

COMPATIBLE WITH THE FIFTH EDITION OF DUNGEONS & DRAGONS

# WIZARD'S PLAYBOOK



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Press



# WIZARD'S PLAYBOOK

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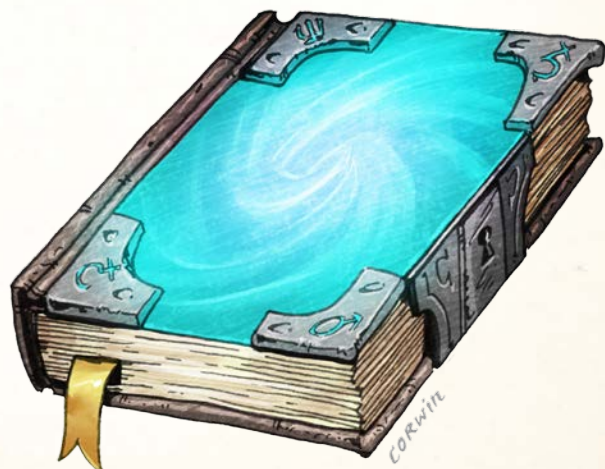




## INTRODUCTION

Some spells are classics. *Fireball*. *Invisibility*. *Magic Circle*. *Magic Missile*. *Polymorph*. *Unseen Servant*. They're versatile, reliable, and most of all, they're fun to play with.

The *Wizard's Playbook* is a chest of delights, packed with variations on these classics and magic items inspired by them. Hand these to your favorite wizard (or any spellcaster!) and see how they play with them.





## FIREBALL

No spell screams “Wizard!” more than the classic *fireball*. Often the first spell a sorcerer or wizard chooses at 5th level, few spells in the game match it for raw damage output and effectiveness.

A single *fireball* spell can destroy large numbers of enemies at once or set an entire forest ablaze. In the too-much-is-never-enough spirit of the spell, here are more ways to destroy your enemies with glorious flame.

### NEW SPELLS

Keep the home fires burning with these upgrades to the classic.

#### HEAVY FIREBALL

*4th-Circle Arcane (Evocation)*

**Casting Time:** 1 action

**Range:** 70 feet

**Components:** V, S, M (a tiny ball of bat guano and a lump of iron)

**Duration:** Instantaneous (see below)

*A swirl of flame drops from your fingertips and rolls across the floor.*

You create a 1-foot-diameter ball of gel-like flame that slips from your fingers and rolls up to 70 feet across the ground before detonating in a 20-foot radius ball of searing flames. A creature caught in the explosion’s radius takes 10d6 fire damage or half that with a successful DEX save.

A *heavy fireball* follows the path of least resistance along its trajectory and can turn corners as you wish, as long as its destination is lower than its starting point. If a *heavy fireball* travels more than 20 feet across difficult terrain or encounters a barrier, such as a wall before reaching its destination, it stops and detonates immediately.

**At Higher Circles.** When you cast this spell using a spell slot of 5th circle or higher, the damage increases by 1d6 for each slot above 4th. In addition, the distance the spell can travel increases by 10 feet for each slot above 4th.

#### FLETCHER’S FIREBALL

*3rd-Circle Arcane (Evocation)*

**Casting Time:** 1 action

**Range:** 300 feet

**Components:** V, S, M (a tiny ball of bat guano and sulfur)

**Duration:** Instantaneous

*You create a streak of fire that seems to just keep going.*

This iteration on the typical *fireball* spell sacrifices damage in exchange for increased distance. A creature exposed to the 20-foot radius sphere of a *fletcher’s fireball* spell takes 5d6 fire damage or half that damage with a successful DEX save.

**At Higher Circles.** When you cast this spell using a spell slot of 4th circle or higher, the damage increases by 1d6 for each slot above 3rd.

