

WIZARDS OF THE FLANAESS



BY JOSEPH BLOCH

If you enjoyed this book and would like to see more similar content, please consider making a donation at donate.greyhawkgrognard.com (\$10 is suggested, but anything is helpful)

INTRODUCTION

Oerth is noted for its wizards. Names such as Tenser, Mordenkainen, Bigby, and Melf are the stuff of legend across the multiverse. Whether they lived centuries in the past, or are still walking the earth today, such mages have developed dozens of specialized spells and skills that have become available to others.

It is not the case that wizards belonging to these traditions have actually studied under these legendary wizards, although it is entirely possible. More likely, the character has studied under someone who studied under someone who studied under someone... and on and on. Those whose lineage is closer to the source take such as a great source of pride, especially when dealing with those whose connection to the source of their tradition is removed by more degrees of separation.

ARCANE TRADITIONS

SCHOOL OF BIGBY

Bigby is a legendary evoker, famed for his hand-themed spells as well as his ability to wield magical force into tangible forms. Those wizards who choose this very specialized tradition lose some of the flexibility of traditional followers of the school of evocation, but make up for it with spells and abilities that are more specialized, but invaluable in specific situations.

Each time you gain a wizard level, you may add any spell with Bigby's name in it as if it was in the standard spell list, as long as it is of a level for which you have spell slots.

BIGBY SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell with Bigby's name in the title into your spellbook is halved.

MAGE HAND

Starting at 2nd level when you choose this school, you learn the *mage hand* cantrip. If you already know this cantrip, you learn a different wizard cantrip of your choice. The cantrip doesn't count against your number of cantrips known.

Once evoked, you can control the hand as a bonus action, rather than your regular action.

ROD OF BIGBY

Beginning at 6th level, you may spend 8 hours creating a rod of Bigby that stores hand-themed magic energy, with materials costing 50 gp. You can benefit from the rod or give it to another creature. A creature gains a benefit of your choice. When you create the rod, choose the benefit from the following options:

- Proficiency in Dexterity saving throws involving the wielder's hands
- Advantage when making an unarmed strike melee attack
- The ability to cast the *mage hand* cantrip as a bonus action once per turn



- Once per day, the ability to cast any named Bigby spell as a bonus action; the spell must be in the wizard's spellbook at the time the rod is created, and is cast using the highest spell slot the creator of the rod has available, but does not use up that slot

Each time you cast a spell with Bigby's name in the title, you can change the function of your rod if it is still on your person. If you create a new rod of Bigby, the previous rod ceases to function. The rod appears as a 2' long, thick wooden rod with a claw-like hand on one end. It also functions as a +3 *backscratcher*, and can be used in melee as if it was a *club* +3.

MAGIC HANDS

Starting at 10th level, you may add your proficiency bonus to any Dexterity (Sleight of Hand) saving throw, or any other saving throw involving your hands.

MASTER OF THE HAND

Starting at 14th level, you can use your action to consume the hand-themed magic in your rod of Bigby, releasing it in a single burst. When you do so, choose up to two of the following spells, which will immediately go into effect as if you had cast them. Your Rod of Bigby is destroyed, and you cannot create a new one without taking a long rest. You need not have stored these spells in the rod, nor even have them in your spell book. Spells are cast as if each used a 6th level spell slot.

- Bigby's Hand*
- Bigby's Battering Gauntlet*
- Bigby's Feeling Fingers*
- Bigby's Pugnacious Pugalist*
- Bigby's Strangling Grip*

SCHOOL OF DRAWMIJ

Those spells invented by the tight-lipped Circle of Eight stalwart Drawmij serve two distinct purposes; to get into places to explore, and to get out of places relatively intact. Drawmij's experiments with time are not represented herein, as they are too recent to have filtered down to his disciples. In a few years, that may change.



Each time you gain a wizard level, you may add any spell with Drawmij's name in it as if it was in the standard spell list, as long as it is of a level for which you have spell slots.

DRAWMIJ SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell with Drawmij's name in the title into your spellbook is halved.

CONVENIENT CARRYING

Starting at 2nd level when you choose this school, you may check your pockets, belt pouches, backpack, etc. for some small mundane item that you need, and you will miraculously be able to find it. The item must be small, non-magical, and not inherently valuable (no gems, coins, etc.).

BENIGN TRANSPOSITION

Beginning at 6th level, you can use your action to teleport short distances, just like a student of the Conjuration school. You may choose to either teleport into an empty space up to 30' away, as long as you can see it, or may teleport into a space occupied by a willing small or medium creature, with whom you will change places. You may not use

this ability again until you have taken either a long rest or cast a conjuration spell of 1st level or higher.

QUICK EXIT

Starting at 10th level, any spell relating to movement, teleportation, etc. can be cast as a bonus action instead of an action. You can also cast them as a reaction to any attack or spell being cast by an enemy.

EXPANDED CARRYING

Starting at 14th level, all of the carrying devices (pockets, pouches, chests, backpacks, etc.) have double their normal carrying capacity. If they are removed from your person, any contents beyond their normal carrying capacity will spill out onto the floor. This applies to magical as well as mundane carrying devices.



SCHOOL OF MORDENKAINEN

One of the foremost wizards of Oerth, Mordenkainen dwells in a large citadel in the Yatil Mountains, known as the Obsidian Citadel, rarely emerging except on some mission known only to himself. Those wizards who choose this school dedicate themselves to its originator's eclectic, yet effective, approach to magic. Many, but not all, also follow his philosophy of aggressively pursuing Balance across the Flanaess, thwarting the dominance of either Good or Evil.

Each time you gain a wizard level, you may add any spell with Mordenkainen's name in it as if it was in

the standard spell list, as long as it is of a level for which you have spell slots.

MORDENKAINEN SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell with Mordenkainen's name in the title into your spellbook is halved.

DEFENSIVE AURA

Starting at 2nd level when you choose this school, you can use your action to bring a protective bubble around your body, affording you a +1 to your armor class. The effect lasts for one turn.

SELECTIVE DEFENSE

Beginning at 6th level, you may select one damage type for the day. You will have resistance to that damage type for the next 24 hours. At the end of the period, you may select a new damage type to which you will have resistance.

FAITHFUL PHANTOM VALET

Beginning at 10th level, you learn the spell *unseen servant*. If you already know this spell, you learn another 1st-level wizard spell of your choice. You can cast *unseen servant* without expending a spell slot.

MAGICAL DEFENSES

Starting at 14th level, any defensive magic that normally works only against non-magical sources (such as spells like *Mordenkainen's protection from avians*) will work against magical creatures and creatures with unnatural abilities as well. This extends to all forms of such protection, not just spells with Mordenkainen's name in the title.

SCHOOL OF NYSTUL

Although he is best known for an illusion spell that bears his name, Nystul concentrated his own efforts much more in the realm of evocation, often dealing with light and darkness.

Each time you gain a wizard level, you may add any spell with Nystul's name in it as if it was in the standard spell list, as long as it is of a level for which you have spell slots.

NYSTUL SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell with Nystul's name in the title into your spellbook is halved.

LIGHTPLAY

Starting at 2nd level when you choose this school, the forces of light and shadow begin to come under your control. As an action, you can turn an area 20' in diameter, centered on yourself, either darker or brighter by one step; bright light can be turned to dim light, and dim light to darkness, and vice versa. The effect lasts for 1 minute.

CONTINUAL LIGHT

Beginning at 6th level, you have the option of expending a 2nd level spell slot to cast the *light* cantrip. If you do so, the spell's effect will be permanent, or until you dispel it with an action, or it is *dispelled*.

SUMMON ENERGY BEINGS

Starting at 10th level, when casting wizard spells that tap directly into the positive or negative planes (as given in the spell description), you may attempt to use the spell to also summon forth either a Xag-Ya or Xeg-Yi, as appropriate. The summoning requires a successful Wisdom check at DC 20, and you may add your proficiency bonus to the roll. Failure to make the check means the spell as a whole fails. Success means that not only does the spell proceed as normal, but one of the two creatures will appear for exactly one minute. During that time, you may attempt to capture it and bind it to some object as a protector using the *imprisonment*



spell, or you may compel it to service for the space of 10 minutes, after which time it will return to its home plane.

CHANNEL ENERGY

Starting at 14th level, when casting wizard spells that tap directly into the positive or negative planes (as given in the spell description), you can keep the channel to those planes open long enough to ensure that the spell will inflict maximum damage, if applicable. This poses a great strain on the you, however, and cannot be repeated until you have taken a long rest. If you attempt to do so prior to then, you will automatically take 2d12 hit points of necrotic damage per level of the spell, ignoring all resistance and immunity. If you continue to use this ability prior to taking a long rest, the damage inflicted will increase by 1d12 per spell level each time you use it.



SCHOOL OF OTILUKE

Another member of the Circle of Eight, Otiluke is undeniably brilliant, but his common sense is said to be somewhat lacking. That said, his disciples share his fascination for harnessing the powers of the elemental, quasi-elemental, and para-elemental planes, and tool their researches around such things.

Each time you gain a wizard level, you may add any spell with Otiluke's name in it as if it was in the standard spell list, as long as it is of a level for which you have spell slots.

OTILUKE SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell with Otiluke's name in the title into your spellbook is halved.

VARIABLE GOETIC GEOMETRY

Starting at 2nd level when you choose this school, you can bend and twist the areas of effect of spells with specific areas of effect. You can never cause a spell effect to exceed the original area, volume, or range but you can, for instance, turn a spherical effect into a cylinder, a cube into a cone, etc. You cannot, however, turn a line into a three-dimensional effect, or vice versa.

SPELL SPHERES

Beginning at 6th level, when casting an evocation or conjuration spell, you may capture the energy inside a small crystal sphere, which may then be kept for up to three minutes (after which time the energy dissipates). If the crystal sphere is hurled (range 60 feet) before 3 minutes have elapsed, the spell effect will go off at the point of impact, normally.

GOETIC GEOMETRY MASTERY

Starting at 10th level, you can turn any spell effect with a three-dimensional area of effect into a 20' square wall, sphere, or hemisphere with twice the normal duration or 2 rounds, whichever is greater. Any creature passing through the wall will suffer effects as if it were in the area of effect of the spell.

QUASI-ELEMENTAL MASTERY

Starting at 14th level, whenever using any magic that conjures, summons, etc. any earth, fire, air, or water elemental, if you make an Intelligence (Arcana) check with a DC of 15, you can instead use the magic to substitute a quasi-elemental from a related plane. Failure indicates that either a xag-ya or xeg-yi will come instead and immediately attack. The creatures that can be substituted are thus:

- **Air:** vacuum quasi-elemental (xeg-yi) or lightning quasi-elemental (xag-ya)
- **Earth:** dust quasi-elemental (xeg-yi) or mineral quasi-elemental (xag-ya)
- **Fire:** ash quasi-elemental (xeg-yi) or radiance quasi-elemental (xag-ya)
- **Water:** salt quasi-elemental (xeg-yi) or steam quasi-elemental (xag-ya)

SCHOOL OF OTTO

Another member of the Circle of Eight, Otto's researches focus mainly on sound and musical-type spell effects. For this reason, many bards find themselves drawn to his work, although they must take levels as a wizard to truly belong to his School.

Many of Otto's spells have been transcribed for the use of bards.



