places.

Evocation level 8, Earthquake continued

The damage from this spell is considered magical for overcoming resistance and immunity to non magical damage, and is considered non magical for the purpose of getting around spells that otherwise prohibit spillover from spells (such as globe of invulnerability cast at 9th level and Anti Magic Field). Falling onto the ground after the first burst of energy reaches that location and before the last burst of energy is considered magical bludgeoning damage (or magical piercing and slashing if the terrain is sharp enough to do that).

Illusion spells

All the wizard meta class spells are as amended in the following slides, the D&D 6.28... PowerPoint (where spells without amendment are considered as written in D&D 5e).

Illusion level 7

Simulacrum

Components: V, S, M (a sufficiently large quantity of snow to be the same general size and general shape as the target, a Ruby weighing 1,000 grams, hair/fingernail clippings/body part of creature to be duplicated, which are consumed by the spell)

Duration: until dispelled or until you make another, casting time: 12 hours

Range: you must be touching the creature you are copying.

You create a duplicate of another creature that has not been transformed by At War with the Weave. It is the same as that creature but for the lack of equipment, has half the hp maximum, cannot be healed, cannot be resurrected, is friendly to you and your companions, obeys your spoken commands, cannot cast simulacrum, and cannot gain abilities or regain used abilities to the extent that said abilities can be used up in a day.

Simulacrum continued

If cast via Wish, the Simulacrum is the same but for the fact that you only need to have seen the creature you are copying at some point in the past (you don't have to be touching it), it takes only the amount of time it took you to cast Wish (happens at the same time, because of you casting Wish), and the Simulacrum can't be destroyed by Dispel Magic (it is still destroyed immediately by Global Dispel Magic, the Ritual of Complement Erosion-Corrosion, the Ritual of the Myriad Storm Erosion, and the Ritual of the Myriad Killing Storm, as stated in the description of Wish under the Druid Patron (due to the fact that Wish is not available to anyone except those born of people who cut themselves with their own sword of undeath (to become level 1 Sorcerer and go through the process of gaining experience to be level 17 to have access to 9th level spell slots) and those who convince a large crowd of people (with 20 to 70 years worth of levels in schools of magic and 75 years of studying how petals move in a river and how embers move in smoke for hours every day) to cast the Ritual of the Myriad "At War with the Weave" on that person to give them certain 😊 powers.

The effect of the Twin Spell spell and Find Spell spell on Simulacrum is that those create the equivalent of casting it an additional time, so you only have the simulacrum left from the last cast. Casting it via a Ring of Power allows you to have as many Simulacra as you have $(\text{intelligence}-10)/2$ rounded down. These are replaced as soon as someone else uses the ring to cast Simulacrum, or if any other Illusion spell is cast using the Ring, or if that person casts Simulacrum any other way in the future.

Illusion Level 7 Continued

Mirage Arcane

Casting Time: 10 minutes

Range: Sight

Components: V S

Duration: 10 days

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. The terrain's general shape remains the same, however. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Similarly, you can alter the appearance of structures, or add them where none are present. The spell doesn't disguise, conceal, or add creatures (though creatures are concealed if they go inside the buildings hidden in extra-planar space).

The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears immediately.

Creatures with truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

Buildings can be contained as if within extra-planar space beneath this illusion, reachable for the duration via teleportation, Arcane Gate, Gate, a tunnel created by Force Wall by one who has Truesight (or the True Seeing spell cast on them), or if a part of the building internally contiguous with the part held in extra planar space is not so moved to extra-planar space when the spell is cast (or is outside the AoE). Buildings thereafter built on top of the illusion (without the use of the materials created by the illusion) collapse to fit in the open space between buildings, trees, etc (or moved up where the illusion caused the ground to be lower). Buildings built using the material of the illusion have that part of them so made out of it disappear. Animals and people attempting to eat the matter created by the illusion will have it disappear in their mouths.