#### NETHERFLAME FIREBALL

*4th-Circle Arcane (Evocation)*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a tiny ball of ghoulish bat guano and the ashes of a zombie destroyed by fire)

**Duration:** Instantaneous

*A bead of putrid violet flame flies to your woeful target.*

This spell was developed by a heinous necromancer who enjoyed scarring his enemies. You create a bead of sickly violet flames that streaks out to a point you choose within range before exploding. Each creature in a 20-foot-radius sphere centered on that point must make a DEX save. A target takes 4d6 fire damage and 4d6 necrotic damage on a failure, or half as much damage on a success. Furthermore, the damage from this spell causes deep burns that don’t heal with natural healing or rest. Only magical healing allows a target to recover from the damage inflicted by this spell.

**At Higher Circles.** When you cast this spell using a spell slot of 5th circle or higher, the fire or necrotic damage (your choice) increases by 1d6 for each slot above 4th.



## DESICCATING FIREBALL

5th-Circle Arcane (Evocation)

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a tiny ball of bat guano and a vial of sweat)

**Duration:** Instantaneous

*You make a fireball that dries up your target's moisture.*

A fiery bolt launches from your fingertips to a point you choose within range. It then erupts in an intense explosion of heat and flame. Each creature in a 20-foot-radius sphere centered on that point must make a DEX save. A target takes 8d8 fire damage on a failure or half as much damage on a success. In addition, a creature that fails its DEX save, must then make a CON save. If it fails that save, the flame leeches vitality and moisture from the creature's body. It gains one level of exhaustion and has disadvantage on STR checks until it finishes a short rest.

This spell is especially devastating to creatures wholly composed of water or similar liquids such as water elementals. These creatures have vulnerability to the fire damage inflicted by this spell unless they are immune to fire.

*At Higher Circles.* When you cast this spell using a spell slot of 6th circle or higher, the fire damage increases by 1d8 for each slot above 5th.

## NEW MAGIC ITEMS

For the *fireball* lover who has everything, here is a selection of magic items to enhance their experience.

### Canned Fireball

*Wondrous Item, Very Rare*

4,500 gp

This item is a steel can containing 1d3 + 1 soft, sticky, gray spheres with a putty-like consistency. Each sphere has AC 12, 1 HP, and immunity to poison and psychic damage. As an action, you can remove a sphere from the can and place it on a solid surface. Afterward, it remains usable for 1 hour or until it is activated.

If a sphere takes 1 damage or receives at least 100 pounds of pressure (such as if an enemy treads on it), it immediately heats up and explodes, dealing 8d6 fire damage to all creatures in a 20-foot-radius sphere (save DC 11). Any other spheres from a *canned fireball* that take fire damage from this explosion also explode.



### Torc of Fiery Empowerment

Wondrous Item, Rare

(Requires Attunement by a Sorcerer or Wizard) 3,000 gp

This red gold torc has 5 charges. It regains 1d4 + 1 charges each day at dawn.

When you cast a *fireball* spell or one of its variants while wearing this torc, you can expend 1 charge from it as a bonus action and reroll any rolls of a 1 or 2 on damage dice. You must use any new rolls. You can expend 2 charges from the torc as a bonus action to increase the radius of a *fireball* spell or one of its variants by 10 feet. This doesn't change any other aspect of the spell.

## INVISIBILITY

One of the most iconic spells ever created, the *invisibility* spell has been used by millions of players and GMs worldwide to cause mischief and chaos. Indeed, many adventures hinge on using an *invisibility* spell to steal an essential item, break into an enemy encampment, or escape from a dire threat. Now, try these new spins on the *invisibility* spell and a couple of new magic items.

### NEW SPELLS

Look through some takes on *invisibility*.

#### BEFOOL

7th-Circle Arcane and Wyrd (Illusion)

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a clear glass bead)

**Duration:** Concentration, up to 1 hour

*You and your allies disappear, replaced by illusions of yourselves.*

You and up to five other creatures you choose within range become invisible. Then, you create illusory duplicates of each creature you turned invisible. These duplicates mimic the general actions and movements of their related invisible creatures but can't interact with objects or creatures and make no sound. If an invisible creature moves more than 30 feet away from its duplicate, the duplicate stops moving and stands in place until the invisible creature moves back within range. If an invisible creature attacks or casts a spell, it becomes visible, and its duplicate winks out of existence.