OTTO SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell with Otto's name in

the title into your spellbook is halved.

SPELLCASTING FOCUS

Starting at 2nd level when you choose this school, you can use any musical instrument as your arcane focus.

COUNTERSPELL

Beginning at 6th level, you can use music or voice to counter the effects of sound-based magic. As an action or reaction, you can begin singing or playing, and any friendly creatures within 30 feet will have advantage when making a saving throw against any sound or music-based magical items, spell effects, and monster abilities, including the *wail* of a banshee and effects from an *instrument of the bards*.

SONIC RESISTANCE

Starting at 10th level, you have advantage when making a saving throw against any enchantment spell that has a verbal component or otherwise requires sound. You may also add your proficiency bonus to any saving throw against thunder damage.

WIDE AUDIENCE

Starting at 14th level, when you cast an enchantment spell of 1st level or higher that normally only impacts a single target, you can impact a number of people equal to your proficiency bonus.

SCHOOL OF RARY

Rary, Archmage of Ket, is known for his love of knowledge and his skills as a negotiator and smoother-of-disputes. He is a member of the Circle of Eight, but is largely retired, and his school of magic reflects his own preference for spells which deal with the mind and improving the effectiveness of one's spells, rather than "blood and thunder stuff" as he has referred to the more combat-oriented spells popular with certain wizards.

Each time you gain a wizard level, you may add any spell with Rary's name in it as if it was in the standard spell list, as long as it is of a level for which you have spell slots.

Note that the 5th level spell modify memory should be renamed *Rary's memory alteration* if using this school of wizardry. It functions exactly as described in the Player's Handbook.

RARY SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell with Rary's name in the title into your spellbook is halved.

STUDIOUS NATURE

Starting at 2nd level when you choose this school, you are proficient in your choice of one of the following Intelligence-based skills; Arcana, History, Nature, or Religion.

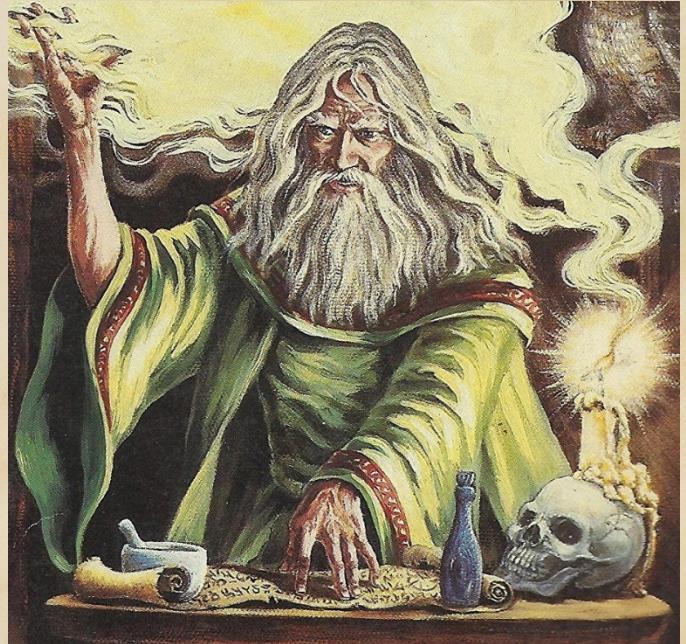
MENTAL DISCIPLINE

Beginning at 6th level, your mind is sufficiently disciplined so as to make you resistant to enchantment type magic. You can add your proficiency bonus to all saving throws against enchantment spells and spell-like effects.

In addition, you can add another Intelligence-based skill proficiency to your Studious Nature benefit.

MAGICAL AWARENESS

Starting at 10th level, you can sense the use of powerful magic in your vicinity. You can detect the use of 9th level spell slots within 100 miles, 8th level



spell slots within 50 miles, and 7th level spell slots within 10 miles. You cannot determine direction or the nature of the spell being cast, however.

In addition, you can add another Intelligence-based skill proficiency to your Studious Nature benefit.

IMPROVED MAGICAL EFFECTIVENESS

Starting at 14th level, whenever you cast a spell that has the option of being cast with a higher-level spell slot, you may gain the advantage of doing so without having to use the higher-level slot. You must still expend the normal spell slot. Example: When you cast the spell *scorching ray*, you can use a 2nd level spell slot, but the spell will take effect as if you had used a 3rd level slot. It can only be used with spells that have the “at higher levels” option.

In addition, you can add another Intelligence-based skill proficiency to your Studious Nature benefit.

SCHOOL OF TENSER

One of the most famous wizards of the Flanaess, Tenser is famous for his willingness to mix physical combat with his more arcane skills. Those who follow his school of magical teaching are similarly inclined towards the more physical, although not necessarily in preference to their mystical training.

Each time you gain a wizard level, you may add any spell with Tenser’s name in it as if it was in the standard spell list, as long as it is of a level for which you have spell slots.

TENSER SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell with Tenser’s name in the title into your spellbook is halved.

FIGHTING ACCOUTREMENTS

Starting at 2nd level when you choose this school, you gain proficiency with light and medium armor, shield, and martial melee weapons.

WAR MAGIC

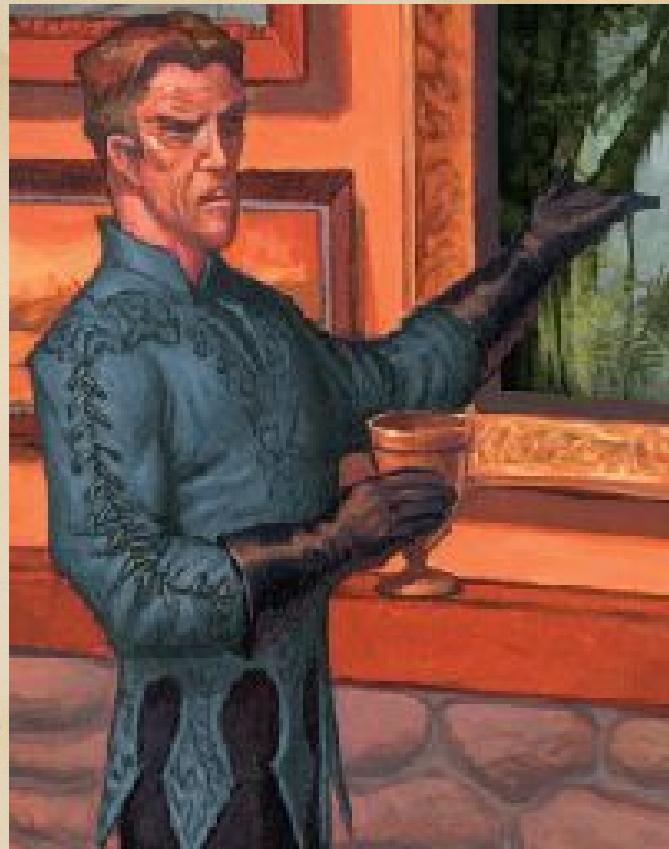
Beginning at 6th level, when casting a cantrip, you can make one weapon attack as a bonus action.

PUGILISTIC FLOURISH

Starting at 10th level, when casting any spell with Tenser’s name in the title that also uses a somatic component, you may make a melee attack using unarmed strike as a bonus action.

IMPROVED WAR MAGIC

Starting at 14th level, when you cast a spell using your action, you can make a melee attack as a bonus action.



WIZARD SPELLS

1ST LEVEL

- Bigby's Bookworm Bane
- Bigby's Feeling Fingers
- Drawmij's Beast of Burden
- Drawmij's Light Step
- Mordenkainen's Protection from Avians
- Nystul's Dancing Werelight
- Nystul's Flash
- Otiluke's Bubbling Buoyancy
- Otiluke's Smoky Sphere
- Otto's Chime of Release
- Rary's Empathic Perception
- Tenser's Eye of the Tiger
- Tenser's Steady Aim

2ND LEVEL

- Bigby's Dexterous Digits
- Bigby's Silencing Hand
- Drawmij's Adventurer's Luck
- Drawmij's Breath of Life
- Drawmij's Scent Mask
- Drawmij's Swift Mount
- Mordenkainen's Encompassing Vision
- Nystul's Blackmote
- Nystul's Blazing Beam
- Nystul's Crystal Dagger
- Otiluke's Boiling Oil Bath
- Otto's Soothing Vibrations
- Otto's Tones of Forgetfulness
- Rary's Aptitude Appropriator
- Tenser's Brawl

Tenser's Hunting Hawk

3RD LEVEL

- Bigby's Pugnacious Pugilist
- Drawmij's Iron Sack
- Drawmij's Marvelous Shield
- Mordenkainen's Defense Against Lycanthropes
- Mordenkainen's Defense Against Reptiles and Amphibians
- Mordenkainen's Protection from Insects and Arachnids
- Nystul's Expeditious Fire Extinguisher
- Nystul's Golden Revelation
- Nystul's Radiant Baton
- Otiluke's Acid Cloud
- Otiluke's Force Umbrella
- Otto's Crystal Rhythms
- Otto's Sure-Footed Shuffle
- Tenser's Deadly Strike
- Tenser's Eye of the Eagle

4TH LEVEL

- Bigby's Battering Gauntlet
- Bigby's Construction Crew
- Bigby's Force Sculpture
- Drawmij's Handy Timepiece (conjunction, ritual)
- Drawmij's Instant Exit
- Drawmij's Protection from Non-Magical Gas
- Mordenkainen's Electric Arc
- Mordenkainen's Faithful Phantom Shield-Maidens

Mordenkainen's Protection from Oozes

- Nystul's Blacklight Burst
- Nystul's Grue Conjunction
- Nystul's Lightburst
- Otiluke's Steaming Sphere
- Otto's Drums of Despair
- Otto's Silver Tongue
- Otto's Tin Soldiers
- Otto's Tonal Attack
- Otto's Warding Tones
- Rary's Mnemonic Enhancer
- Rary's Spell Enhancer
- Tenser's Flaming Blade
- Tenser's Giant Strength
- Tenser's Master at Arms
- Tenser's Running Warrior
- Tenser's Staff of Smiting

5TH LEVEL

- Bigby's Fantastic Fencers
- Bigby's Strangling Grip
- Drawmij's Flying Feat
- Mordenkainen's Faithful Phantom Defenders
- Mordenkainen's Private Sanctum
- Nystul's Enveloping Darkness
- Nystul's Radiant Arch
- Otiluke's Dispelling Screen
- Otiluke's Electrical Screen
- Otiluke's Polar Screen
- Otiluke's Radiant Screen
- Otto's Gong of Isolation
- Rary's Mind Shield
- Rary's Replay of the Past

Rary's Telepathic Bond

Tenser's Primal Fury

6TH LEVEL

- Bigby's Besieging Bolt
- Drawmij's Beneficent Polymorph
- Drawmij's Merciful Metamorphosis
- Mordenkainen's Faithful Phantom Guardian
- Mordenkainen's Lucubration
- Otiluke's Diamond Screen
- Otiluke's Excruciating Screen
- Otiluke's Orb of Containment
- Rary's Protection from Scrying
- Rary's Urgent Utterance
- Tenser's Fortunes of War
- Tenser's Transformation*

7TH LEVEL

- Mordenkainen's Penultimate Cogitation
- Otiluke's Death Screen
- Otiluke's Fire and Ice
- Otiluke's Siege Sphere
- Rary's Plane Truth
- Rary's Superior Spell Enhancer

8TH LEVEL

- Otiluke's Telekinetic Sphere

9TH LEVEL

- Mordenkainen's Disjunction

* This spell may be found in *Xanathar's Guide to Everything* from Wizards of the Coast.