The caster can choose to have certain buildings be accessible via someone inside the building opening a door to the outside, in which case the doorway would be visible only from one side and may be floating in the air, settled on the ground, or open within the ground (in which case you may want to have the door be inward-swinging). A similar thing can be done with windows with the understanding that while the window is closed, the window does not appear in the space to which the illusion belongs, but the person inside the building can see an image (and can target things in that other world with spells that do not involve attack rolls) of what would be there if that building was within the same space as what external observers see from where that location would be (which may be just dirt).

Necromancy spells

All the wizard meta class spells are as amended in the following slides, the D&D 6.28... PowerPoint (where spells without amendment are considered as written in D&D 5e).

Necromancy Level 3

Bestow Curse

Range: Touch

Duration: Concentration, up to 1 minute

Casting time: 1 action

Components: V, S

The target makes a wisdom saving throw. If the target fails, the caster gets to choose one of the following options, which can be combined with the effects of another spell the caster knows that takes 1 action or less to cast that will last for the same duration on the target as Bestow Curse and require that the appropriate other spell slot be used:

- 1) Choose one ability score, the target has disadvantage on all saving throws, ability checks, and attacks made using that ability score.
- 2) The target makes a wisdom saving throw at the start of each of its turns, doing nothing that turn if it fails.
- 3) All attacks and spells that hit the target deal an additional 1d8 necrotic damage.
- 4) (Doesn't apply if the caster doesn't have fingers) An area of the target made out of flesh or bone the size of a finger of the caster can be added to or removed from the target that will always regrow on the target within 1d8 hours of it being removed (as long as the spell is still active at that point) and will cause 1d10 psychic damage to the target whenever the target tries to remove it (increases by 1d10 for each additional spell slot level). If the target has any sort of incorporeal movement, then this member must be added to (and not subtracted from) the target and will block incorporeal movement as long as it is on the target.

The option chosen lasts for the duration or until Remove Curse is cast on the target. If the spell is cast at 4th level, the duration is concentration, up to 10 minutes. If the spell is cast at 5th level, the duration is 8 hours, no concentration. If the spell is cast at 6th level, the duration is 16 days, no concentration. If the spell is cast at 7th level, the duration is 2 years, no concentration. If the spell is cast at 8th level or higher (or via Wish), its duration is considered to be technically "instantaneous," meaning that the effect is such that Dispel Magic cannot be used against it, and the change continues despite any transformation the target undertakes besides the use of the remove curse spell. If cast via Wish, you get an additional ability (to satisfy the conditions to which Wish has been required as a means of negating something) to cause one of the special abilities that is inherently based on the body of the creature they are touching (i.e. not a phylactery) to no longer exist for that creature. This alteration has no saving throw while that creature is at 2 hp or less, and otherwise can only be undone by someone other than the target using Wish to cast Remove Curse.

Necromancy Level 7 (Clerics only)

Resurrection

Range: Touch

Duration: Instantaneous

Components: V, S, M (a diamond weighing 1000 grams with a rating of clear and flawless (consumed by the spell), the body of the target (not consumed, obviously, and must at least include a complete skull (or whatever the hard material surrounding the brain of the creature is (creatures lacking this cannot be resurrected under this requirement))).

Casting time: 1 hour

You bring back someone who has been dead for less than 100 years to full hp provided that their soul is free and willing (automatically willing unless it was their specific desire (and not due to a spell or effect forcing them to think that way) 1 minute before dying to not come back.

2 Ordeal Effects:

1. If the target has been dead for more than 1 year, the caster becomes unable to cast any more spells (until the caster finishes a long rest (X3)...), and has disadvantage on all attack rolls, ability checks and saving throws until the caster takes a long rest (24 hours).
2. The target has a -4 penalty to all attack rolls, ability checks and saving throws. This penalty is reduced by 1 per long rest the target takes.

This spell restores all missing body parts and removes all magical diseases, poisons, etc.

If cast via Wish, this satisfies all statements that would require Wish to be used to undo an effect (such as the lack of a body left by the 6th level Transmutation Disintegrate, or one being trapped in the form of a lemure in the River Styx in Hades (if Hades is created), and any other effect besides Imprisonment, Magic Jar, Soul Cage, and similar spells), and doesn't have the ordeal effects.