Physical interaction with the duplicates reveals them as illusory. A creature that uses its action to examine a duplicate can determine they are illusions with a successful INT (Investigation) check against your spell save DC. If a creature sees through one illusion, it sees through all of them. This doesn't reveal the location of invisible subjects of the spell.

#### CLEARWALL

2nd-Circle Arcane and Wyrd (Illusion)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a pinch of dirt)

**Duration:** Concentration, up to 10 minutes

*At a touch, you render a wall transparent.*

You touch a door, wall, or similar structure surface and render a 10-foot square of it invisible. The material retains all of its other properties. Creatures on the both sides of the material can see through it. The maximum thickness of material you can turn invisible is 2 feet.

Rendering a surface invisible reveals any objects within it. Thus, you could turn a door invisible to reveal the trap and locking mechanism inside it or a section of wall to reveal the secret compartment beyond it.

This spell doesn't affect Constructs, creatures disguised as a structure (such as a mimic), or magical materials or spell effects such as a *wall of stone* spell.

#### DIRE INVISIBILITY

3rd-Circle Arcane and Wyrd (Illusion)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 minute

*You turn a creature invisible, but it wounds them gravely in the process.*

This spell turns a creature invisible, as the *greater invisibility* spell. However, the formula used in creating this spell is imperfect, and the target takes 2d6 necrotic damage each round as its body dissolves under the strain of the magic. If the spell reduces the target to 0 HP, it disintegrates along with all of its nonmagical belongings. Magic items carried by the creature aren't destroyed and drop to the ground. A target reduced to 0 HP by this spell can't be resurrected by any means short of a *true resurrection* or *wish*.

An unwilling creature can make a WIS save to avoid the effects of the spell. It can make a new save at the end of each of its turns to end the effect.



## PERFECT INVISIBILITY

9th-Circle Arcane and Wyrð (Illusion)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 minute

*You make a creature utterly imperceptible.*

You render the target invisible and undetectable by any means, including tremorsense, truesight, and *see invisibility*. The target is completely inaudible, leaves no tracks, and has no scent. The spell otherwise functions as the *greater invisibility* spell.

## NEW MAGIC ITEMS

It's not hard to see how these *invisibility*-based magic items might be useful.

### HORN OF INVISIBILITY

Wondrous Item, Very Rare

50,000 gp

Lustrous jewels and delicate filigree cover this elaborate silver horn. Upon speaking the command word and blowing the horn, all creatures within 30 feet of you become invisible for 1 minute or until they attack or cast a spell. No concentration is required to maintain this invisibility.

Once used, the horn can't be used in this way again until the next dawn.

**Curse.** Twenty percent of these horns cast the *dire invisibility* spell on creatures affected by it instead of *invisibility*. When you blow the horn, creatures within 30 feet of you can make a DC 13 WIS save to avoid the *dire invisibility* effect. If affected by the horn's magic, they can make a new save at the end of each of their turns to end the effect.

### STAFF OF THE UNSEEN

Staff, Very Rare (Requires Attunement by a Bard, Sorcerer, Warlock, or Wizard)

45,000 gp

This staff is permanently invisible except to the creature attuned to it. Its owner or any viewer using *see invisibility*, truesight, or a similar effect sees a staff made of smooth gray wood topped with a clear gem. The staff has 10 charges.

While holding the staff, you can use an action to expend 1 or more charges to cast one of the following spells (save DC XX): *clearwall* (1 charge), *invisibility* (2 charges), *nondetection* (3 charges), *greater invisibility* (5 charges) or *mislead* (7 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff appears to everyone in a flash of bright white light, then vanishes.