SPELL DESCRIPTIONS

BIGBY'S BATTERING GAUNTLET

4th level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a metal rod with a mail gauntlet hung on one end)

Duration: Concentration, up to 1 minute per level of the caster

This spell brings into being a battering ram of pure force between 9-12 feet in length and 2 feet in diameter, sheathed in a violet hue and bearing a large fist at the end of the ram. The ram is such that it can only be used against portals that are designed to be opened, such as doors, gates, etc. It cannot be used against other objects such as walls, bridges, chests, etc., nor can it be used against living creatures. The ram will do 30 (6d10) hit points of battering damage per minute.

The ram itself cannot be destroyed or damaged by conventional means, but magical attacks will destroy it if it receives damage equal to half the hit points of the caster at the time the spell was cast. It is immune to psychic and poison damage, magical or not. A *dispel magic* or *disintegrate* spell will destroy the gauntlet. The ram cannot move, and will disappear if the caster moves more than 60' from it.

BIGBY'S BESIEGING BOLT

6th level evocation

Casting Time: 1 action

Range: Special

Components: V, S, M (a small stone sprinkled with 20 g.p. of diamond dust)

Duration: Concentration, up to 1 minute per 2 levels of the caster

This spell allows the caster to bring into being a siege engine of pure magical force. It will function in all ways as if it were a mundane piece of equipment

(see the Dungeon Master's Guide for details on siege equipment). The siege engine can fire once every two minutes, and requires no crew. The type of siege engine that can be invoked depends on the level of the wizard:

Wizard's Level	Siege Engine Type
11th	Ballista
13th	Mangonel
15th	Trebuchet

BIGBY'S BOOKWORM BANE

1st level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (child-sized leather glove)

Duration: Concentration, up to 10 minutes

This spell is designed to eradicate a pest of particular destructiveness to wizards and their ilk; the bookworm. The spell brings into being a magical, disembodied hand that will systematically go through the wizard's library and crush any bookworms it comes across. The hand will search 100 books and/or scrolls per turn, with a 95% chance of successfully detecting a worm, if present. The books and/or scrolls will be returned unmolested to their original places.

Once found, the hand will pursue and attack the worm until it is destroyed, attacking once per turn, in addition to its special search and movement actions. A successful attack means the worm has been destroyed, and the hand will continue to search for the duration of the spell. This hunting and slaying activity counts as a bonus action during your turn. The hand has a strength of 8, an AC of 10, and is destroyed by 4 points of magical damage. It cannot perform any other function or attack any other sort of creature or object.

BIGBY'S CONSTRUCTION CREW

4th level evocation (ritual)

Casting Time: 10 minutes

Range: 360 feet

Components: V, S, M (miniature tools worth at least 500 g.p.)

Duration: 12 hours

This spell brings forth a number of pairs of hands equal to the caster's experience level, each holding various carpentry tools. Each pair of hands can do the work of a single carpenter, miner, mason, or sapper. The pairs of hands cannot fight in any capacity, and have as many hit points as the caster has levels, although they are immune to non-magical damage, as well as psychic and poison damage of any type.

BIGBY'S DEXTEROUS DIGITS

2nd level evocation

Casting Time: 1 action

Range: 270 feet

Components: V, S, M (pair of gloves embroidered with the caster's initials, worth at least 10 g.p.)

Duration: Concentration, up to 30 minutes per level of the caster

This spell calls into being a pair of disembodied hands under the control of the caster. The hands can do everything the first-level spell Unseen Servant can do, but the Dexterous Digits have greater fine motor control, being able to work with laboratory equipment, play a musical instrument, write, use sign language, use tools, etc. Each hand can carry up to 20 lbs. individually or 50 lbs. together. Doing so counts as a bonus action during your turn. They cannot wield a weapon or otherwise make an attack action. The hands can move 120 feet per turn, but cannot be separated farther than the caster's own hands can be. If ordered to move more than 90 feet from the caster, the hands will be dispelled. They cannot enact the somatic component of a spell on behalf of the caster or

anyone else. The hands will be dispelled if they receive 6 hit points of magical damage.

BIGBY'S FANTASTIC FENCERS

5th level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (small silver amulet in the shape of a gauntlet holding a sword, worth at least 1,000 g.p.)

Duration: Up to 1 round per level of the caster

This spell calls into being a single hand of magical force holding a longsword. Each hand fights as if it were a fighter of a level equal to half that of the caster. Concentration is not required; the hands of the fencers are simply given verbal orders, which they will obey. Each fencer hand has an AC of 18 and can take 15 h.p. of damage before being destroyed. The hand is immune to poison or psychic damage. Each hand can move 30' per round, but if it moves more than 120' from the caster, it disappears.

Once per minute, if the fencer hits, the target must make a strength check with a bonus of +4. If it fails, the target will drop one weapon held in hand, if applicable.

BIGBY'S FEELING FINGERS

1st level evocation

Casting Time: 1 action

Range: 180 feet

Components: V, S, M (child-sized silk glove and a swan feather)

Duration: Concentration, up to 1 hour plus 10 minutes per level of the caster

This spell calls into being a magical disembodied hand under the control of the caster. The hand cannot hold, carry, or lift anything, but it has great tactile sensitivity, and will transmit such feelings back to the caster, enabling him to feel cracks,

textures, gaps, etc. The hand can search a 10' x 10' area in 10 turns, and gives advantage to the caster when making a Wisdom (Perception) check when searching for secret doors, elevator floors, pressure plates, etc. If a nonmagical trap is known to be somewhere, the hand can trigger it. Engaging in these functions counts as a bonus action during your turn. The hand will be dispelled if it takes 4 points of magical damage, is immune to psychic and poison damage, and has an AC of 10.

BIGBY'S FORCE SCULPTURE

4th level evocation (ritual)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (lump of soft clay with diamond dust mixed in; see below for details)

Duration: Special

This spell allows the caster to create a solid object out of pure magical force. The exact nature and characteristics of the object that can be created depends on the spell slot level being used for the spell. The sculpture can be destroyed by as many hit points of non-psychic/poison magical damage as the caster has hit points.

4th level spell slot: The object can be up to 7 cubic feet in volume. It cannot have any sharp edges or distinct details, cannot have moving parts, and must be rigid. Examples: ladder, plank, stair, etc. The material component requires at least 50 g.p. worth of diamond dust. Duration is 10 minutes per level of the caster.

5th level spell slot: The object can be up to 48 cubic feet in volume. It can have sharp edges and fine detail (detail takes 2d4 minutes and requires a successful Dexterity (Create Art) check), can have simple moving parts, and must be rigid. Examples: wagon, chariot, sword, quiver full of arrows, etc. The material component requires at least 100 g.p. worth of diamond dust. Duration is 30 minutes plus 10 minutes per level of the caster.

8th level spell slot: The object can be up to 135 cubic feet in volume. It can have sharp edges and fine detail (detail takes 2d4 minutes and requires a successful Dexterity (Create Art) check), can have complex moving parts, and can be flexible. Examples: ship, crossbow, mechanical clock, net, rope bridge). The material component requires at least 1,000 g.p. worth of diamond dust. Duration is 1 hour plus 10 minutes per level of the caster.

BIGBY'S PUGNACIOUS PUGILIST

3rd level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (mitten stuffed with cotton and a small brass bell)

Duration: Concentration, up to 2 rounds per level of the caster

This spell brings into being a pair of disembodied fists, which the caster can order to make an unarmed bludgeoning strike against any foe in range that the caster can see. The hands have a strength of 18 (+4) and can only bludgeon; they cannot shove or grapple. The hands must attack the same target each turn, and attack as if they were a fighter of half the caster's level, have 6 hit points, are immune to psychic and poison damage, and have an AC of 16. They disappear when they reach 0 hit points.

BIGBY'S SILENCING HAND

2nd level evocation

Casting Time: 1 action

Range: 120'

Components: V, S, M (cloth glove smeared with honey or syrup)

Duration: 2 minutes per level of the caster

This spell brings into being a disembodied hand which will immediately fly to any single creature within range that is visible to the caster and clamp itself over the mouth. The target is entitled to a

Dexterity saving throw to avoid the hand; if the throw is successful the hand disappears. The creature so affected cannot speak, cannot cast spells requiring a verbal component, and cannot activate any magic items requiring a command word. The hand cannot be pulled off physically, but can be dispelled by 24 points of magical (non-psychic/poison) damage or a *dispel magic* spell.

BIGBY'S STRANGLING GRIP

5th level evocation

Casting Time: 1 action

Range: 30' per level of the caster

Components: V, S, M (pair of gloves sewn as if choking a glass bottle neck)

Duration: Concentration, 2 rounds

This spell brings into being a pair of disembodied hands which will immediately fly to any single creature within range that is visible to the caster, grasp its throat, and begin to strangle it. The target creature must be humanoid and have a relatively unprotected throat, and must be within 2' of the caster's height (taller or shorter). The hands attack as if the caster were attacking, but have advantage due to the speed of the attack. A successful Strength check will allow the victim to pull the strangling hands off its throat, with a DC equal to 20 plus the caster's proficiency bonus.

DRAWMIJ'S ADVENTURER'S LUCK

2nd level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (5,000 g.p. of ruby dust)

Duration: 30 minutes

This spell allows the caster to change the luck of a single creature by touching it. While the spell lasts, the creature affected should be treated as if he or she were holding a *stone of good luck* (+1 to all saving throws and ability checks) The ruby dust is

sprinkled over the creature to be affected, and disappears as the spell is cast.

DRAWMIJ'S BEAST OF BURDEN

1st level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (lodestone and a pinch of iron filings)

Duration: 2 hours per level of the caster

This spell will effectively change the weight of any objects carried by a single creature, reducing it by half. This spell can be cast upon a single mount or person. If the spell expires while weight is still carried in excess of the maximum, the creature affected will sink to the ground, unable to move until its load is eased. If the load is 50% greater than the maximum, it will either have a 20% chance of going lame (if a mount), or losing 2 points of DEX for a week (if a humanoid). If the load is more than 50% of the maximum, the creature carrying it will suffer 1d6 hit points of damage and will automatically go lame or lose DEX as above. This spell cannot be combined with *Drawmij's swift mount* (see below).

DRAWMIJ'S BENEFICENT POLYMORPH

6th level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (caterpillar cocoon)

Duration: 2 hours

This spell functions similarly to a *polymorph* spell, except that the subject can choose which form it takes for the duration of the spell, and can change from one form to another until the spell expires; changing from one form to another requires an action, and the subject cannot change again until the following round. The caster still decides the initial form that is taken.

DRAWMIJ'S BREATH OF LIFE

2nd level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V

Duration: 1 hour

This spell allows the caster to imbue up to three creatures with the ability to hold its breath for an hour. During this time, drowning and inhaling poisonous gasses will not be a danger for the creature.

At higher levels. If this spell is cast using a higher-level spell slot, two additional creatures can be affected for every slot above 2nd level. Thus, if a 4th level slot is used, up to seven creatures can be affected by the spell.