Necromancy Level 9

Astral Projection

As written, but revoke the silver thread that causes you to die if cut, and no object can be copied more than once at a given time (Rings of Power can never be copied) and thus just goes with the first form holding it or the created form.

Transmutation spells

All the wizard meta class spells are as amended in the following slides, the D&D 6.28... PowerPoint (where spells without amendment are considered as written in D&D 5e).

Transmutation level 4

Polymorph

Casting Time: 1 action; Range: 60 feet

Components: V S M (A caterpillar cocoon); Duration: Concentration, Up to 1 hour

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapeshifter or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast (defined as a multicellular animal that can be made entirely in a nonmagical scientific lab, but for the purposes of this spell is considered to not be in a state of needing food) whose challenge rating is equal to or less than the target's (or the target's level (using the definition described in True Polymorph), if it doesn't have a challenge rating). The target's game statistics, other than intelligence and wisdom ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

Transmutation level 4 continued (Polymorph)

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear that it is wearing or holding melds into the new form until the spell ends. The creature can't activate, use, wield, or otherwise benefit from any of that equipment.

Undigested things inside the stomach of the creature (added since the start of the spell) immediately appear in the closest open space to the creature when the spell ends. Organic material that has been digested by the creature in a way that would provide it energy if it truly were that creature provides energy and nutrition to the original creature without side effects.

Transmutation level 7

Sequester

Casting Time: 1 action

Range: Touch

Components: V S M (A powder composed of diamond, emerald, ruby, and sapphire dust worth at least 5,000 gp, which the spell consumes)

Duration: Until dispelled

By means of this spell, a willing creature or an object can be hidden away, safe from detection for the duration. When you cast the spell and touch the target, it becomes invisible and can't be targeted by divination spells or perceived through scrying sensors created by divination spells.

If the target is a creature, it falls into a state of suspended animation. Time ceases to flow for it, and it doesn't grow older.

You can set a condition for the spell to end early. The condition can be anything you choose, but it must occur or be visible within 1 mile of the target. Examples include "after 1,000 years" or "when the tarrasque awakens." This spell also ends if the target takes any damage.

This spell can also be placed upon a Clone created by the 8th level Necromancy spell such that the body contained within the Clone chamber will always awaken with the soul of the person who cast it when that person is otherwise killed. However, if the person's soul is also captured inside a Magic Jar or Soul Cage spell container, the person will see themselves in both places at once with an effect similar to Power Word Pain (just without a saving throw other than finding and destroying that container to be back to their better self). If the person concerned is one transformed by At War with the Weave, and the Soul Cage or Magic Jar imposed upon them is done with a Ring of Power, then the benefits of their At War with the Weave transformation is still lost to them while that aspect of their soul is still contained.

True Polymorph (9th level Transmutation)

Components: V, S, M (1 gram of mercury, 1 gram of gum arabic, a wisp of smoke)

Casting time: 1 action

Range: 30 feet

Duration: 1 hour of concentration, then the spell becomes permanent except to Dispel Magic cast successfully by one who is able to cast this spell to do the same thing that has also spent at the requisite time and effort necessary to be able to use High Magic.

This spell can turn a creature into another creature, a creature into an object, or an object into a creature.

True Polymorph continued

This turns a creature into another creature (unwilling creatures make a wisdom saving throw with Shapechangers having advantage on the saving throw that stacks with advantage from other sources) listed in any official D&D 5e source as of 11:59 pm on December 31st 2019 New York time, as well as any creature in dandwiki.com as of that time that is not simply based on a technological advancement or has a name that conflicts with the name of a creature in an official 5e source, and is not the undead version of an official creature. The new form must not have a CR that exceeds the maximum of (1 for someone who has not otherwise gained any level standing among true classes or levels in schools of magic, 9 for someone who has earned 20 or more levels in a school of magic, the current CR of what you are, or the effective level from true classes (after 20 combined levels, that is only a +1 for the first and 20th levels gained in classes thereafter) and from going from a Young Gold Dragon to an Adult Gold Dragon to an Ancient Gold Dragon (each such step acts as a +1 virtual level that is lost after True Polymorphing into another creature). Thus, the maximum CR anyone can become is CR 28.