## MAGIC CIRCLE

*Magic circle* has undergone multiple iterations throughout the history of roleplaying games, yet it remains a popular choice for summoning and controlling creatures from other dimensions. The iteration is hardly done; wizards in particular have developed variations on this ritual for different situations, as well as complementary magic items for when spells aren't enough.

## NEW SPELLS

Try this roundup of spells to enhance or specialize your character's use of *magic circle*.

### CIRCLE OF ELEMENTAL WARDING

6th-Circle Arcane, Divine, and Primordial Ritual (Abjuration)

**Casting Time:** 1 minute

**Range:** 10 feet

**Components:** V, S, M (holy water and 500 gp worth of gems, which the spell consumes)

**Duration:** 1 hour

*Your magic circle protects you from elemental dangers.*

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear where the cylinder intersects with the floor or other surface.

The circle completely protects anyone within its boundaries from Elementals of a chosen type: air, earth, fire, or water. Elementals of the chosen type can't enter the circle by any means, and anyone inside the circle has immunity to damage from the chosen elemental as long as they remain within it. The circle also has the following additional benefits depending on the chosen element:

- **Air.** Harmful smoke and gasses can't enter the cylinder. Normal air passes through freely.
- **Earth.** Those within the cylinder are protected from the effects of earthquakes and landslides. Moving earth, stone, or mud that touches the cylinder shifts harmlessly aside and doesn't trap or bury those within it.
- **Fire.** Fire and lava can't enter the cylinder. Lava that touches the cylinder shifts harmlessly aside and doesn't trap or bury those within it.
- **Water.** Water can't enter the cylinder, including snow and rain. If cast underwater, the spell pushes any water not kept in a watertight container outside of the cylinder.

When you cast this spell, you can choose to cause its magic to operate in the reverse direction, preventing an Elemental from leaving the cylinder and preventing any associated elemental material from leaving it.

**At Higher Circles.** When you cast this spell using a spell slot of 7th circle or higher, the duration increases by 1 hour for each slot above 6th.

### CIRCLE OF FIENDISH AGONY

4th-Circle Arcane, Divine, and Wyrd Ritual (Abjuration)

**Casting Time:** 1 minute

**Range:** 10 feet

**Components:** V, S, M (holy water and 200 gp worth of powdered iron or silver, which the spell consumes)

**Duration:** 1 hour

*Your magic circle causes dire pain to creatures trapped within it.*

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear where the cylinder intersects with the floor or other surface.

Choose one or more of the following types of creatures: Celestials, Elementals, Fey, Fiends, or Undead. The circle affects a creature of the chosen type in the following ways:

- The creature can't leave the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a CHA save. If you know the name of the creature, it has disadvantage on that save.
- The creature can't affect, cast spells on, or attack anyone outside of the circle.
- You can use an action on a creature trapped within the circle to cause it terrible pain. The creature must make a CHA save. On a failure, it takes 3d6 psychic damage and suffers a 1d4 penalty on attack rolls, saves, and ability checks for 1 minute. On a success, it takes half of the psychic damage and suffers no penalties to its rolls. Furthermore, it can immediately make a CHA save to break free of the circle.
- When used in conjunction with *planar binding*, a *circle of fiendish agony* imposes disadvantage on the creature's save against the binding effect.



**At Higher Circles.** When you cast this spell using a spell slot of 5th circle or higher, the duration increases by 1 hour for each slot above 4th, and the psychic damage increases by 1d6.

### NEW MAGIC ITEMS

Gather 'round for these magic items based on the *magic circle* spell.

#### Binder's Blade

Weapon (Dagger), Very Rare

(Requires Attunement by a Spellcaster)

9,000 gp

Several rare white gemstones cover the hilt of this long, thin dagger. You gain a +1 bonus to hit and damage rolls made with this magic weapon.

When you strike a Celestial, Elemental, Fey, Fiend, or Undead with the blade, you can choose to draw some of the creature's vital essence into the gems. This changes the gems to a rich crimson color. At any time within the next hour, you gain the following benefits against creatures of the same type.