DRAWMIJ'S FLYING FEAT

5th level transmutation

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (roc's feather)

Duration: concentration, up to 5 hours

This spell imbues an inanimate object with the ability to fly. The object (which can be anything up to 500 pounds) can fly with a speed of 50 feet, along any path the caster desires. It can hold up to 1,000 pounds of passengers and cargo, if applicable. If the caster loses concentration, is knocked unconscious, etc., the object will immediately fall to the ground.

DRAWMIJ'S HANDY TIMEPIECE

4th level conjuration (ritual)

Casting Time: 1 hour

Range: 0

Components: V, S, M (100 gp silver pendulum,
5,000 gp gold orb)

Duration: Special

This spell is cast immediately before some other spell, which must have a duration of 48 hours or less. When it is cast, the next spell that is cast by the spellcaster will be timed. One minute before it expires, a small golden gong will appear in front of the spellcaster and give off a soft chime, to warn him that the spell is about to end.

DRAWMIJ'S INSTANT EXIT

4th level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: 30 seconds

This spell creates a fast and handy, but risky, escape. Once cast, a door will appear on the nearest wall or other flat surface within 10 feet of the caster. Anyone entering the door will find themselves in a special temporary demi-plane. Up to 10 people can enter through the door before it closes automatically, although it can be closed by anyone as they walk through it. Once the door is closed, those in the demi-plane will be instantly teleported to a random spot within 500 feet (the Dungeon Master should determine distance and direction randomly, as appropriate for the terrain), but never within solid rock, molten lava, or some other instant-death locale. That is not to say the location will always be convenient...

DRAWMIJ'S IRON SACK

3rd level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (strip of leather-backed mail)

Duration: 12 hours

This spell increases the protective properties of an ordinary sack, purse, or backpack. Once cast, this spell will cause such a container to be as strong as inch-thick steel, although weight and flexibility remain unaffected. The affected container will get an

additional +2 bonus to any saving throws, if applicable (the holder of the sack does not get such benefits).

DRAWMIJ'S LIGHT STEP

1st level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (duck feather, cat's paw)

Duration: 5 minutes

This spell is a very specialized form of *levitation*. Once cast, the creature touched will levitate very slightly above the floor or ground, effectively leaving no trace, making tracking impossible. The creature can only walk; if they attempt to run, use a dash action, etc., the spell will end immediately, but they walk at 150% of normal speed (thus a creature that normally moves at 30 feet would move at 45). Under the influence of this spell, one could also walk on (very calm) water, and would not activate traps that require body weight, such as pit traps, pressure plates, etc.

DRAWMIJ'S MARVELOUS SHIELD

3rd level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

This spell will create a magical shield that completely surrounds the caster front, side, rear, and above. The caster gets a +2 bonus to armor class against melee attacks, is AC 19 against arrows, sling bullets, and other ammunition fired from a weapon, and AC 20 against hurled weapons. The spell requires that the caster be aware of the attack, however; a surprise attack will disrupt the spell immediately. It cannot be used in conjunction with a *shield* spell.

DRAWMIJ'S MERCIFUL METAMORPHOSIS

6th level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (500 gp powdered agate, 700 gp emerald)

Duration: Permanent

This spell was developed as a means of getting rid of an enemy without resorting to murder. It acts as a *polymorph* spell, but the effect is permanent, and the target loses all memory of having been anything other than the animal it now is. It does not radiate magic, but the effect can be reversed by a *dispel magic* or *wish* spell. The only form the target can be turned into is a beast. The target creature is entitled to a Wisdom saving throw, which negates the spell if successful.

DRAWMIJ'S PROTECTION FROM NON-MAGICAL GAS

4th level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (100 gp perfume, fan)

Duration: 30 minutes

This spell creates a spherical bubble 20 feet in radius, centered on the caster. Any creature within that sphere is immune to the effects of poison gas, smoke, and fumes. The air within is always fresh and oxygenated, so even if oxygen outside the bubble is consumed (for instance by a large fire), the air inside the bubble will remain breathable. The spell will move with the caster, but has no effect underwater or in a vacuum.

DRAWMIJ'S SCENT MASK

2nd level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (scentless flower)

Duration: 30 minutes

This spell allows the caster to conceal all odors emitted by the target creature. If the target is unwilling, the caster must make a successful unarmed attack, and the target is entitled to a Dexterity saving throw as well. A creature so masked cannot be tracked by scent (so, for instance, bloodhounds would be unable to track it), but scent-based attacks will also be rendered ineffective (for instance, giant skunks, ghosts, etc.).

DRAWMIJ'S SWIFT MOUNT

2nd level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (hare's foot or cheetah hair)

Duration: 3 hours

This spell temporarily doubles the speed of any mount, regardless of the mode of movement (running, crawling, flying, swimming, etc.). This spell cannot be used in combination with *Drawmj's beast of burden* (see above); in fact, it will not work at all if the mount is carrying more than its normal limit. Once the spell is done, the mount will be completely spent and cannot move except for the slowest crawl (a few yards to get to a stable, for instance) for another 24 hours.

MORDENKAINEN'S DEFENSE AGAINST LYCANTHROPIES

3rd level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (crushed moonstone)

Duration: 30 minutes

This spell creates a protective field around the creature touched. Any lycanthropes attacking the creature protected suffer a -2 penalty on all to hit rolls. In addition, the creature affected cannot contract lycanthropy while the spell is in effect, although it will not avail against any injuries

suffered from a lycanthrope before or after the spell was in effect.

At higher levels. If cast using a spell slot higher than 3rd, the spell will last for 5 minutes longer per spell slot level greater than 3rd.

MORDENKAINEN'S DEFENSE AGAINST REPTILES AND AMPHIBIANS

3rd level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (dried frog's leg)

Duration: 30 minutes

This spell creates a protective field around the creature touched. Any reptile, amphibian, dinosaur, lizard, snake, etc. (including giant sized versions, but excluding dragon type creatures) will have a -2 penalty on all rolls to hit the one protected. The protected creature also gets a +4 bonus to all saving throws against reptile venom (if applicable).

At higher levels. If cast using a spell slot higher than 3rd, the spell will last for 5 minutes longer per spell slot level greater than 3rd.

MORDENKAINEN'S DISJUNCTION

9th level abjuration

Casting Time: 1 action

Range: 0

Components: V

Duration: Permanent

This powerful spell creates an instantaneous sphere of anti-magic in a 30 foot radius, centered around the spellcaster. Any magic item or spell effect in the radius will immediately become disjointed, with the exception of any magic items or spells on the spellcaster's own person. All spell effects are treated as if they had been subjected to a *dispel magic* spell. Potions will automatically be rendered inert. All other magic items (rings, scrolls, wands, weapons,

etc.) must make a save vs DC 18 or become disjointed, thus losing all of their magical effects. Intelligent magic items may apply their Intelligence, Wisdom, or Charisma modifier to the roll, whichever is highest. Artifacts are also susceptible to the spell's effects, but make a DC 10 save.

MORDENKAINEN'S ELECTRIC ARC

4th level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (glass rod and a piece of fur)

Duration: Instantaneous

This spell generates a pair of electrical sparks from the fingertips of the spellcaster. Each will inflict 24 (8d6) hp of electrical damage, and must be aimed at separate targets in range; if more than one arc is aimed at the same target, only the first will cause damage. Each target of the electric arcs is entitled to a Dexterity save; success indicates they take half damage.

At higher levels. If a 6th level spell slot is used, three arcs will be generated. If an 8th level slot is used, four arcs will be created.

MORDENKAINEN'S ENCOMPASSING VISION

2nd level transmutation

Casting Time: 1 minute

Range: Touch

Components: V,S, M (crystal disc with 8 eyes inscribed on it)

Duration: 3 hours

This spell allows the creature touched to have 360 degree vision, making it almost impossible to sneak up on from behind. This spell can be used in combination with other vision-enhancing spells and magical effects, such as *darkvision*.

At higher levels. If cast with a spell slot higher than 2nd, the spell's effect will last for 1 hour longer per spell level past 2nd.

MORDENKAINEN'S FAITHFUL PHANTOM DEFENDERS

5th level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (one 1,000 gp emerald per defender)

Duration: 10 minutes

This spell calls into being a number of phantom humanoid forms made of translucent purple energy. The number and exact form of these defenders depends on the caster's choice, which must be chosen at the time the spell is prepared:

- Two faithful phantom centaurs
- Three faithful phantom veterans
- Five faithful phantom sharks
- Eight faithful phantom giant bats

All ignore any resistance to nonmagical attacks. The defenders will interpose themselves between the caster and any enemies to the best of their ability, allowing the caster to then cast additional spells. To the caster's enemies, they will be solid, but the spellcaster can cast spells through them as if they did not exist, nor will they be affected by any spells he casts. They cannot speak or otherwise communicate.

At higher levels. If a higher spell slot is used to cast this spell, the duration will equal 2 minutes per spell slot level.

MORDENKAINEN'S FAITHFUL PHANTOM GUARDIAN

6th level conjuration

Casting Time: 30 minutes

Range: Special

Components: V, S, M (1,000 gp diamond)

Duration: Special

This spell summons a *faithful phantom guardian*, who will watch over the spellcaster from the ethereal plane for the span of 24 hours. It can see with perfect clarity all things within 60 feet of the spellcaster, including those which are invisible, out of phase, ethereal, astral, etc. If anything attempts to attack the caster by surprise, the *faithful phantom guardian* will instantly materialize and defend the spellcaster (use the stats for a veteran in the Monster Manual, Appendix B). Optionally, the spellcaster can simply summon the faithful phantom guardian to materialize at any time during the 24 hour period. In either case, the guardian will remain on the material plane for 15 minutes maximum, after which time it will return to the astral plane and be freed of the spell's compulsion to defend the spellcaster. The faithful phantom guardian appears as a warrior made of translucent purple energy. It cannot speak or otherwise communicate.

MORDENKAINEN'S FAITHFUL PHANTOM SHIELD-MAIDENS

4th level evocation

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (miniature figurine of the caster with two crystal shields attached)

Duration: 20 minutes

This spell calls into being a pair of phantom humanoid forms made of translucent purple energy; one on each side of the caster. Although they are independent entities (use stats for thugs in the Monster Manual, Appendix B), they will always stay close enough to the caster to use their shields to defend him. Each provides the caster with a +1 bonus to his AC on the side protected by the *shield-maiden*; both can move to the same side if the caster so orders. They will follow wherever he goes. They will remain in place for 20 minutes, the caster dismisses them, or until they take 32 hit points of damage; a *dispel magic* spell also destroys them. They cannot speak or otherwise communicate.

At higher levels. If a higher level spell slot is used to cast this spell, the *shield-maidens* will remain for an additional 10 minutes per spell level above 4th.

MORDENKAINEN'S LUCUBRATION

6th level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

This spell allows the spellcaster to re-prepare a single spell that had previously been prepared and cast (or magically forgotten) since the caster's last long rest. Any spell can be so recalled as long as it is of 5th level or less. If material components are required for the spell, they will not be re-created by this spell; the spellcaster will need to make sure more components are on hand.