True Polymorph continued 2

The intelligence and wisdom scores, original levels from true classes (and spellcasting ability, conditional on the target creature having a language), alignment and feats based on spellcasting or intelligence or wisdom, curses remaining on the person (such as from bestow curse, blindness/deafness, contagion, or from having permanent negatives associated with your hp maximum due to casting High Magic Rituals of Complement or Rituals of the Myriad (only able to be undone by True Resurrection (9th level clerical necromancy, and thus out of reach of Wish))) are the only things maintained from being the form of one creature to the next. During the 1 hour of concentration, if the creature is brought to 0 hp or killed, then it returns to the previous form. In order for this transformation to occur, the creature must have at least one hp originally (must be able to become conscious within 3 seconds of being shaken).

Changing from a creature to an object is limited to objects which do not include any element that qualifies for a Hold Power object, must be solid, and must be no larger than the original creature. Remove Curse, Lesser Restoration, Greater Restoration and True Polymorph will undo this transformation. The target will not remember anything in that state unless the creature had been transformed by At War with the Weave.

True Polymorph continued 3

Object into creature: if any part of an object includes the soul of a creature, specifically from the Imprisonment (9th level Abjuration), Soul Cage (7th level Necromancy), Magic Jar (6th level Necromancy), or True Polymorph, then the soul is now entirely contained within the creature created by this spell, which can either be the creature they were before they were contained, or a creature of CR 9 or lower that is no larger than the object being transformed. If no part of a creature's soul is in an object, then when the object is transformed, it becomes a new living creature (of CR 9 or lower that is no larger than the object transformed) under the control of the caster for max(1 hour, 1 hour *level of caster in School of Transmutation, 1 hour*factor of duration increase due to extended Spell metamagic of a Sorcerer) and then acts according to how it was treated after your control ends.

This spell cannot create the creatures listed under the Reincarnate (4th level Clerical transmutation) spell directly. To become a High Elf without the use of Reincarnate spell is to instead become an Eladrin (CR 10 fey), then will yourself to remain an Autumn Eladrin during the whole course of 75 years of studying like to qualify to use High Magic, and then you become a High Elf.

True Polymorph continued 4 (Polymorph and Shapechange also affected, as is the High Magic Ritual of Solitude most similar to True Polymorph)

All people who know level 7 or higher spells from all schools of magic can be considered to have a base CR they can turn into for True Polymorph equal to 9. If the maximum level of any spell they know from one of the 8 schools is 6 and they know spells of at least level 6 from all schools of magic, then the base CR they can turn into is 8, and so on for lower levels dropping immediately to the standard CR 1 base for anyone with just level 1 spells (Cantrips can only be learned via true classes or going to the actual schools of magic (the single building for each name that can exist in the multiverse at any one time with the literal words “School of <X>” on the front of it that collapses in 336.14 hours unless someone figures out a cantrip of that school while in there and thereafter collapses in 24 hours if two people do not cast spells of that school in front of each other inside that building for 24 hours)), unless the target has 20 years worth of levels (in which...

Levels in schools of magic, True Polymorph continued 5

case the base CR is 9). Base CR means that, in the absence of true class levels (or combined sum of true class levels below 21, or the two virtual levels granted by growing from a Young Gold Dragon to an Adult Gold Dragon to an Ancient Gold Dragon (not applicable here, but included for completeness)), that is the maximum CR of creature you can become.

Earning a “level” in a school of magic requires 3 months for the first level, 5 months for the second level (which can only be done at a school with 2 people who got their first level designation within the 30 days before you start your second level), 1 year to get your third level (which can only be done in a school where 2 people gained their 2nd level designation within the last 30 days and where 2 people start getting their 1st level designation within 4 months of you starting and at least 2 people continue to completion and thereafter at least 2...