- **Dismissal.** The creature has disadvantage on saves against the *banishment* spell.
- **Entrapment.** The creature has disadvantage on saves against the *planar binding* spell.
- **Protection.** Any time you cast *magic circle*, creatures of the chosen type can't use magical means to enter or escape from the circle.

After 1 hour, the creature's essence drains from the dagger, and you can't use this aspect of it again until the following dawn.

#### Summoner's Safeguard

Wondrous Item, Uncommon

(Requires Attunement)

3,500 gp

This cylindrical charm of iron or silver is faintly inscribed with the same runes as those found on a magic circle.

As a reaction, while wearing this charm, you can instantly cast a *magic circle* spell centered on you. When the circle appears, you select which creature types it affects. Once used, you can't use the charm again until the following dawn.



# MAGIC MISSILE

Widely considered to be one of the best attack spells in the game for wizards of any level and often the first pick for anyone making a sorcerer or wizard, *magic missile* is one of the oldest spells in the book. This section provides variants on the spell, a couple of new magic items, and a table for reskinning *magic missile* to customize darts to your character's individuality.

## NEW SPELLS

Launch into these spells to enhance or specialize your character's use of *magic missile*.

### BURSTING MAGIC MISSILE

3rd-Circle Arcane (Evocation)

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

*You fire a lance of force that shatters into more darts of force.*

A wedge-shaped lance of glowing eldritch force streaks from your outstretched hand that unerringly hit a creature of your choices you can see within range. The lance deals 5d4 force damage and then shatters into five smaller missiles that each target one or more creatures of your choice within 30 feet of the original target of the spell. Each of these smaller missiles deals 1d4 + 1 force damage.

If a *bursting magic missile* hits a creature wearing a *brooch of shielding* or is affected by the *shield* spell, the missile deals no damage but shatters and releases its other missiles as normal.

**At Higher Circles.** When you cast this spell using a spell slot of 4th circle or higher, the damage increases by 1d4 for each slot above 3rd and creates one additional dart on impact.

### ENCIRCLING MAGIC MISSILE

2nd-Circle Arcane (Evocation)

**Casting Time:** 1 action

**Range:** Personal (120 ft.)

**Components:** V, S

**Duration:** 1 minute (see below)

*You create magic missiles that wait for the moment to strike.*

You create three darts that circle your body at a distance of 2 feet. As a bonus action on each of your turns, you can send up to three missiles to strike up to three creatures you can see within range. Each missile deals 1d6 + 1 force damage and all missiles released on a turn strike simultaneously.

You can only have one casting of this spell active at a time. Should you cast the spell again while still having missiles available from a previous casting, the missiles from the previous casting disappear automatically.

**At Higher Circles.** When you cast this spell using a spell slot of 3rd circle or higher, it creates one additional dart for each slot above 2nd.

### HAMPERING MAGIC MISSILE

2nd-Circle Arcane (Evocation)

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

*Your magic missile damage and restrain their targets.*

You create three darts that you can direct to strike up to three creatures you can see within range. Each dart deals 1d4 + 1 force damage, and the creature struck must make a DEX save. On a failure, the dart surrounds the creature with a nimbus of magical force, restraining it for a number of rounds equal to the number of missiles that struck it. A creature struck by more than one missile can make a save at the end of each round to remove the restrained condition. On a success, the creature takes damage and is not restrained.

**At Higher Circles.** When you cast this spell using a spell slot of 3rd circle or higher, it creates one additional dart for each slot above 2nd.

## NEW MAGIC ITEMS

Fire off these magic items based on *magic missile*.

### Buckler of Retaliation

Armor (Shield), Rare

3,000 gp

Fine black runic script covers this bright silver buckler. While wielding it, you gain a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. The shield has 3 charges.

While wielding this buckler, as a reaction, you can expend 1 charge when you're hit by a ranged spell attack (such as a *scorching ray* or *ray of frost*) that deals damage. If you do so, you take only half of the damage. In addition, you may choose to fire three darts of magical force from the shield that streak back to strike the enemy who made the ranged attack. The darts each deal 1d4 + 1 force damage and are otherwise identical to the darts from a *magic missile* spell.