MORDENKAINEN'S PROTECTION FROM OOZES

4th level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (mold, pinch diamond dust)

Duration: 15 minutes

This spell creates a defensive energy field that provides protection against all manner of ooze-type creatures, including puddings, slimes, cubes, etc. All such creatures have a -2 penalty on all rolls to hit the protected creature. In addition, the protected creature's skin is highly resistant to corrosive agents, and gets a +2 bonus on all saving throws against attacks from such creatures. The protective spell will fade away after it absorbs 20 (10d4) hit points of damage, or until 15 minutes have passed, whichever comes first.

At higher levels. Five minutes will be added to the duration for every spell slot level above 4th.

MORDENKAINEN'S PENULTIMATE COGITATION

7th level transmutation

Casting Time: 1 action

Range: 0

Components: V, S

Duration: Instantaneous

This spell allows the spellcaster to prepare a spell of level 1-6 instantly, without needing to rest or study, as long as his spell books are within one mile. The spell cannot be contained elsewhere, such as a scroll or some other wizard's spell book, and the spellcaster must have a spell slot of the appropriate level open in order to cast the spell. The spell need not be cast immediately; it is simply prepared like any other spell, and may be cast any time after the current round, as desired.

MORDENKAINEN'S PRIVATE SANCTUM

5th level transmutation (ritual)

Casting Time: 20 minutes

Range: 0

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

Duration: 9 hours

This spell allows the caster to create an inviolable safe space in a room up to 1,600 square feet (40 feet by 40 feet, or any other configuration, as long as it doesn't exceed the square footage limit). The spell causes all windows to darken when viewed from outside (but are normal when looking through them from within), the walls will be impenetrable to x-ray vision, the whole place will be completely soundproof, and magical scrying and divination will be completely useless. The spell does not impact physical entry (breaking down the door, shattering the window, etc.), but the spell will function whether or not the spellcaster is present.

At higher levels. If cast using a spell slot higher than 5th level, the spell's duration will increase by 2 hours per spell level above 5th.

MORDENKAINEN'S PROTECTION FROM AVIANS

1st level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (bird feather wrapped in leather)

Duration: 5 minutes

This spell envelops the creature touched in a protective field. Any birds or otherwise avian creatures attacking the creature thus protected do so with -2 on all rolls to hit. If the creature protected is attacked by a total number of birds whose CR is more than 10, the spell will be negated. Thus, it will not work against a roc (CR 11), or a flock of 12 giant eagles (CR 1 each).

At higher levels. If a higher-level spell slot is used to cast this spell, the duration will increase by 5 minutes per level past 1st.

MORDENKAINEN'S PROTECTION FROM INSECTS AND ARACHNIDS

3rd level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (insect in amber)

Duration: 30 minutes

This spell creates a protective field around a creature by touch. Any insect or arachnid (including spiders, scorpions, flies, wasps, etc., including giant versions of such creatures) will suffer a -2 penalty on all rolls to hit the protected creature. The protected creature also gets a +4 bonus to all saving throws against insect and arachnid venom. If the creature protected is attacked by a total number of bugs whose CR is more than 10, the spell will be negated. Thus, it will not work against a group of 4 giant scorpions (CR 3 each).

At higher levels. If cast using a spell slot higher than 3rd, the spell will last for 5 minutes longer per spell slot level greater than 3rd.

NYSTUL'S BLACKLIGHT BURST

4th level evocation

Casting Time: 1 action

Range: 200 feet

Components: V, S, M (earth from a ghoul or ghast's grave)

Duration: Instantaneous

This spell brings forth an explosion of energy from the negative plane, centered on a point up to 200 feet from the caster. Any creature within a sphere 20' in radius will suffer 4 (4d4) hit points of damage (a successful Constitution save means they only take half damage). Angels and creatures native to the positive plane will take an additional 14 points of damage and have a -2 penalty to their saving throw.

In addition, all creatures in the area of the blast who failed their saving throw will be slowed (as per the spell) for 1d4 rounds. Angels and creatures from the positive plane who fail their save will be stunned for that time, rather than slowed. Undead are immune to this spell.

NYSTUL'S BLACKMOTE

2nd level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (piece of bone from an animated skeleton)

Duration: Special

This spell calls forth a very tiny piece of the negative plane into the hand of the spellcaster, who must then make a Wisdom saving throw with a +2 bonus. Failure means the mote immediately explodes, doing 1 hp of damage and paralyzing the caster for 1d4 rounds. Success means he has control over the

blackmote, and must maintain concentration for the rest of the round. If concentration is lost, the *blackmote* will instantly and harmlessly dissipate. At the end of the round, the caster must hurl the *blackmote* at some target, which is automatically hit. The *blackmote* explodes in a surge of negative energy and cold, inflicting 14 (4d6+2) hit points of damage. Undead, creatures native to the negative plane, and fiends are unaffected.

NYSTUL'S BLAZING BEAM

2nd level evocation

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: Instantaneous

This spell calls forth a very tiny piece of the positive plane into the hand of the spellcaster, which casts forth a beam of energy 1' wide and 50 feet long, which can be aimed at a single creature. Any creature touched by the *blazing beam* must make a Dexterity saving throw. Those who succeed will be stunned for 1d4 rounds. Those who fail will be blinded for 2d4 rounds. Undead do not get a saving throw, and instead automatically take 18 (6d6) hit points of damage. Angels and creatures native to the positive plane are unaffected.

NYSTUL'S CRYSTAL DAGGER

2nd level conjuration

Casting Time: 1 action

Range: 0

Components: V, S, M (miniature crystal dagger)

Duration: 5 rounds

This spell calls into being a weapon made from the substance of the quasi-elemental plane of mineral, bearing energy from the positive plane. Against normal creatures, the dagger will do 6 (2d4+2) hit points of damage. Against undead, fiends, and creatures native to the negative energy plane, it will do 7 (2d4+3) hit points of damage. If the dagger

inflicts maximum damage against such a creature, that creature will be paralyzed for the rest of the round, and the dagger will immediately vanish.

At higher levels. If a 3rd level spell slot is used to cast this spell, the dagger will have an additional +1 bonus both to hit and to damage, will last for 8 rounds, and undead, fiends, and negative energy creatures will be paralyzed for 2 rounds on a maximum damage hit.

NYSTUL'S DANCING WERELIGHT

1st level transmutation

Casting Time: 1 action

Range: 250 feet

Components: V, S, M (live firefly)

Duration: 3 hours

This spell creates a single mote of light that hovers in the air at the direction of the caster. The spellcaster can cause it to glow at any intensity from that of a candle to a *light* spell. The *werelight* can move or hover at the caster's will; concentration is not required. It cannot be attached to an object or a creature.

NYSTUL'S ENVELOPING DARKNESS

5th level evocation

Casting Time: 1 action

Range: 0

Components: V, S, M (pitch, black cat whisker, and displacer beast fur)

Duration: 20 rounds

This spell creates a 20 foot radius sphere of absolute darkness, centered around you. Although your vision is completely unimpaired, others will find the darkness completely impenetrable, even with *darkvision*. If you are attacked, those attacking you will have disadvantage, as you are also *displaced* as per the displacement attribute of a displacer beast. If you are hit, you lose this ability until the end of

your next turn. *Nystul's Lightburst* will negate this spell.

NYSTUL'S EXPEDITIOUS FIRE EXTINGUISHER

3rd level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (cold ash, salt)

Duration: 1 turn

This spell will create a zone of vacuum and ash (drawn from the quasi-elemental plane of ash) to put out fires instantly. The zone of ash will cover a circle 30 feet in radius, centered on a point up to 300 feet away from the spellcaster. Ordinary fires will be doused instantly. Magical fires will be extinguished 60% of the time, and only a 10 square foot area will be affected. The spell has no effect on fires emanating from creatures such as fire elementals.

At higher levels. If a higher-level spell slot is used to cast this spell, the radius of the circle affected will increase by 5 feet, and the center can be 50 feet farther away, per level above 3rd. Thus, a 5th level spell slot will produce a circle 40 feet in radius, centered on an area up to 400 feet away.

NYSTUL'S FLASH

1st level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

This spell creates an intense flash of light, forcing all creatures in the radius of effect to make a Constitution saving throw. Those who fail will be blinded for 1d4 rounds. Those who succeed will be stunned for 1d4 rounds. Creatures that are themselves naturally blind, such as oozes, are unaffected.

NYSTUL'S GOLDEN REVELATION

3rd level transmutation

Casting Time: 1 action

Range: 0

Components: V, S, M (glowworm in a box wrapped with waxed parchment)

Duration: 25 minutes

This spell allows the spellcaster to detect hidden, invisible, extra-dimensional, astral, ethereal, etc. creatures in the area of effect. The caster can sweep an area reaching out 60' from his body in a single round; the effect is like a searchlight in the form of a cone 30 feet wide at the base. No form of concealment, magical or mundane, will fool this spell. Only those creatures with the magic resistance trait are entitled to a Charisma saving throw, and do get advantage. Those detected by the spell's effect will be limned in golden light.

NYSTUL'S GRUE CONJURATION

4th level conjuration

Casting Time: 10 minutes

Range: 180 feet

Components: V, S, M (sulfur, incense, soft clay, or sea water)

Duration: Concentration, up to 20 minutes

You summon an elemental grue that appears in an unoccupied space that you can see within range. You must choose which type of grue appears when you prepare the spell:

- Harginn (fire)
- Ildriss (air)
- Chaggrin (earth)
- Varrdig (water)

A summoned grue will require a bribe in order to serve the caster. Nothing less than 500 gp in value will do, and it must be something that would be of interest to the grue. If satisfied, the grue will perform a single service for the caster, but with ill grace. If it

finds the service unpleasant or otherwise objectionable, it will disobey or subtly subvert the intention of the spellcaster. If no appropriate payment is forthcoming, the grue will become indignant and attack the spellcaster.

NYSTUL'S LIGHTBURST

4th level evocation

Casting Time: 1 action

Range: 200 feet

Components: V, S, M (500 gp small gold sphere)

Duration: Instantaneous

This spell summons a small explosion of energy from the positive plane, blinding every creature within a sphere 20 feet in radius centered on a point visible to you within the range of the spell. Creatures that are already sightless are unaffected. Any undead, creatures native to the negative plane, or fiends will also suffer 3 (1d6) hit points of damage. Such creatures are entitled to a Constitution saving throw to take only half damage, but undead make their saving throw with a -2 penalty.

NYSTUL'S RADIANT ARCH

5th level evocation

Casting Time: 1 minute

Range: self

Components: V, S, M (10 gp crystal prism, small black board with pinhole)

Duration: Concentration (up to 10 rounds)

This spell creates a glimmering rainbow of energy between your two outstretched hands. While you are able to maintain concentration, you can shoot beams of energy from this rainbow at enemies, as long as they are in sight and within 70 feet of you. You can choose the color of the beam, which also determines the type of damage done. Each blast of an energy beam will do 24 (7d8) hit points of damage.