Levels in schools of magic continued

people are getting their 2nd level designation by the time you are getting the 3rd level designation), 1 year to get your 4th level designation (which can only be done at a school where at least 2 people got their 3rd level designation in last 30 days, and only can be done while at least 2 people are continuing the process of getting their 3rd level designation), and 1 year for every level thereafter (following the rules of getting 4th level with the respective recursive dependency).

For the above purposes “1 month”=720 hours, “1 year”=8760 hours, “1 day”=24 hours. Hours being based on the second, which is based on the time between transition states of Caesium.

You can learn spells in a school of up to the level you are trying to be designated at minus one. In order to remain in school when you have not learned a spell in...

Levels in schools of magic continued 2

336 hours and while you know less than 20 spells, you must pass a boredom check of $X \sim \text{Uniform}(0, \text{Intelligence}/\text{spells known} + \text{wisdom})$ where $X > \text{intelligence}/\text{spells known}$ is a success. In case of failure, you have to “restart the clock” on getting your next (or first if you didn’t have any) level designation. You can only cast spells of the school you are trying to earn a level in, restarting the clock when you cast a spell of a different school. You must spend at least 28 hours in any 168 hour period inside the school buildings actively trying to figure out a spell in that school in order to continue the process of gaining a level in that school, restarting the clock on getting the next level designation when you don’t do that.

You gain +1 to either intelligence or wisdom for each level you gain in a school of magic. You gain fully transferable level 1 spell slots equal to the sum(levels) of the

Levels in schools of magic continued 3

can write them on a spell scroll (“truly understand” them, which true classes do not give you). You can combine 2 level 1 spell slots into one level 2 spell slot, 3 level 1 spell slots into a level 3 spell slot, etc.

Shapechange (Transmutation level 9 continued)

Casting time: 1 action

Range: Self

Components: V S M (A jade circlet worth at least 1,500 gp, which you must place on your head before you cast the spell); Duration: 1 hour

You assume the form of a different creature for the duration. The new form can be of any creature with a challenge rating equal to your level or lower. The creature can't be a construct or an undead, and you must have seen the sort of creature at least once. You transform into an average example of that creature, one without any class levels or the Spellcasting trait.

Shapechange continued, level 9 Transmutation

Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores (Charisma can be replaced if the resultant creature has a higher Charisma). You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours. You can't use any legendary actions or lair actions of the new form.

You assume the hit points and Hit Dice of the new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

Level 9 Transmutation, Shapechange continued

You retain the benefit of any features from your class, race, or other source and can use them, provided that your new form is physically capable of doing so. You can't use any special senses you have (for example, darkvision) unless your new form also has that sense. You can only speak if the creature can normally speak.

When you transform, you choose whether your equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions as normal. Equipment can be worn if it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge into your new form. Equipment that merges has no effect in that state.

Level 9 Transmutation, Shapechange continued

During this spell's duration, you can use your action to assume a different form following the same restrictions and rules for the original form, with one exception: unless your previous form took so much damage that you turned back into your original form, your hit points remain at their current value when you transform between forms.

Examples of features that are retained when you transform are: (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, ethereality, 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, Dragon Breath Weapon Attacks

Examples of features that are NOT retained when you transform are: any feature of a creature type that would involve a certain organ existing (other than Dragon Breath Weapons) such as the spike attacks of a spine devil, the eye-rays of a Beholder or Solar, attacks based on fungal spores, etc not in the resultant creature.

Level 9 Transmutation

Time Stop

Casting Time: 1 reaction or bonus action; Range: Self; Components: V

Duration: Instantaneous

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it.

Transmutation level 10

Twin Spell

Casting time: 1 action

Components: V, S

Duration: concentration (thus not extendable by the school of transmutation feature)

Range: “sight” to where a spell you know is being cast.

The spell targeted by this spell is transformed fundamentally as if the original description (for the purpose of this particular casting) stated that the spell can target an additional thing, defined as the smallest unit of what the other spell was targeting (in the case of Twinning the Find Spell spell, that smallest unit of thing to target is one casting of some spell other than itself).