The buckler regains all expended charges at dawn.

## Magic Missile Candy

Wondrous Item, Uncommon

50 gp

You can chew up and swallow this small, bittersweet, silvery lozenge as an action. Afterward, you can summon the magical energies contained within it to transform your spittle into raw magical force. You can spit at a target up to 30 feet away as a bonus action, automatically hitting and dealing 2d4 force damage. Once you make up to three such attacks or after 1 minute, the power within the candy ends.

You can only gain the effects of a single piece of *magic missile candy* at a time. Eating a second piece resets the duration and the number of spit attacks you can make.

## MAGIC MISSILE WITH A DIFFERENCE

The **Reskinning Magic Missile** table offers some variety to your *magic missile* spell. Choose an option you like or select one randomly by rolling a d20.

### RESKINNING MAGIC MISSILE

d20	Appearance/Sound
1	Each dart is a different color.
2	Darts emit a high-pitched zipping sound.
3	Each dart has a comet-like trail.
4	Darts appear as drops of sparkling water.
5	Darts appear as glowing shotgun shells.
6	Darts look like sparks of green flame.
7	Darts look like crystalline barbs.
8	Darts look like elven fingers with sharp nails.
9	Darts make a strange wheezing noise.
10	Darts boom like thunder.
11	Darts squeal like rats.
12	Darts appear as miniature blue skulls.
13	Darts appear as tiny silvery swords.
14	Darts look like burning snowflakes.
15	Darts look like bloody eyeballs.
16	Darts appear as motes of starlight.
17	Darts appear as glowing crimson orbs.
18	Darts emit a high-pitched whistling.
19	Darts emit an eerie sighing sound.
20	Darts look like tiny prancing rabbits.

## POLYMORPH

The *polymorph* spell is a staple of fantasy fiction and folklore. From turning enemies into harmless frogs to transforming yourself into a giant ape to combat your enemies, *polymorph* has a wide range of applications. Despite its perennial popularity, bards and wizards have sought to improve upon it over the years.

## NEW SPELLS

Change things up with your character's use of *polymorph*.

### IMPROVED POLYMORPH

6th-Circle Arcane and Primordial (Transmutation)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V S M (a human eyelash, an ogre's nail, the hair of a fox, and a griffon's tail feather)

**Duration:** Concentration, up to 1 hour

*You transform a creature into one of many shapes.*

This spell transforms a creature that you can see within range into a new form. The new form can be any Beast, Humanoid, Giant, or Monstrosity whose challenge rating is equal to or less than the target's challenge rating (or the target's level if it doesn't have a challenge rating). In the case of a Humanoid, the creature transforms into an average representative of the chosen lineage but retains its character levels (if any). The target's game statistics, including INT, WIS, and CHA, are replaced by those of the chosen creature. It retains its personality.

An unwilling creature must make a WIS save to avoid the effect. The spell has no effect on a creature with the Shapechanger tag or a creature with 0 HP. The transformation last for the duration, until the target drops to 0 HP, or until it dies.

The target has the maximum 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 HP, 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 HP, it isn't knocked unconscious.

The target's gear melds into the new form unless its new form can wear or use the equipment normally. The creature can't activate, use, wield, or otherwise benefit from any equipment melded with it, nor can it speak, cast spells, or make hand gestures unless its new form can do so. The creature remains in this form until the duration expires or it drops to 0 HP.



## WILD POLYMORPH

5th-Circle Arcane and Primordial (Transmutation)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V S M (a gibbering moulder's eye)

**Duration:** Concentration, up to 1 hour

*You transform a creature continually, its form changing nonstop.*

This spell transforms a creature that you can see within range into a new form, on first casting the spell and then at the end of each of the creature's turns. The new form is determined randomly by rolling on the **Wild Polymorph Creatures** table, but the challenge rating of the result must be equal to or less than the target's challenge rating (or the target's level if it doesn't have a challenge rating). The target's game statistics, including INT, WIS, and CHA, are replaced by those of the rolled creature. It retains its personality.