- Red: cold damage (additional +1 damage against creatures with resistance to fire damage)
- Orange: fire damage (additional +1 damage against creatures with resistance to cold damage)
- Yellow: acid damage (successful Dexterity save means no damage)
- Green: neutralize poison (all poisons, venoms, etc. are neutralized by touch)
- Blue: electrical damage (additional +10 to those wearing metal armor)
- Indigo: only damage to undead creatures
- Violet: only damage to plants

NYSTUL'S RADIANT BATON

3rd level conjuration

Casting Time: 1 action

Range: 0

Components: V, S, M (10 gp crystal prism, set of seven small silver rods)

Duration: 5 rounds

This spell calls into being a slender baton made of energy directly tapped from the quasi-elemental plane of radiance. The caster may choose which color of the rainbow the baton will glow; the color corresponds to a particular damage type:

- Red: 13 (2d8+5) hit points of cold damage (additional +1 damage against creatures with resistance to fire damage)
- Orange: 13 (2d8+5) hit points of fire damage (additional +1 damage against creatures with resistance to cold damage)
- Yellow: 13 (2d8+5) hit points of acid damage (successful Dexterity save means no damage)
- Green: neutralize poison (all poisons, venoms, etc. are neutralized by touch)
- Blue: 13 (2d8+5) hit points of electrical damage (additional +10 to those wearing metal armor)

- Indigo: 13 (2d8+5) hit points of damage to undead creatures
- Violet: 13 (2d8+5) hit points of damage to plants

If you make a counteraction against a creature that struck you during the current round, you hit automatically. Otherwise, you must score a successful hit to cause damage. The seven small silver rods are not destroyed when the spell is cast, but the crystal prism is.

OTILUKE'S ACID CLOUD

3rd level evocation

Casting Time: 1 action

Range: 180 feet

Components: V, S, M (300 gp vial of aqua regia)

Duration: 1 minute

This spell calls into being a small crystalline sphere filled with a roiling yellow gas. When the sphere is hurled (range 60 feet), the crystal will shatter, releasing a 60' diameter sphere of acidic fumes. Everything within the area of the cloud will take 12 (4d6) hit points of acid damage. All ordinary objects (paper, metal, stone, etc) will suffer the effects of exposure to a powerful corrosive as well. Wind, rain, etc. will dispel the cloud immediately, canceling its effects.

At Higher Levels. If the spell is cast using a higher-level spell slot, the cloud will remain for an additional minute per spell slot level above third. Thus, if it is cast using a fifth level slot, the cloud will remain for 3 minutes. For every minute of additional exposure to the cloud, all creatures will suffer an additional 3 (1d6) hit points of acid damage, and objects must make an additional saving throw to avoid damage (if applicable).

OTILUKE'S BOILING OIL BATH

2nd level conjuration

Casting Time: 1 action

Range: Special

Components: V, S, M (a few drops of oil and a pinch of sulfur)

Duration: Instantaneous

This spell calls into being a cauldron of magical force filled to the brim with boiling oil, which appears over the head of the intended target (which must be within line of sight). If the target makes a DC 15 Dexterity throw, it manages to leap out of the way. If it fails the check, it will take 10 (3d6) hit points of fire damage.

OTILUKE'S BUBBLING BUOYANCY

1st level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (small cork and bromine salt)

Duration: 10 minutes

This spell allows the caster to alter objects and living creatures so that they will float on water even if they might ordinarily not be able to. Thus, metal coins, stone blocks, or living beings will be impacted. The spell will affect all objects in a 10' sphere centered on any point within 60 feet of the caster.

At Higher Levels. When you cast this spell using a spell slot higher than 1st, the range and duration of the spell is increased. The duration will add 20 minutes per level of the spell slot, and the range will add 120 feet per spell slot level. Thus, using a 3rd level spell slot will yield a duration of 70 minutes and a range of 420 feet.

OTILUKE'S DEATH SCREEN

7th level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (small sheet of crystal, earth from a vampire's coffin, small hollow sphere)

Duration: 25 minutes

This spell calls into being a screen of misty gray 20' square, which can be shaped into any form the caster desires (bowl, etc.) as long as the total area is unchanged. Once placed, it cannot move, and will remain until *dispelled*, the caster wills it gone, or the duration expires. Any creature attempting to pass through the screen is trapped in a pocket dimension formed of negative elemental energy. Creatures caught in the screen will lose 25% of their remaining hit points each round unless a DC 20 Constitution saving throw is made. The first round the throw is made with a -1 penalty on the first round, a -2 penalty on the second round, and so on. A successful check or death will mean the creature is returned to the material plane on the other side of the screen. Creatures caught in the screen can cast spells (including healing), but no magic short of a *wish* will allow them to escape. If the spell expires while a creature is still caught in the screen, it emerges as if it had successfully escaped.

OTILUKE'S DIAMOND SCREEN

6th level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (5,000 gp diamond chips)

Duration: 25 minutes

This spell brings into being a shimmering screen some 20' square that can be shaped in any way the caster desires (bowl, trapezoid, etc.), as long as it does not exceed the original area. Once placed, the screen cannot be moved, and will remain until *dispelled*, the caster wills it gone, or the duration is exceeded. Any creature passing through the screen

will take 30 (3d20) hit points of slashing damage from a myriad of razor-sharp fragments from the quasi-elemental plane of mineral.

OTILUKE'S DISPELLING SCREEN

5th level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (1,000 gp chrysolite gem, sheet of crystal)

Duration: 10 minutes

This spell calls into being a sheet of magical energy of violet hue, up to 20' square, which can be formed into any shape that the caster desires. Any creature or object passing through the screen will be affected as if a *dispel magic* spell had been cast with a 7th level spell slot. Once cast, the screen will not move, but can be willed away by the caster.

OTILUKE'S ELECTRICAL SCREEN

5th level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (50 gp crystal rod, crystal sheet, and bit of fur)

Duration: 45 minutes

This spell calls into being a 20' square screen of electrical force. The screen can be formed into any shape (including a hemisphere, wall, etc.), as long as its total area is unchanged. Any creature passing through the screen will take 4 (1d8) hit points of electrical damage, and suffer numbness for 1d4+1 rounds; all such creatures must make a Constitution check at a DC of 15. Failure indicates the numbness removes the creature's Dexterity bonus cannot be used during that time, and any attacks are made at a -2 penalty. If the saving throw is successful, all attacks are made at a -1 penalty. Characters wearing metal armor make the save with a -4 penalty. Once cast, the screen cannot be moved.

OTILUKE'S EXCRUCIATING SCREEN

6th level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (small sheet of crystal, plus either hollow sphere, salt, ash, or dust)

Duration: 30 minutes

This spell calls into being a misty grey screen 20' square, which can be molded into any shape the caster desires, as long as the original area is not exceeded. The screen will remain until *dispelled*, the caster wills it gone, or the duration is exceeded. Any creature passing through the screen will momentarily suffer the effects of touching one of the four negative quasi-elemental planes. Such creatures must make a DC 15 Constitution saving throw; success means they will have a -1 penalty to all saving throws for 1d4 rounds. Failure means they will be *stunned* for 1d4 rounds and will take 12 (4d6) hit points of damage of a type related to the quasi-elemental plane evoked, which is chosen by the caster when the spell is cast:

- **Vacuum:** Damage comes from exposure to vacuum, and does not affect creatures that do not breathe (undead, golems, etc.).
- **Salt:** Damage comes from dehydration, and does not affect creatures without moisture in their bodies (undead, fire elementals, etc.).
- **Ash:** Damage comes from loss of body heat and does not affect undead and creatures with immunity to cold damage.
- **Dust:** Damage comes from dispersal of body mass and does not affect creatures of a gaseous or liquid form (water elementals, etc.).

OTILUKE'S FIRE AND ICE

7th level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a small quartz crystal and a pinch of phosphorous)

Duration: Instantaneous

This spell brings into being two small spheres, one red and one blue. Instantly the red sphere will fly through the air to a point designated by the caster, followed a second or two behind by the blue sphere. When the red sphere reaches the designated target it explodes, causing 12 (4d6) hit points of fire damage to all creatures within a 30 foot radius. Almost instantly afterwards, the blue sphere will also explode, causing 12 (4d6) hit points of cold damage in a similar radius. Creatures in the blast radius are entitled to a Dexterity saving throw (DC 20) to take half damage; a separate saving throw must be made for each sphere. Due to the sudden change in temperature from blistering to sub-freezing, there is a 50% chance that any non-magical objects in the radius (stone, wood, metal, etc.) will crack and become useless.

OTILUKE'S FORCE UMBRELLA

3rd level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (50 gp miniature wooden umbrella and a pinch of diamond dust)

Duration: 1 hour

This spell brings into being a shimmering violet hemisphere of magical force some 10 feet in diameter, which will remain over the caster's head until he wills it gone (which does not require an action). The umbrella will provide proof against the elements such as rain and snow, as well as protection against non-magical attack from above or from an inclined angle, such as boulders, arrows, etc. Magical attacks from above, including such

things as a dragon's breath weapon, allow the caster to add his proficiency bonus to any saving throws, and he gains a +6 armor class adjustment against any melee or missile attacks from above. All non-magical missile attacks, such as arrows or sling bullets, are automatically deflected 75% of the time (the +6 armor class adjustment is applied to the 25% of attacks that make it through). The diameter of the umbrella is malleable, and will shape itself to accommodate any narrow spaces.

OTILUKE'S ORB OF CONTAINMENT

6th level evocation (ritual)

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (1,000 gp diamond encased in glass)

Duration: 1 day (but see below)

This spell calls into being an impregnable sphere 6 inches in diameter, which is useful for holding substances and small items that could otherwise not be contained. The sphere itself cannot be penetrated, deformed, punctured, etc. by any physical or magical means, although a *dispel magic* or *disintegrate* spell will cause the sphere to disappear, releasing whatever is inside. Time is also frozen within the orb. The spell will normally last for one day, but if cast again at the same point, the orb can be "recharged" and will last another day.

OTILUKE'S POLAR SCREEN

5th level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (50 gp sheet of lead crystal, several white quartz gemstones)

Duration: 45 minutes

This spell calls into being a shimmering blue-white screen of elemental cold, some 20' on a side. The screen can be molded to any shape the caster desires, as long as its total area is unchanged. Once

cast, the screen will remain in place until the caster mentally dismisses it, it is magically *dispelled*, or the duration expires. A *fireball*, or the breath from an adult red dragon, will also destroy the screen, but no other magic will do so.

Any creature passing through the screen will seem as if it has passed through a raging blizzard. Those passing through will be coated in a sheet of sleet and ice, which will do 15 hit points of cold damage per round. All creatures so doing are entitled to a Constitution check with a DC of 15; those who succeed will be covered in ice for but a single round, after which it will melt. Those who fail will be covered for $1d4+1$ rounds, unless some sort of magical warmth is applied.

OTILUKE'S RADIANT SCREEN

5th level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (500 gp beryl gemstone, crystal prism, thin sheet of rainbow-colored crystal)

Duration: 20 minutes

This spell calls into being a shimmering wall of force, the color of which depends on the caster's will and whim. The screen can be up to 20' square, and can be of any shape desired, as long as the area doesn't exceed 400 square feet. Once cast, the screen cannot be moved, and will remain until dispelled, the caster wills it gone, or the duration expires. The caster must select one of the following colors for the screen, each of which has a specific effect, drawn from the quasi-elemental planes:

- Red: 20 hit points of cold damage
- Orange: 20 hit points of fire damage
- Yellow: 20 hit points of acid damage
- Green: All poisons, venoms, etc. are neutralized
- Blue: 20 hit points of electrical damage (20 to those wearing metal armor)

- Indigo: 20 hit points of damage to undead creatures
- Violet: 20 hit points of damage to plants

The caster may change the color (and thus effect) once per round at will, but it can only be one color at a time.