An unwilling creature must make a WIS save to avoid the effect. The spell has no effect on a creature with the Shapechanger tag or a creature with 0 HP. The transformation lasts for the duration, until the target drops to 0 HP, or until it dies.

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 HP, 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 HP, it isn't knocked unconscious.


The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment. The target can't speak, cast spells, or make hand gestures unless its new form is capable of doing so. The creature remains in this form until the end of its turn, then assumes a new form depending on what you roll (see below).

When you first cast the spell and at the end of each of the target's turns, roll on the **Wild Polymorph Creatures** table to see which Beast the target transforms into.

### WILD POLYMORPH CREATURES

d20	Creature
1	frog (CR 0)
2	hawk (CR 0)
3	rat (CR 0)
4	giant rat (CR 1/8)
5	poisonous snake (CR 1/8)
6	axe beak (CR 1/4)
7	giant badger (CR 1/4)
8	wolf (CR 1/4)
9	crocodile (CR 1/2)
10	giant goat (CR 1/2)
11	brown bear (CR 1)
12	giant toad (CR 1)
13	tiger (CR 1)
14	giant boar (CR 2)
15	rhinoceros (CR 2)
16	giant scorpion (CR 3)
17	elephant (CR 4)
18	triceratops (CR 5)
19	giant ape (CR 7)
20	tyrannosaurus rex (CR 8)





If the rolled form is higher than the target's challenge rating, roll again until you get an allowable result. Every time a creature assumes a new form, it gains all the hit points of the new form, removing any damage it has taken in its previous form, even if the damage could normally not be prevented or removed. This change also might end any conditions that the creature is suffering from, depending on its new form (for example, an elephant bound in chains and suffering the restrained condition becomes freed of the chains if it takes on the shape of a rat).

## NEW MAGIC ITEMS

Try these magic items with *polymorph* in mind.

### Flightmaster's Saddle

*Wondrous Item, Very Rare*

25,000 gp

This unusual-looking saddle can be placed on any Large mount such as a riding horse or camel. As an action, you can command the saddle to transform the mount into a wyvern as if the creature were affected by the *true polymorph* spell, but disregarding the challenge rating limit. The transformation lasts for 1 hour, until you use a bonus action to end the effect, until your mount drops to 0 HP, or it dies. A willing mount gets no save against the saddle, but an unwilling mount can make a DC 14 WIS save to negate the effect.

Once the saddle is used, it can't be used to transform a mount again until the following dawn.

### Cloak of Chaotic Transformation

*Wondrous Item, Rare*

*(Requires Attunement)*

4,000 gp

This drab, brown cloak has 3 charges. As an action you can expend 1 charge to transform into a random Beast from the **Wild Polymorph Creatures** table. While in animal form, you retain your INT, WIS, and CHA scores. In addition, you don't need to maintain concentration on the spell. The transformation lasts for 1 hour, until you use a bonus action to revert to your normal form, you spend another charge from the cloak, or until you drop to 0 HP or die.

The cloak regains 1d3 charges daily at dawn.

## UNSEEN SERVANT

An innocuous spell in the arcane canon is *unseen servant*, a 1st-circle conjuration ritual that summons an invisible servant to do your bidding. While helpful in a wide variety of situation, wizards have devised improved versions of the spell and created magic items associated with those spells.

## NEW SPELLS

Take a new look at *unseen servant*.

### UNSEEN BUTLER

*2nd-Circle Arcane and Wyrd Ritual (Conjuration)*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a piece of string and a silver doorbell)

**Duration:** 1 hour

*You conjure an invisible servant to perform complex tasks for you.*

This spell creates an invisible, shapeless, Medium-sized force in an unoccupied space on the ground within range. It has AC 13, 10 HP, and it can't attack.