OTILUKE'S SIEGE SPHERE

7th level evocation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (50 gp pinch of diamond dust, and either a bit of pitch, a pinch of diamond shards, or a lodestone)

Duration: 10 minutes

This spell brings into being a boulder-sized sphere of magical force, which can be fired by a catapult (mangonel or trebuchet) or hurled by a giant. A *dispel magic*, *disintegrate*, or *wish* spell will destroy it. The sphere must be launched or hurled within 10 minutes or it will disappear; the caster must determine at the time of the casting the type of siege sphere which will be created:

- **Liquid Fire:** When the sphere impacts, it will explode in a shower of liquid fire in a 30 foot radius. Any flammable materials will instantly catch fire, and any creatures within the area will take 8 (2d8) hit points of fire damage per round, or until it is washed off or the flames are extinguished. The burning fluid will last for 2d6 rounds.
- **Crystal Shards:** When the sphere impacts, it will explode in a blast of razor-sharp crystalline shards, inflicting 15 (5d6) hit points of slashing damage on all creatures within 30 feet, regardless of armor class.
- **Wrecking Ball:** As the sphere nears the point of impact, it triples in density, and will hit with 120 (24d10) hit points of crushing damage.

OTILUKE'S SMOKY SPHERE

1st level evocation

Casting Time: 1 action

Range: Special

Components: V, S, M (small piece of charred wood or charcoal and a 10 gp small hollow glass ball)

Duration: 1 minute

This spell brings into being a small crystal sphere filled with a highly compact gas. Once thrown (range 60 feet), the sphere will shatter and the gas will instantly fill a sphere 10' in radius with smoke. Anything within the sphere must make a Constitution throw. Those who fail will be convulsed with choking, coughing, and hacking fits. All those affected have disadvantage when making any saving throws, and must make a successful Constitution save (at disadvantage) to cast any spells with a verbal component. The cloud itself will dissipate after one minute, but the effects on those who breathed in the smoke will endure for $1d4+1$ minutes. The sphere must be thrown within three minutes of the spell being cast or it will be rendered useless. If the sphere is crushed before the caster has a chance to throw it, the gas will have an effect as described above, centered on the caster.

OTILUKE'S STEAMING SPHERE

4th level evocation

Casting Time: 1 action

Range: Special

Components: V, S, M (a few drops of water, dust, and sulfur)

Duration: 4 minutes

This spell calls into being a small sphere in the palm of the caster, containing a highly condensed ball of steam. Once thrown (range 60 feet), the sphere will shatter and the steam will escape, forming a sphere 30' in radius which lasts 4 minutes. Any creature caught in the sphere will take 12 (4d6) hit points of fire damage for every minute spent within the steam cloud.

The area within the steam sphere is considered to be heavily obscured, and even darkvision is of no use due to the heat of the steam. Any creature attempting to escape must make a Constitution check; success means they have managed to escape, but will do so in a totally random direction (roll 1d12 to determine the place of emergence from the cloud, using the die roll like the numbers on a clock). Failure means the victim stumbles around the cloud for an additional minute, taking more damage.

OTILUKE'S TELEKINETIC SPHERE

8th level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pair of small magnets)

Duration: concentration (up to 10 minutes)

This spell calls into being a magical sphere of force around a creature (up to Large size) or object up to 60 feet from the caster. An unwilling target is allowed a Dexterity saving throw; failure indicates it is trapped within the sphere for the spell's duration. The sphere will remain until the duration expires, the caster breaks concentration, or a *disintegrate* spell is cast upon it (the contents will remain unharmed).

Anything within the sphere up to 5,000 pounds is essentially weightless, and the sphere can be telekinetically controlled by the caster to move about, up to 150 feet distant. Maximum speed of the sphere when being moved telekinetically is 60. If more than 5,000 pounds is captured within the sphere, it cannot be lifted telekinetically, but it can

still be rolled on the ground, either from the outside (speed 30) or from within (half normal speed).

OTTO'S CHIME OF RELEASE

1st level transmutation

Casting Time: 1 action

Range: 180 feet

Components: V, S, M (10 gp brass tubular chime)

Duration: Instantaneous

This spell causes all nonmagical bonds to loosen. The magical vibrations that emanate from the striking of the brass chime will undo ropes, shackles, buckles (including bits and bridles), gags, knots, and the like.

OTTO'S CRYSTAL RHYTHMS

3rd level enchantment

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (500 gp pair of crystals)

Duration: Concentration, up to 10 minutes

This spell creates an irresistible chiming noise in the ears of the target, if it fails a Wisdom saving throw. Those who fail will instantly drop whatever is in their hands and begin to clap in rhythm with the chiming that only they can hear. Creatures with no arms are unaffected (wings do not count), but creatures with more than one pair of arms will clap with all of their hands.

OTTO'S DRUMS OF DESPAIR

4th level enchantment

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (1,000 gp mini bronze drums with onyx fixtures)

Duration: 15 minutes

This spell will fill all creatures in an area of 150 square feet (the caster may control the shape of the

area of effect, as long as it does not exceed 150 square feet) with an overwhelming feeling of despair and hopelessness. All affected creatures suffer a -2 penalty on all to hit, damage, and saving throw rolls. If applicable there is a -2 morale penalty as well.

OTTO'S GONG OF ISOLATION

5th level enchantment

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (7,000 gp mini gold gong and gold/jade striker)

Duration: Concentration, up to 70 minutes

This spell will cause a target creature to have its mind filled with the ringing of an enormously loud gong for the entire duration of the spell, unless it makes a successful Wisdom save. Those who fail will be stunned, and may only be brought out of that condition by a *heal* or *wish* spell. Telepathy with the affected is still possible.

OTTO'S SILVER TONGUE

4th level enchantment

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 15 minutes

When this spell is cast, the caster's voice takes on a special lilting tenor and tone that will instantly command the attention of any listener. For the duration of the spell, the caster makes all Charisma (Persuasion) and Charisma (Deception) checks as if he had a 19 Charisma score, and all attempts at magically detecting truth or falsehood have a 50% chance of failing if a half-truth is spoken, or a 25% chance of failing if an outright lie is spoken.

OTTO'S SOOTHING VIBRATIONS

2nd level enchantment

Casting Time: 1 action

Range: 180 feet

Components: V

Duration: Concentration, up to 1 minute per level of the caster

This spell causes the caster's voice to issue forth soothing tones and vibrations, stilling hostility and wildness in both animals and intelligent creatures. For the first round, all beasts with an Intelligence of 4 or less within the area of effect will do nothing, as will all other creatures with creatures in the area of effect (except constructs and oozes) who fail a Wisdom saving throw with a +2 bonus. On the second and subsequent rounds, all creatures who failed or never got a saving throw will be well-disposed towards the caster as long as he maintains concentration and the spell duration does not expire. Such creatures will be neither aggressive nor fearful, and will not attack unless threatened. Any creatures affected by this spell will be at disadvantage when making saving throws against spells such as *animal friendship*, *charm person*, or *dominate monster*.

OTTO'S SURE-FOOTED SHUFFLE

3rd level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (fiddle string and piece of mountain goat hoof)

Duration: Concentration, up to 1 hour

This spell grants all listeners within the range of the spell the sure-footedness of a mountain goat. Inclines of 50° present no difficulty, and any Dexterity rolls involving slipping, stumbling, falling, etc. are made with advantage.

OTTO'S TIN SOLDIERS

4th level transmutation (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (pair of tin soldiers

appropriate to the type created by the spell)

Duration: 12 minutes

This spell turns a pair of ordinary, 3" tall tin soldiers into full-sized fighting men for the duration of the spell. They will obey all orders from the caster, even to the point of suicide. The tin soldiers will have statistics as if they were guards (see the Monster Manual for details).

At higher levels. If cast with a 5th level spell slot, the tin soldiers will be veterans and will remain for 14 minutes. If cast with a 6th level spell slot, the tin soldiers will be veterans riding warhorses and will remain for 16 minutes. If cast with a 7th level spell slot, the tin soldiers will be knights and remain for 18 minutes.

OTTO'S TONAL ATTACK

4th level enchantment

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (1,000 gp crystal mallet and a sitar string)

Duration: 1 hour

This spell, when cast at a particular spellcaster, will cause the target to lose all ability to cast spells unless a Wisdom saving throw is made. Bards, clerics, druids, paladins, and rangers get a +2 bonus to their saving throw. If the saving throw is successful, the target's spells are lessened in effectiveness; saving throws against spells cast by the target are made with a +2 bonus to saving throws, and all damage caused by spells is reduced by the target's proficiency bonus.

OTTO'S TONES OF FORGETFULNESS

2nd level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (sitar strong and a wooden mallet)

Duration: 30 minutes

This spell causes the target creature to be inundated with outlandish music that only it can hear. The target must make a Wisdom saving throw; failure indicates it can no longer make skill checks. Any such checks must be made as ability checks for the duration of the spell. Thus, an attempt to use the Arcana skill would be made as a straight Intelligence check. Those who succeed in their saving throw can make skill checks, but receive a -1 penalty when doing so for the duration of the spell.

OTTO'S WARDING TONES

4th level enchantment

Casting Time: 1 action

Range: 360 feet

Components: V, S, M (two lumps of beeswax and an instrument string)

Duration: 7 minutes

This spell will affect all creatures within a 50' square. All creatures will be rendered deaf for the duration of the spell, but this will also have the side effect of rendering them immune to all thunder damage and sound-based spell effects, including such things as the *wail* of a banshee, the *luring song* of a harpy, etc.

RARY'S APTITUDE APPROPRIATOR

2nd level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 20 minutes

This spell allows you to temporarily transfer the knowledge of a particular skill from one creature to yourself, by touching that creature. If the target is willing, the transfer is automatic. If not, the target is entitled to a Wisdom saving throw. No magical powers can be transferred, nor feats, nor class-based skills like a ranger's land stride ability, but attribute-based skills such as Diplomacy, Intimidation, Sleight of Hand, etc. are transferrable. If the creature from whom the skill is being transferred gets a proficiency bonus for that skill, that is also transferred. The original owner of the skill does not lose his or her own ability with that skill; rather, it is duplicated in the process of being transferred.

At higher levels. If a 3rd level spell slot is used to cast this spell, it will last 40 minutes, a 4th level spell slot will cause it to last an hour, and so forth.

RARY'S EMPATHIC PERCEPTION

1st level divination

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (copper coin)

Duration: 3 minutes

This spell allows the caster to determine the basic emotional state of a living creature. It will not work on mindless creatures such as oozes, golems, and skeletons, but will work on animals as well as sentient creatures. Only basic emotions can be sensed; fear, anger, hunger, pain, love, etc. Only one creature can be scanned with this spell, and that creature must remain in line of sight.

RARY'S MEMORY ALTERATION

This spell functions the same as the 5th level spell *modify memory*. However, it can be easier to add to the spellbook of a wizard of the school of Rary, using the Rary Savant feature.

RARY'S MIND SHIELD

5th level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 5 hours

This spell creates a mental barrier in the mind of the affected creature, affording it greater protection against magical assaults against the mind. All saving throws against enchantment type magic are made with a +2 bonus. Even magics that would not ordinarily allow the victim a saving throw will require one on behalf of the target, albeit with a -2 penalty to the roll.