Once on each of your turns as a bonus action, you can mentally or verbally command the butler to move up to 30 feet from you and interact with an object. The butler can perform the same tasks as an *unseen servant*, but can also perform any tasks that a creature with an INT modifier of -2 and STR modifier of +0 could perform. Once you give it a command, the butler performs the task to the best of its ability until it completes it, then waits for your next command.

You can also order the butler to move to a location and perform a task once a specified set of conditions are met, the spell's duration expires, or you give it a new command. For example, these conditions could include opening a door when someone knocks or catching a bottle of wine that falls off a table. The butler can be tricked into performing a task by illusion or deception and can't discern between your allies and enemies.

If the butler drops to 0 HP or moves more than 120 feet away from you, the spell ends.



## UNSEEN HORDE

2nd-Circle Arcane and Wyrd Ritual (Conjuration)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a piece of string and a handful of wooden shavings)

**Duration:** 1 hour

*You conjure a group of invisible servants who cooperate to carry out tasks.*

This spell creates up to five invisible, shapeless, Medium-sized forces in an unoccupied space on the ground within range. Each servant has AC 10, 5 HP, a STR of 3 (−4), and it can't attack.

Once on each of your turns as a bonus action, you can mentally command one or more servants to move up to 15 feet from you and interact with an object. The servants can perform simple tasks that a group of normal servants could do, such as setting a table, cleaning a room, or carrying furniture. Once you give the command, the servants perform the task to the best of their ability until they complete the task, then wait for your next command. You can order the servants to perform multiple tasks at the same time. Therefore, you could have two servants folding sheets, two moving a chest, and the final servant stoking a fire all at the same time.

The spell doesn't end unless all of the servants move more than 60 feet from you. However, individual servants vanish if they move beyond the spell's range. The spell also ends if all servants drop to 0 HP.

**At Higher Circles.** When you cast this spell using a spell slot of 3rd circle or higher, you conjure two additional servants for each slot above 2nd.

## UNSEEN TACTICIAN

3rd-Circle Arcane and Wyrd (Conjuration)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a piece of string and a silver dagger)

**Duration:** 10 minutes

*You conjure an invisible servant to help in combat.*

This spell causes an invisible, shapeless, Medium-sized force to appear in an unoccupied space on the ground within range. It has AC 15, 20 HP, a STR and DEX of 11 (+0). It can't deal damage or grapple an enemy, but it can take other Attack actions as dictated below.

Once on each of your turns as a bonus action, you can mentally command the tactician to move to an ally within 30 feet of you and take one of the following actions:

- Use an Object. This object can be one being carried by an ally or someone who is incapacitated.
- Attack. This attack can only be shoving an enemy or object.
- Help. The tactician can't help an ally with INT, WIS, or CHA checks.

If the tactician drops to 0 HP or moves more than 60 feet away from you, the spell ends.

## NEW MAGIC ITEMS

See if these magic items can serve your campaign.

### Ring of the Butler

Ring, Uncommon

(Requires Attunement)

600 gp

Numerous minor scratches cover this heavy gold ring. The ring has 3 charges and regains 1d3 expended charges daily at dawn.

While wearing the ring, you can use an action and expend 1 charge from the ring to cast *unseen butler*. Unlike the spell, the butler that appears is visible to all, dressed in a livery similar to that of a footman or manservant. You can dismiss the butler as a free action.

### Staff of Helping Hands

Staff, Rare

(Requires Attunement by a Bard, Warlock, or Wizard) 9,000 gp

Carvings of various humanoid hands line the haft of this gnarled wooden staff. The staff has 10 charges.

While wielding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells (save DC 14): *unseen butler* (2 charges), *unseen servant* (1 charge), or *unseen tactician* (3 charges). In addition, while the staff has at least 1 charge, you can cast *mage hand* from it as an action an unlimited number of times.

The staff regains 1d6 + 4 charges at dawn. If you expend the last charge, roll a d20. On a 1, the hands fade away, and the staff becomes a nonmagical quarterstaff.



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