RARY'S MNEMONIC ENHANCER

4th level transmutation (ritual)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (100 gp ivory plaque and dragon's blood ink)

Duration: Special

This spell allows the caster to retain spells in his mind even though the spell slots for them should have been expended. A total of three level's worth of spell slots can be so retained; either three 1st level slots, a 1st and a 2nd level slot, or a 3rd level slot. It only works on spells that would normally have required a spell slot to be cast. The spell will remain in effect until the caster uses all three levels' worth of spell slots, or takes a long rest, whichever comes first.

RARY'S PLANE TRUTH

7th level divination (ritual)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S

Duration: Concentration, up to 16 minutes

This spell allows the caster to study a single creature. At the end of the first minute, its alignment will be known. At the end of the second minute, its home plane and patron god(s), if any, will be known as well. At the end of the two minutes, another creature can be scanned, to a total of eight creatures in all. The creatures scanned must be within line of sight.

RARY'S PROTECTION FROM SCRYING

6th level abjuration (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (5,000 gp star sapphire)

Duration: 6 hours

This spell allows the caster to elude all attempts at scrying or divination, whether by spell, magic item, or other contrivance, for the duration of the spell. In addition, the creature affected by the spell will instantly know if such an attempt has been made. If the spell is cast on the wizard himself, he can attempt to identify the person scrying or divining about him by making a successful Intelligence check.

At higher levels. If you cast this spell using a 7th level slot, the duration will increase by 2 hours, and will increase by an additional 2 hours for each higher-level spell slot.

RARY'S REPLAY OF THE PAST

5th level divination (ritual)

Casting Time: 10 minutes

Range: Special

Components: V, S

Duration: Concentration (special)

This spell allows the caster to read the psychic impressions in a given room or area, which are created by especially violent and/or significant events. Upon the first casting of the spell, the most significant event in the area will replay before the

caster's eyes, as if he were standing right there at the time it occurred, with every detail visible (thus allowing him to recognize individuals, read things, etc.). He cannot interact at all with the images, and the replay will end when the event itself ends, in real time. If the spell is cast by the same caster in the same place, the second-most significant scene to play out there will then be visible. In theory, the caster could keep casting the spell in the same place and see ever-less-significant happenings there, until all of the psychic energy was gone through.

RARY'S SPELL ENHANCER

4th level transmutation

Casting Time: 0

Range: Special

Components: V

Duration: Special

This spell allows the caster to, by the utterance of a single syllable at the start of some other spell, causing it to be cast with greater magical force. Any creature needing to make a saving throw against that spell will do so with a -2 penalty. Casting this spell does not affect the casting time of the spell whose effects are being enhanced.

RARY'S SUPERIOR SPELL ENHANCER

7th level evocation

Casting Time: 0

Range: Special

Components: V

Duration: Special

This spell allows the caster to, by the utterance of a single syllable at the start of some other spell, causing it to be cast with greater magical force. Any creature needing to make a saving throw against that spell will do so with a -1 penalty, and all damage is increased by a number of hit points equal to the caster's proficiency bonus (if applicable). Casting this spell does not affect the casting time of the spell whose effects are being enhanced.

RARY'S TELEPATHIC BOND

5th level divination

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: 3 hours

This spell creates a psychic link between two or more creatures. All must have an intelligence of 6 or higher, must be willing to have the link established, and must all be in range at the time the spell is cast. Language is irrelevant to the link; thoughts are projected without the need for conscious language. Up to 3 creatures can be so linked, but the link will be severed if one or more travel to some other plane. A *wish* spell can make the link permanent, but only between two creatures.

At higher levels. If cast with a higher level spell slot, the spell's duration, as well as the maximum number of creatures that can be linked, will increase:

Spell Slot Level	Duration	Max. Creatures
6	4 hours	4
7	5 hours	5
8	6 hours	6
9	7 hours	7

RARY'S URGENT UTTERANCE

6th level transmutation (ritual)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (1,000 gp sapphire)

Duration: Up to 24 hours

This spell allows the caster to prepare a second spell in such a way that it can be cast with the utterance of but a single word, effectively turning its casting time to 1 action. This spell is often used in conjunction with spells with a lengthy casting time, for obvious reasons. This spell is cast first, followed by the second spell, which does not take effect until

the caster utters the trigger word, at which time the second spell will take effect normally. If the second spell is not activated within 24 hours, it will fade and be lost. Only a single spell can be so prepared at the same time.

This spell will not work on the following spells: conjure elemental, conjure minor elemental, contingency, guards and wards, legend lore, planar binding, Tenser's transformation, and wish.

TENSER'S BRAWL

2nd level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (bit of bear or gorilla fur)

Duration: 1 round per level

This spell allows the caster to cause any single person touched to become much more proficient in unarmed combat. When making an unarmed strike, the affected creature gains advantage and a +2 bonus to your initiative check. When grappling, you gain advantage and a +4 bonus to your Strength (Athletics) check to prevent an enemy from escaping. When shoving, the affected creature gains advantage.

TENSER'S DEADLY STRIKE

3rd level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (full set of tiger claws)

Duration: 1d6+3 rounds

This spell allows the creature touched to be much more effective in battle. For the duration of the spell, the recipient will do maximum damage when using melee or ranged weapons. It does not impact magical damage such as that from spells, nor does it have any impact on damage caused by siege engines, but it will work in addition to other combat-enhancing magic and magic weapons.

TENSER'S EYE OF THE EAGLE

3rd level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (eagle feathers and ground carrot)

Duration: 10 minutes per level

This spell enhances the visual acuity of the creature touched. The affected creature has double the normal range of vision in all circumstances, even impacting *darkvision* and similar effects. This will also have the effect of giving the creature advantage when firing any ranged weapon, but does not increase the weapon's range.

TENSER'S EYE OF THE TIGER

1st level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (tiger whisker and ground carrot)

Duration: 1 round per level

This spell gives the creature touched vision equal to that of a great cat. The affected creature will have darkvision 30', and sees as if the area were one level of light and obscuration better; heavily obscured areas are treated as if they were lightly obscured, dim light is treated as bright light, etc.

TENSER'S FLAMING BLADE

4th level transmutation

Casting Time: 1 action

Range: 20'

Components: V, S, M (5 gp pinch of phosphorus or 5 gp quartz crystal)

Duration: Special

This spell will grant a single dagger either the properties of flame or frost, described below. In addition to those powers, the dagger affected by the

spell gets a +1 bonus to damage (not to hit) for the duration of the spell. The spell will not work on any weapon other than a dagger, and will not work on any dagger that already has some other cold or fire based magical effect. The duration depends on the spell slot used to cast the spell:

Spell Slot Used	Duration
4th level	10 rounds
5th level	12 rounds
6th level	14 rounds
7th level	16 rounds
8th level	18 rounds
9th level	20 rounds

The flame dagger lights up as a torch, radiating light in a 30' radius. Any combustibles touched by the blade will ignite, and creatures that are immune to cold damage such as white dragons will take an additional 2 hit points of damage if the blade hits, in addition to the regular +1 bonus the spell confers.

The frost dagger will emit a blue glow in a 10' radius. If placed in contact with water, up to 1 cubic foot of water will be frozen per minute. Any creatures that are immune to fire damage such as salamanders will take an additional 2 hit points of damage if the blade hits, in addition to the regular +1 bonus the spell confers.

TENSER'S FORTUNES OF WAR

6th level abjuration (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (5,000 gp jewelry or gems)

Duration: Special

This spell allows the caster to grant to one individual the power to cheat death once. At your discretion, you can choose to avoid any single attack that would reduce you to zero hit points or fewer, or any single magical attack that has the effect of removing you from action (*stone to flesh*, *sleep*, *fear*, *charm*, etc.). Once you have chosen to do so, you are entitled to a Dexterity check with a DC of 20, even if you have

already failed a saving throw related to the attack. If successful, you only lose hit points equal to half your current total (round down), or the spell fails to affect you at all. The spell is lost regardless of whether or not the save is successful, and only one *Tenser's Fortunes of War* spell can be cast on the same creature at the same time.

TENSER'S GIANT STRENGTH

4th level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (giant or titan hair)

Duration: 30 minutes per level

This spell allows the caster to increase the strength of any single creature touched. The strength conferred to the recipient depends on the spell slot used to cast the spell:

Spell Slot Used	Increase Strength To:
4th level	16
5th level	17
6th level	18
7th level	19
8th level	20
9th level	21

If the recipient's strength is already that strong or higher, the recipient will gain 1 point of strength.

TENSER'S HUNTING HAWK

2nd level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (feather from a hawk's wing)

Duration: Concentration, up to 1 round per level

This spell transforms one arrow into a *hunting hawk* as the arrow is fired from a bow (use the statistics for Hawk (Falcon) in the Player's Handbook, Appendix D). The hawk has 3 hit points, and will follow the mental orders of the caster, including attacking enemies. The hawk gets advantage on its

first attack against any target, and does double damage, but only on the first attack per target. If the spell is cast on a magic arrow, the hawk will enjoy the magical bonuses of the arrow for as long as it exists. Once the spell is over or the hawk is destroyed, the hawk and the original arrow will both disappear. The spell will not function on an *arrow of slaying*.

TENSER'S MASTER AT ARMS

4th level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (crane feather)

Duration: 10 minutes per level

This spell allows the caster to turn the person touched into a master of a particular type of weapon. The character is automatically proficient with the weapon if he or she is not already, and gains advantage on any attack with that weapon. The weapon type must be specific; it can affect greatswords (for instance) but not martial melee weapons. The spell can only be cast on someone with at least one level as a fighter or ranger.

TENSER'S PRIMAL FURY

5th level transmutation

Casting Time: 1 action

Range: 20 yards

Components: V, S, M (bit of wolverine or grizzly bear fur)

Duration: 1 minute

This spell temporarily allows the caster to cause someone (or himself) to *rage* as if the target were a barbarian. In addition, during the duration of the spell, the person affected gains 12 (4d6) bonus hit points; any damage taken during the duration of the spell will be taken from these bonus points first. The spell ends when the *rage* would normally end, or after one minute, or if a *dispel magic* spell is cast on

the recipient. The spell can only be cast on someone with at least one level in fighter or ranger.

TENSER'S RUNNING WARRIOR

4th level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (bit of fur from a live wolf)

Duration: 1 minute per level

This spell confers the same benefit as a *haste* spell, except the recipient can also take dash as a bonus action in the round.

TENSER'S STAFF OF SMITING

4th level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (small iron bar)

Duration: 2 rounds per level

This spell allows the caster to temporarily enchant a quarterstaff in his hands into a magical weapon. The spell will only affect non-magical quarterstaves, and will grant it a +1 bonus to hit and +4 damage for the duration of the spell.

TENSER'S STEADY AIM

1st level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (small coiled spring)

Duration: 1 minute per level

This spell allows the caster to cause one subject to incur no penalties to hit when firing a missile weapon, as long as those penalties are caused by unsteady footing, rapid movement, etc. No matter how much the attacker is gyrating or moving, his aim will be the same as if he were standing on a solid stone floor. The spell does not confer any other bonuses.

This work is unofficial Fan Content permitted under the Fan Content Policy. Not approved/
endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast.
©Wizards of the Coast LLC. The rest is Copyright © Joseph Bloch, all rights reserved.